S Venus Jin

List of Publications by Year
in descending order

58 papers	3,927 citations	182225 30 h-index	169272 56 g-index
58 all docs	58 docs citations	58 times ranked	3266 citing authors

#	Article	IF	Citations
1	â€œDeath and Love Amid the COVID-19 Pandemicâ€• Effects of Pathogen Threats on Online Dating and Social Distancing From Life-History Strategy Perspectives. Omega: Journal of Death and Dying, 2024, 88, 1465-1495.	0.7	0
2	â€œThe greedy I that givesâ€â€"The paradox of egocentrism and altruism: Terror management and system justification perspectives on the interrelationship between mortality salience and charitable donations amid the <scp>COVID</scp>â€19 pandemic. Journal of Consumer Affairs, 2022, 56, 414-448.	1.2	24
3	â€œThey bought it, therefore I will buy itâ€• The effects of peer users' conversion as sales performance and entrepreneurial sellers' number of followers as relationship performance in mobile social commerce. Computers in Human Behavior, 2022, 131, 107212.	5.1	10
4	Leveraging virtual reality (VR) for sports public relations and sports journalism: qualitative analyses of VR content productions for â€˜Russia 2018â€™ and â€˜Qatar 2022â€™ FIFA World Cups. Journal of Sport and Tourism, 2022, 26, 335-362.	1.5	2
5	I trust what she's #endorsing on Instagram: moderating effects of parasocial interaction and social presence in fashion influencer marketing. Journal of Fashion Marketing and Management, 2021, 25, 665-681.	1.5	41
6	â€œIn A.I. we trust?â€•The effects of parasocial interaction and technopian versus luddite ideological views on chatbot-based customer relationship management in the emerging â€œfeeling economyâ€• Computers in Human Behavior, 2021, 119, 106721.	5.1	106
7	Why do consumers with social phobia prefer anthropomorphic customer service chatbots? Evolutionary explanations of the moderating roles of social phobia. Telematics and Informatics, 2021, 62, 101644.	3.5	26
8	'Fame and Envy 2.0' in luxury fashion influencer marketing on Instagram: comparison between mega-celebrities and micro-celebrities. International Journal of Internet Marketing and Advertising, 2021, 15, 176.	0.1	6
9	The roles of celebrity endorsersâ€™ and consumersâ€™ vegan identity in marketing communication about veganism. Journal of Marketing Communications, 2020, 26, 813-835.	2.7	35
10	Pro-veganism on Instagram. Online Information Review, 2020, 44, 685-704.	2.2	26
11	â€œI'll buy what she's #wearingâ€• The roles of envy toward and parasocial interaction with influencers in Instagram celebrity-based brand endorsement and social commerce. Journal of Retailing and Consumer Services, 2020, 55, 102121.	5.3	149
12	Celebrity fashion brand endorsement in Facebook viral marketing and social commerce. Journal of Fashion Marketing and Management, 2019, 23, 104-123.	1.5	37
13	Instafamous and social media influencer marketing. Marketing Intelligence and Planning, 2019, 37, 567-579.	2.1	375
14	Romance 2.0 on Instagram! â€œWhat Type of Girlfriend Would You Date?â€• Evolutionary Psychology, 2019, 17, 147470491982684.	0.6	4
15	Product placement 2.0: â€œDo Brands Need Influencers, or Do Influencers Need Brands?â€• Journal of Brand Management, 2019, 26, 522-537.	2.0	83
16	Instagram fashionistas, luxury visual image strategies and vanity. Journal of Product and Brand Management, 2019, 29, 355-368.	2.6	53
17	Interactive Effects of Instagram Foodies' Hashtagged #Foodporn and Peer Users' Eating Disorder on Eating Intention, Envy, Parasocial Interaction, and Online Friendship. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 157-167.	2.1	29
18	Celebrity-endorsed e-cigarette brand Instagram advertisements: Effects on young adultsâ€™ attitudes towards e-cigarettes and smoking intentions. Journal of Health Psychology, 2018, 23, 550-560.	1.3	56

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19	"Celebrity 2.0 and beyond!" Effects of Facebook profile sources on social networking advertising. Computers in Human Behavior, 2018, 79, 154-168.	5.1	57
20	"Narcissism 2.0! Would narcissists follow fellow narcissists on Instagram?" the mediating effects of narcissists personality similarity and envy, and the moderating effects of popularity. Computers in Human Behavior, 2018, 81, 31-41.	5.1	25
21	"The Paradox of Narcissus and Echo in the Instagram Pond" in Light of the Selfie Culture from Freudian Evolutionary Psychology: Self-Loving and Confident but Lonely. Journal of Broadcasting and Electronic Media, 2018, 62, 554-577.	0.8	7
22	Dieting 2.0!: Moderating effects of Instagrammers' body image and Instafame on other Instagrammers' dieting intention. Computers in Human Behavior, 2018, 87, 224-237.	5.1	14
23	Gratifications of using Facebook, Twitter, Instagram, or Snapchat to follow brands: The moderating effect of social comparison, trust, tie strength, and network homophily on brand identification, brand engagement, brand commitment, and membership intention. Telematics and Informatics, 2017, 34, 412-424.	3.5	312
24	Uses and gratifications of social networking sites for bridging and bonding social capital: A comparison of Facebook, Twitter, Instagram, and Snapchat. Computers in Human Behavior, 2017, 72, 115-122.	5.1	378
25	Reconnecting with the past in social media: The moderating role of social influence in nostalgia marketing on Pinterest. Journal of Consumer Behaviour, 2017, 16, 565-576.	2.6	55
26	Making Reservations Online: The Impact of Consumer-Written and System-Aggregated User-Generated Content (UGC) in Travel Booking Websites on Consumers' Behavioral Intentions. Journal of Travel and Tourism Marketing, 2016, 33, 101-117.	3.1	32
27	Telling stories about breastfeeding through Facebook: The impact of user-generated content (UGC) on pro-breastfeeding attitudes. Computers in Human Behavior, 2015, 46, 6-17.	5.1	55
28	"A Match Made… Online?" The Effects of User-Generated Online Dater Profile Types (Free-Spirited) Tj ETQq0 0 0 rgBT /Overlock 10 Personality. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 320-327.	2.1	9
29	The moderating effect of computer users' autotelic need for touch on brand trust, perceived brand excitement, and brand placement awareness in haptic games and in-game advertising (IGA). Computers in Human Behavior, 2015, 43, 58-67.	5.1	25
30	Following Celebrities' Tweets About Brands: The Impact of Twitter-Based Electronic Word-of-Mouth on Consumers' Source Credibility Perception, Buying Intention, and Social Identification With Celebrities. Journal of Advertising, 2014, 43, 181-195.	4.1	474
31	Peeling back the multiple layers of Twitter's private disclosure onion: The roles of virtual identity discrepancy and personality traits in communication privacy management on Twitter. New Media and Society, 2013, 15, 813-833.	3.1	43
32	The moderating role of sensation seeking tendency in robotic haptic interfaces. Behaviour and Information Technology, 2013, 32, 862-873.	2.5	6
33	Effects on Mood of Activating the Private Versus the Collective Self. Social Behavior and Personality, 2012, 40, 189-194.	0.3	3
34	"Toward Integrative Models of Flow" Effects of Performance, Skill, Challenge, Playfulness, and Presence on Flow in Video Games. Journal of Broadcasting and Electronic Media, 2012, 56, 169-186.	0.8	104
35	The virtual malleable self and the virtual identity discrepancy model: Investigative frameworks for virtual possible selves and others in avatar-based identity construction and social interaction. Computers in Human Behavior, 2012, 28, 2160-2168.	5.1	57
36	The potential of social media for luxury brand management. Marketing Intelligence and Planning, 2012, 30, 687-699.	2.1	131

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37	Self-Discrepancy and Regulatory Fit in Avatar-Based Exergames. Psychological Reports, 2012, 111, 697-710.	0.9	11
38	â€œTo disclose or not to disclose, that is the questionâ€ A structural equation modeling approach to communication privacy management in e-health. Computers in Human Behavior, 2012, 28, 69-77.	5.1	47
39	â€œSad Movies Donâ€™t Always Make Me Cryâ€ Journal of Media Psychology, 2012, 24, 9-18.	0.7	17
40	â€œI Feel Present. Therefore, I Experience Flow:â€ A Structural Equation Modeling Approach to Flow and Presence in Video Games. Journal of Broadcasting and Electronic Media, 2011, 55, 114-136.	0.8	84
41	â€˜Finding a home away from homeâ€™: the use of social networking sites by Asia-Pacific students in the United States for bridging and bonding social capital. Asian Journal of Communication, 2011, 21, 504-519.	0.6	65
42	Effects of self-disclosure on relational intimacy in Facebook. Computers in Human Behavior, 2011, 27, 1974-1983.	5.1	152
43	The impact of 3d virtual haptics in marketing. Psychology and Marketing, 2011, 28, 240-255.	4.6	26
44	â€œIt Feels Right. Therefore, I Feel Present and Enjoyâ€ The Effects of Regulatory Fit and the Mediating Roles of Social Presence and Self-Presence in Avatar-Based 3D Virtual Environments. Presence: Teleoperators and Virtual Environments, 2011, 20, 105-116.	0.3	28
45	â€œMy Avatar Behaves Well and this Feels Rightâ€ Ideal and Ought Selves in Video Gaming. Social Behavior and Personality, 2011, 39, 1175-1182.	0.3	15
46	The effects of incorporating a virtual agent in a computer-aided test designed for stress management education: The mediating role of enjoyment. Computers in Human Behavior, 2010, 26, 443-451.	5.1	53
47	The Influence of Regulatory Fit and Interactivity on Brand Satisfaction and Trust in E-Health Marketing Inside 3D Virtual Worlds (<i>Second Life</i>). Cyberpsychology, Behavior, and Social Networking, 2010, 13, 673-680.	2.1	20
48	The roles of spokes-avatars' personalities in brand communication in 3D virtual environments. Journal of Brand Management, 2010, 17, 317-327.	2.0	46
49	Parasocial Interaction with an Avatar in Second Life: A Typology of the Self and an Empirical Test of the Mediating Role of Social Presence. Presence: Teleoperators and Virtual Environments, 2010, 19, 331-340.	0.3	42
50	Effects of 3D Virtual Haptics Force Feedback on Brand Personality Perception: The Mediating Role of Physical Presence in Advergames. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 307-311.	2.1	19
51	â€œI Feel More Connected to the Physically Ideal <i>Mini Me</i> than the Mirror-Image <i>Mini Me</i>â€ Theoretical Implications of the â€œMalleable Selfâ€ for Speculations on the Effects of Avatar Creation on Avatarâ€“Self Connection in <i>Wii</i>. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 567-570.	2.1	54
52	The Roles of Regulatory Focus and Medical Recommendation Avatars' Trustworthiness in Virtual Environmentâ€“Based E-Health. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 461-466.	2.1	13
53	Does Imposing a Goal Always Improve Exercise Intentions in Avatar-Based Exergames? The Moderating Role of Interdependent Self-Construal on Exercise Intentions and Self-Presence. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 335-339.	2.1	23
54	â€œI Can Be Happy Even When I Lose the Gameâ€ The Influence of Chronic Regulatory Focus and Primed Self-Construal on Exergamers' Mood. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 467-471.	2.1	15

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55	Modality Effects in Second Life: The Mediating Role of Social Presence and the Moderating Role of Product Involvement. Cyberpsychology, Behavior and Social Networking, 2009, 12, 717-721.	2.2	52
56	The Roles of Modality Richness and Involvement in Shopping Behavior in 3D Virtual Stores. Journal of Interactive Marketing, 2009, 23, 234-246.	4.3	85
57	Avatars Mirroring the Actual Self versus Projecting the Ideal Self: The Effects of Self-Priming on Interactivity and Immersion in an Exergame, <i>Wii Fit</i>. Cyberpsychology, Behavior and Social Networking, 2009, 12, 761-765.	2.2	115
58	Addressing Media Stigma for People Experiencing Mental Illness Using an Entertainment-Education Strategy. Journal of Health Psychology, 2006, 11, 247-267.	1.3	96