

S Venus Jin

List of Publications by Year in descending order

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58
papers

3,927
citations

159585
30
h-index

149698
56
g-index

58
all docs

58
docs citations

58
times ranked

2903
citing authors

#	ARTICLE	IF	CITATIONS
1	“Death and Love Amid the COVID-19 Pandemic”: Effects of Pathogen Threats on Online Dating and Social Distancing From Life-History Strategy Perspectives. <i>Omega: Journal of Death and Dying</i> , 2024, 88, 1465-1495.	1.0	0
2	“The greedy I that gives” The paradox of egocentrism and altruism: Terror management and system justification perspectives on the interrelationship between mortality salience and charitable donations amid the COVID-19 pandemic. <i>Journal of Consumer Affairs</i> , 2022, 56, 414-448.	2.3	24
3	“They bought it, therefore I will buy it” The effects of peer users' conversion as sales performance and entrepreneurial sellers' number of followers as relationship performance in mobile social commerce. <i>Computers in Human Behavior</i> , 2022, 131, 107212.	8.5	10
4	Leveraging virtual reality (VR) for sports public relations and sports journalism: qualitative analyses of VR content productions for “Russia 2018” and “Qatar 2022” FIFA World Cups. <i>Journal of Sport and Tourism</i> , 2022, 26, 335-362.	2.6	2
5	I trust what she's endorsing on Instagram: moderating effects of parasocial interaction and social presence in fashion influencer marketing. <i>Journal of Fashion Marketing and Management</i> , 2021, 25, 665-681.	2.2	41
6	In A.I. we trust? The effects of parasocial interaction and technopian versus luddite ideological views on chatbot-based customer relationship management in the emerging “feeling economy”. <i>Computers in Human Behavior</i> , 2021, 119, 106721.	8.5	106
7	Why do consumers with social phobia prefer anthropomorphic customer service chatbots? Evolutionary explanations of the moderating roles of social phobia. <i>Telematics and Informatics</i> , 2021, 62, 101644.	5.8	26
8	'Fame and Envy 2.0' in luxury fashion influencer marketing on Instagram: comparison between mega-celebrities and micro-celebrities. <i>International Journal of Internet Marketing and Advertising</i> , 2021, 15, 176.	0.2	6
9	The roles of celebrity endorsers’ and consumers’ vegan identity in marketing communication about veganism. <i>Journal of Marketing Communications</i> , 2020, 26, 813-835.	4.0	35
10	Pro-veganism on Instagram. <i>Online Information Review</i> , 2020, 44, 685-704.	3.2	26
11	“I'll buy what she's wearing” The roles of envy toward and parasocial interaction with influencers in Instagram celebrity-based brand endorsement and social commerce. <i>Journal of Retailing and Consumer Services</i> , 2020, 55, 102121.	9.4	149
12	Celebrity fashion brand endorsement in Facebook viral marketing and social commerce. <i>Journal of Fashion Marketing and Management</i> , 2019, 23, 104-123.	2.2	37
13	Instafamous and social media influencer marketing. <i>Marketing Intelligence and Planning</i> , 2019, 37, 567-579.	3.5	375
14	Romance 2.0 on Instagram! “What Type of Girlfriend Would You Date?” <i>Evolutionary Psychology</i> , 2019, 17, 147470491982684.	0.9	4
15	Product placement 2.0: “Do Brands Need Influencers, or Do Influencers Need Brands?” <i>Journal of Brand Management</i> , 2019, 26, 522-537.	3.5	83
16	Instagram fashionistas, luxury visual image strategies and vanity. <i>Journal of Product and Brand Management</i> , 2019, 29, 355-368.	4.3	53
17	Interactive Effects of Instagram Foodies' Hashtagged #Foodporn and Peer Users' Eating Disorder on Eating Intention, Envy, Parasocial Interaction, and Online Friendship. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 157-167.	3.9	29
18	Celebrity-endorsed e-cigarette brand Instagram advertisements: Effects on young adults’ attitudes towards e-cigarettes and smoking intentions. <i>Journal of Health Psychology</i> , 2018, 23, 550-560.	2.3	56

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19	“Celebrity 2.0 and beyond!” Effects of Facebook profile sources on social networking advertising. <i>Computers in Human Behavior</i> , 2018, 79, 154-168.	8.5	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. <i>Computers in Human Behavior</i> , 2018, 81, 31-41.	8.5	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. <i>Journal of Broadcasting and Electronic Media</i> , 2018, 62, 554-577.	1.5	7
22	Dieting 2.0!: Moderating effects of Instagrammers' body image and Instafame on other Instagrammers'™ dieting intention. <i>Computers in Human Behavior</i> , 2018, 87, 224-237.	8.5	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. <i>Telematics and Informatics</i> , 2017, 34, 412-424.	5.8	312
24	Uses and gratifications of social networking sites for bridging and bonding social capital: A comparison of Facebook, Twitter, Instagram, and Snapchat. <i>Computers in Human Behavior</i> , 2017, 72, 115-122.	8.5	378
25	Reconnecting with the past in social media: The moderating role of social influence in nostalgia marketing on Pinterest. <i>Journal of Consumer Behaviour</i> , 2017, 16, 565-576.	4.2	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. <i>Journal of Travel and Tourism Marketing</i> , 2016, 33, 101-117.	7.0	32
27	Telling stories about breastfeeding through Facebook: The impact of user-generated content (UGC) on pro-breastfeeding attitudes. <i>Computers in Human Behavior</i> , 2015, 46, 6-17.	8.5	55
28	“A Match Made in Online?” The Effects of User-Generated Online Dater Profile Types (Free-Spirited) Tj ETQq0 0 0 rgBT /Overlock 1 Personality. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 320-327.	3.9	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). <i>Computers in Human Behavior</i> , 2015, 43, 58-67.	8.5	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. <i>Journal of Advertising</i> , 2014, 43, 181-195.	6.6	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. <i>New Media and Society</i> , 2013, 15, 813-833.	5.0	43
32	The moderating role of sensation seeking tendency in robotic haptic interfaces. <i>Behaviour and Information Technology</i> , 2013, 32, 862-873.	4.0	6
33	Effects on Mood of Activating the Private Versus the Collective Self. <i>Social Behavior and Personality</i> , 2012, 40, 189-194.	0.6	3
34	“Toward Integrative Models of Flow” Effects of Performance, Skill, Challenge, Playfulness, and Presence on Flow in Video Games. <i>Journal of Broadcasting and Electronic Media</i> , 2012, 56, 169-186.	1.5	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. <i>Computers in Human Behavior</i> , 2012, 28, 2160-2168.	8.5	57
36	The potential of social media for luxury brand management. <i>Marketing Intelligence and Planning</i> , 2012, 30, 687-699.	3.5	131

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37	Self-Discrepancy and Regulatory Fit in Avatar-Based Exergames. <i>Psychological Reports</i> , 2012, 111, 697-710.	1.7	11
38	“To disclose or not to disclose, that is the question”: A structural equation modeling approach to communication privacy management in e-health. <i>Computers in Human Behavior</i> , 2012, 28, 69-77.	8.5	47
39	“Sad Movies Don’t Always Make Me Cry”. <i>Journal of Media Psychology</i> , 2012, 24, 9-18.	1.0	17
40	“I Feel Present. Therefore, I Experience Flow”: A Structural Equation Modeling Approach to Flow and Presence in Video Games. <i>Journal of Broadcasting and Electronic Media</i> , 2011, 55, 114-136.	1.5	84
41	“Finding a home away from home”: the use of social networking sites by Asia-Pacific students in the United States for bridging and bonding social capital. <i>Asian Journal of Communication</i> , 2011, 21, 504-519.	1.0	65
42	Effects of self-disclosure on relational intimacy in Facebook. <i>Computers in Human Behavior</i> , 2011, 27, 1974-1983.	8.5	152
43	The impact of 3d virtual haptics in marketing. <i>Psychology and Marketing</i> , 2011, 28, 240-255.	8.2	26
44	“It Feels Right. Therefore, I Feel Present and Enjoy”: The Effects of Regulatory Fit and the Mediating Roles of Social Presence and Self-Presence in Avatar-Based 3D Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2011, 20, 105-116.	0.6	28
45	“My Avatar Behaves Well and this Feels Right”: Ideal and Ought Selves in Video Gaming. <i>Social Behavior and Personality</i> , 2011, 39, 1175-1182.	0.6	15
46	The effects of incorporating a virtual agent in a computer-aided test designed for stress management education: The mediating role of enjoyment. <i>Computers in Human Behavior</i> , 2010, 26, 443-451.	8.5	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>). <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 673-680.	3.9	20
48	The roles of spokes-avatars' personalities in brand communication in 3D virtual environments. <i>Journal of Brand Management</i> , 2010, 17, 317-327.	3.5	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. <i>Presence: Teleoperators and Virtual Environments</i> , 2010, 19, 331-340.	0.6	42
50	Effects of 3D Virtual Haptics Force Feedback on Brand Personality Perception: The Mediating Role of Physical Presence in Advergimes. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 307-311.	3.9	19
51	“I Feel More Connected to the Physically Ideal <i>Mini Me</i> than the Mirror-Image <i>Mini Me</i>”: Theoretical Implications of the “Malleable Self” for Speculations on the Effects of Avatar Creation on Avatar “Self Connection in <i>Wii</i>. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 567-570.	3.9	54
52	The Roles of Regulatory Focus and Medical Recommendation Avatars' Trustworthiness in Virtual Environment-Based E-Health. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 461-466.	3.9	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. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 335-339.	3.9	23
54	“I Can Be Happy Even When I Lose the Game”: The Influence of Chronic Regulatory Focus and Primed Self-Construal on Exergamers' Mood. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 467-471.	3.9	15

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55	Modality Effects in Second Life: The Mediating Role of Social Presence and the Moderating Role of Product Involvement. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 717-721.	2.2	52
56	The Roles of Modality Richness and Involvement in Shopping Behavior in 3D Virtual Stores. <i>Journal of Interactive Marketing</i> , 2009, 23, 234-246.	6.2	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>. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 761-765.	2.2	115
58	Addressing Media Stigma for People Experiencing Mental Illness Using an Entertainment-Education Strategy. <i>Journal of Health Psychology</i> , 2006, 11, 247-267.	2.3	96