Tony Liao

List of Publications by Year
in descending order

19	357	1039406 9	940134 16
papers	citations	h-index	g-index

19	19	19	257
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Layar-ed places: Using mobile augmented reality to tactically reengage, reproduce, and reappropriate public space. New Media and Society, 2015, 17, 1418-1435.	3.1	62
2	Mobile Geotagging: Reexamining Our Interactions with Urban Space. Journal of Computer-Mediated Communication, 2011, 16, 407-423.	1.7	53
3	Augmented or admented reality? The influence of marketing on augmented reality technologies. Information, Communication and Society, 2015, 18, 310-326.	2.6	44
4	Future directions for mobile augmented reality research: Understanding relationships between augmented reality users, nonusers, content, devices, and industry. Mobile Media and Communication, 2019, 7, 131-149.	3.1	36
5	Explicating Cues: A Typology for Understanding Emerging Media Technologies. Journal of Computer-Mediated Communication, 2020, 25, 32-43.	1.7	27
6	Foursquare and the parochialization of public space. First Monday, 2013, 18, .	0.6	25
7	Mobile versus headworn augmented reality: How visions of the future shape, contest, and stabilize an emerging technology. New Media and Society, 2018, 20, 796-814.	3.1	21
8	Is it â€˜augmented realityâ€™? Contesting boundary work over the definitions and organizing visions for an emerging technology across field-configuring events. Information and Organization, 2016, 26, 45-62.	3.1	20
9	A future so close: Mapping 10 years of promises and futures across the augmented reality development cycle. New Media and Society, 2021, 23, 258-283.	3.1	18
10	A bibliometric analysis of privacy and ethics in IEEE Security and Privacy. Ethics and Information Technology, 2015, 17, 153-163.	2.3	9
11	A framework for debating augmented futures: Classifying the visions, promises and ideographs advanced about augmented reality. , 2012, , .		8
12	Augmented criminality: How people process in situ augmented reality crime information in relation to space/place. Mobile Media and Communication, 2020, 8, 360-378.	3.1	7
13	Standards and Their (Recurring) Stories: How Augmented Reality Markup Language Was Built on Stories of Past Standards. Science Technology and Human Values, 2020, 45, 712-737.	1.7	6
14	A process approach to understanding multiple open source innovation contests â€“ Assessing the contest structures, execution, and participant responses in the android developer challenges. Information and Organization, 2020, 30, 100300.	3.1	5
15	â€œCrystal Is Creepy, but Coolâ€¦ Mapping Folk Theories and Responses to Automated Personality Recognition Algorithms. Social Media and Society, 2021, 7, 205630512110101.	1.5	5
16	Augmented reality in health and medicine. , 2020, , 109-128.		4
17	Learning About Metadata and Machines: Teaching Students Using a Novel Structured Database Activity. Journal of Communication Pedagogy, 2021, 4, 152-165.	0.6	4
18	Could the Virtual Dinosaur See You? Understanding Childrenâ€™s Perceptions of Presence and Reality Distinction in Virtual Reality Environments. Journal of Virtual Worlds Research, 2019, 12, .	0.6	3

#	Article	IF	Citations
19	You Can See All that from Right Here? A Content Analysis of in Situ Augmented Reality Tweets. Communication Studies, 2021, 72, 1073-1088.	0.7	0