

# Tony Liao

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8085766/publications.pdf>

Version: 2024-02-01

19  
papers

357  
citations

1039406

9  
h-index

940134

16  
g-index

19  
all docs

19  
docs citations

19  
times ranked

257  
citing authors

#	ARTICLE	IF	CITATIONS
1	A future so close: Mapping 10 years of promises and futures across the augmented reality development cycle. <i>New Media and Society</i> , 2021, 23, 258-283.	3.1	18
2	“Crystal Is Creepy, but Cool” Mapping Folk Theories and Responses to Automated Personality Recognition Algorithms. <i>Social Media and Society</i> , 2021, 7, 205630512110101.	1.5	5
3	Learning About Metadata and Machines: Teaching Students Using a Novel Structured Database Activity. <i>Journal of Communication Pedagogy</i> , 2021, 4, 152-165.	0.6	4
4	You Can See All that from Right Here? A Content Analysis of in Situ Augmented Reality Tweets. <i>Communication Studies</i> , 2021, 72, 1073-1088.	0.7	0
5	Standards and Their (Recurring) Stories: How Augmented Reality Markup Language Was Built on Stories of Past Standards. <i>Science Technology and Human Values</i> , 2020, 45, 712-737.	1.7	6
6	Explicating Cues: A Typology for Understanding Emerging Media Technologies. <i>Journal of Computer-Mediated Communication</i> , 2020, 25, 32-43.	1.7	27
7	Augmented reality in health and medicine. , 2020, , 109-128.		4
8	Augmented criminality: How people process in situ augmented reality crime information in relation to space/place. <i>Mobile Media and Communication</i> , 2020, 8, 360-378.	3.1	7
9	A process approach to understanding multiple open source innovation contests “ Assessing the contest structures, execution, and participant responses in the android developer challenges. <i>Information and Organization</i> , 2020, 30, 100300.	3.1	5
10	Future directions for mobile augmented reality research: Understanding relationships between augmented reality users, nonusers, content, devices, and industry. <i>Mobile Media and Communication</i> , 2019, 7, 131-149.	3.1	36
11	Could the Virtual Dinosaur See You? Understanding Children’s Perceptions of Presence and Reality Distinction in Virtual Reality Environments. <i>Journal of Virtual Worlds Research</i> , 2019, 12, .	0.6	3
12	Mobile versus headworn augmented reality: How visions of the future shape, contest, and stabilize an emerging technology. <i>New Media and Society</i> , 2018, 20, 796-814.	3.1	21
13	Is it “augmented reality”? Contesting boundary work over the definitions and organizing visions for an emerging technology across field-configuring events. <i>Information and Organization</i> , 2016, 26, 45-62.	3.1	20
14	A bibliometric analysis of privacy and ethics in IEEE Security and Privacy. <i>Ethics and Information Technology</i> , 2015, 17, 153-163.	2.3	9
15	Layar-ed places: Using mobile augmented reality to tactically reengage, reproduce, and reappropriate public space. <i>New Media and Society</i> , 2015, 17, 1418-1435.	3.1	62
16	Augmented or admented reality? The influence of marketing on augmented reality technologies. <i>Information, Communication and Society</i> , 2015, 18, 310-326.	2.6	44
17	Foursquare and the parochialization of public space. <i>First Monday</i> , 2013, 18, .	0.6	25
18	A framework for debating augmented futures: Classifying the visions, promises and ideographs advanced about augmented reality. , 2012, , .		8

#	ARTICLE	IF	CITATIONS
19	Mobile Geotagging: Reexamining Our Interactions with Urban Space. Journal of Computer-Mediated Communication, 2011, 16, 407-423.	1.7	53