

Chia Chen Chen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8216696/publications.pdf>

Version: 2024-02-01

17
papers

976
citations

840776

11
h-index

1125743

13
g-index

18
all docs

18
docs citations

18
times ranked

829
citing authors

#	ARTICLE	IF	CITATIONS
1	Animating eco-education: To see, feel, and discover in an augmented reality-based experiential learning environment. <i>Computers and Education</i> , 2016, 96, 72-82.	8.3	251
2	Learning in a u-Museum: Developing a context-aware ubiquitous learning environment. <i>Computers and Education</i> , 2012, 59, 873-883.	8.3	190
3	What drives in-app purchase intention for mobile games? An examination of perceived values and loyalty. <i>Electronic Commerce Research and Applications</i> , 2016, 16, 18-29.	5.0	186
4	What drives smartwatch purchase intention? Perspectives from hardware, software, design, and value. <i>Telematics and Informatics</i> , 2018, 35, 103-113.	5.8	142
5	Exploring the factors of using mobile ticketing applications: Perspectives from innovation resistance theory. <i>Journal of Retailing and Consumer Services</i> , 2022, 67, 102974.	9.4	35
6	Understanding usage transfer behavior of two way O2O services. <i>Computers in Human Behavior</i> , 2019, 100, 184-191.	8.5	34
7	Value-based adoption of e-book subscription services: The roles of environmental concerns and reading habits. <i>Telematics and Informatics</i> , 2017, 34, 434-448.	5.8	31
8	Exploring the determinants of usage continuance willingness for location-based apps: A case study of bicycle-based exercise apps. <i>Journal of Retailing and Consumer Services</i> , 2020, 55, 102097.	9.4	31
9	Real-time smartphone sensing and recommendations towards context-awareness shopping. <i>Multimedia Systems</i> , 2015, 21, 61-72.	4.7	20
10	What drives continuance intention to use a food-ordering chatbot? An examination of trust and satisfaction. <i>Library Hi Tech</i> , 2022, 40, 929-946.	5.1	20
11	A smart assistant toward product-awareness shopping. <i>Personal and Ubiquitous Computing</i> , 2014, 18, 339-349.	2.8	18
12	Exploring the Benefit and Sacrifice Factors of Virtual Reality Gameplay. <i>Frontiers in Psychology</i> , 2020, 11, 251.	2.1	9
13	Learning the Chinese Sentence Representation with LSTM Autoencoder. , 2018, , .		4
14	Investigating the customer's intention in the "Clicks-and-Mortar" business model. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2018, , 1.	4.9	4
15	Developing a mobile instant messaging system for problem-based learning activity. , 2015, , .		1
16	Work-in-progress: Implementing a context-awareness ubiquitous learning environment — A case study of 921 Earthquake Museum of Taiwan. , 2015, , .		0
17	Exploring the Factors that Influence the Intention to Play a Color Mixing Game. <i>Lecture Notes in Computer Science</i> , 2017, , 14-20.	1.3	0