

Chia Chen Chen

List of Publications by Year in descending order

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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 | 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 |
| 2 | 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 |
| 3 | Exploring the Benefit and Sacrifice Factors of Virtual Reality Gameplay. <i>Frontiers in Psychology</i> , 2020, 11, 251. | 2.1 | 9 |
| 4 | 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 |
| 5 | Understanding usage transfer behavior of two way O2O services. <i>Computers in Human Behavior</i> , 2019, 100, 184-191. | 8.5 | 34 |
| 6 | Learning the Chinese Sentence Representation with LSTM Autoencoder. , 2018, , . | | 4 |
| 7 | What drives smartwatch purchase intention? Perspectives from hardware, software, design, and value. <i>Telematics and Informatics</i> , 2018, 35, 103-113. | 5.8 | 142 |
| 8 | 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 |
| 9 | 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 |
| 10 | 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 |
| 11 | 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 |
| 12 | 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 |
| 13 | Work-in-progress: Implementing a context-awareness ubiquitous learning environment — A case study of 921 Earthquake Museum of Taiwan. , 2015, , . | | 0 |
| 14 | Developing a mobile instant messaging system for problem-based learning activity. , 2015, , . | | 1 |
| 15 | Real-time smartphone sensing and recommendations towards context-awareness shopping. <i>Multimedia Systems</i> , 2015, 21, 61-72. | 4.7 | 20 |
| 16 | A smart assistant toward product-awareness shopping. <i>Personal and Ubiquitous Computing</i> , 2014, 18, 339-349. | 2.8 | 18 |
| 17 | Learning in a u-Museum: Developing a context-aware ubiquitous learning environment. <i>Computers and Education</i> , 2012, 59, 873-883. | 8.3 | 190 |