Najmul Islam

List of Publications by Year
in descending order

65	4,043	147726	138417
papers	citations	31	58
		h-index	g-index

68	68	68	2847
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Unusual purchasing behavior during the early stages of the COVID-19 pandemic: The stimulus-organism-response approach. Journal of Retailing and Consumer Services, 2020, 57, 102224.	5.3	477
2	What drives unverified information sharing and cyberchondria during the COVID-19 pandemic?. European Journal of Information Systems, 2020, 29, 288-305.	5.5	312
3	Impact of Online Information on Self-Isolation Intention During the COVID-19 Pandemic: Cross-Sectional Study. Journal of Medical Internet Research, 2020, 22, e19128.	2.1	284
4	Misinformation sharing and social media fatigue during COVID-19: An affordance and cognitive load perspective. Technological Forecasting and Social Change, 2020, 159, 120201.	6.2	275
5	Blockchain in healthcare: A systematic literature review, synthesizing framework and future research agenda. Computers in Industry, 2020, 122, 103290.	5.7	231
6	Investigating e-learning system usage outcomes in the university context. Computers and Education, 2013, 69, 387-399.	5.1	190
7	Point of adoption and beyond. Initial trust and mobile-payment continuation intention. Journal of Retailing and Consumer Services, 2020, 55, 102086.	5.3	168
8	Big data analytics in healthcare: a systematic literature review. Enterprise Information Systems, 2020, 14, 878-912.	3.3	119
9	E-learning system use and its outcomes: Moderating role of perceived compatibility. Telematics and Informatics, 2016, 33, 48-55.	3.5	111
10	What influences algorithmic decision-making? A systematic literature review on algorithm aversion. Technological Forecasting and Social Change, 2022, 175, 121390.	6.2	111
11	Is boredom proneness related to social media overload and fatigue? A stress–strain–outcome approach. Internet Research, 2020, 30, 869-887.	2.7	110
12	Applying the SOBC paradigm to explain how social media overload affects academic performance. Computers and Education, 2020, 143, 103692.	5.1	104
13	Positive and negative word of mouth (WOM) are not necessarily opposites: A reappraisal using the dual factor theory. Journal of Retailing and Consumer Services, 2021, 63, 102396.	5.3	80
14	The Janus face of Facebook: Positive and negative sides of social networking site use. Computers in Human Behavior, 2016, 61, 14-26.	5.1	79
15	Sources of satisfaction and dissatisfaction with a learning management system in post-adoption stage: A critical incident technique approach. Computers in Human Behavior, 2014, 30, 249-261.	5.1	72
16	A Review on the Mobile Applications Developed for COVID-19: An Exploratory Analysis. IEEE Access, 2020, 8, 145601-145610.	2.6	70
17	Satisfaction and continuance with a learning management system. International Journal of Information and Learning Technology, 2015, 32, 109-123.	1.5	66
18	The Role of Perceived System Quality as Educators' Motivation to Continue E-learning System Use. AIS Transactions on Human-Computer Interaction, 2012, 4, 25-43.	1.1	59

#	Article	IF	Citations
19	The dark side of social media: Stalking, online self‐disclosure and problematic sleep. International Journal of Consumer Studies, 2021, 45, 1373-1391.	7.2	58
20	Digital platforms and the changing nature of physical work: Insights from ride-hailing. International Journal of Information Management, 2019, 49, 452-460.	10.5	56
21	What drives subscribing to premium in freemium services? A consumer value‐based view of differences between upgrading to and staying with premium. Information Systems Journal, 2020, 30, 295-333.	4.1	55
22	Did location-based games motivate players to socialize during COVID-19?. Telematics and Informatics, 2020, 54, 101458.	3.5	52
23	A Systematic Review on the Use of AI and ML for Fighting the COVID-19 Pandemic. IEEE Transactions on Artificial Intelligence, 2020, 1, 258-270.	3.4	50
24	The dark side of social media â€" and <i>Fifty Shades of Grey</i> introduction to the special issue: the dark side of social media. Internet Research, 2018, 28, 1166-1168.	2.7	48
25	A Systematic Review of the Digital Interventions for Fighting COVID-19: The Bangladesh Perspective. IEEE Access, 2020, 8, 114078-114087.	2.6	48
26	Investigating usability of mobile health applications in Bangladesh. BMC Medical Informatics and Decision Making, 2020, 20, 19.	1.5	48
27	Challenges, Applications and Design Aspects of Federated Learning: A Survey. IEEE Access, 2021, 9, 124682-124700.	2.6	45
28	Adverse consequences of emotional support seeking through social network sites in coping with stress from a global pandemic. International Journal of Information Management, 2022, 62, 102431.	10.5	44
29	Why do blockchains split? An actor-network perspective on Bitcoin splits. Technological Forecasting and Social Change, 2019, 148, 119743.	6.2	43
30	Duality of self-promotion on social networking sites. Information Technology and People, 2019, 32, 269-296.	1.9	40
31	Understanding the impact of information sources on COVID-19 related preventive measures in Finland. Technology in Society, 2021, 65, 101573.	4.8	40
32	Toward a Sustainable Cybersecurity Ecosystem. Computers, 2020, 9, 74.	2.1	36
33	Location-Based Games and the COVID-19 Pandemic: An Analysis of Responses from Game Developers and Players. Multimodal Technologies and Interaction, 2020, 4, 29.	1.7	32
34	How to explain AI systems to end users: a systematic literature review and research agenda. Internet Research, 2022, 32, 1-31.	2.7	31
35	Towards a GDPR-Compliant Blockchain-Based COVID Vaccination Passport. Applied Sciences (Switzerland), 2021, 11, 6132.	1.3	25
36	Location-based Games as Exergames - From PokÃ©mon To The Wizarding World. International Journal of Serious Games, 2020, 7, 79-95.	0.8	25

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37	Continued use intention of wearable health technologies among the elderly: an enablers and inhibitors perspective. Internet Research, 2021, 31, 1611-1640.	2.7	24
38	Why playing augmented reality games feels meaningful to players? The roles of imagination and social experience. Computers in Human Behavior, 2021, 121, 106816.	5.1	23
39	Evaluating Web and Mobile User Interfaces With Semiotics: An Empirical Study. IEEE Access, 2020, 8, 84396-84414.	2.6	22
40	COVID-19 and the Rohingya Refugees in Bangladesh: The Challenges and Recommendations. Asia-Pacific Journal of Public Health, 2020, 32, 283-284.	0.4	22
41	Social virtual world continuance among teens: uncovering the moderating role of perceived aggregate network exposure. Behaviour and Information Technology, 2014, 33, 536-547.	2.5	21
42	Does multitasking computer self-efficacy mitigate the impact of social media affordances on overload and fatigue among professionals?. Information Technology and People, 2021, 34, 1439-1461.	1.9	21
43	The moderation effect of user-type (educators vs. students) in learning management system continuance. Behaviour and Information Technology, 2015, 34, 1160-1170.	2.5	20
44	Towards a Decomposed Expectation-Confirmation Model of IT Continuance: The Role of Usability. Communications of the Association for Information Systems, 0, 40, 502-523.	0.7	19
45	Exploring Machine Learning Algorithms to Find the Best Features for Predicting Modes of Childbirth. IEEE Access, 2021, 9, 1680-1692.	2.6	19
46	Organizational buyers' assimilation of B2B platforms: Effects of IT-enabled service functionality. Journal of Strategic Information Systems, 2020, 29, 101597.	3.3	17
47	Positive and negative valences, personal innovativeness and intention to use facial recognition for payments. Industrial Management and Data Systems, 2022, 122, 1081-1108.	2.2	17
48	Deep Learning: Hope or Hype. Annals of Data Science, 2020, 7, 427-432.	1.7	16
49	Understanding the Role of Actor Heterogeneity in Blockchain Splits: An Actor-Network Perspective of Bitcoin Forks. , 2019, , .		13
50	Decomposing social networking site regret: a uses and gratifications approach. Information Technology and People, 2019, 33, 83-105.	1.9	11
51	Playing location-based games is associated with psychological well-being: an empirical study of Pokémon GO players. Behaviour and Information Technology, 0, , 1-17.	2.5	10
52	Coping with pandemics using social network sites: A psychological detachment perspective to COVID-19 stressors. Technological Forecasting and Social Change, 2022, 179, 121660.	6.2	10
53	Identifying Insomnia From Social Media Posts: Psycholinguistic Analyses of User Tweets. Journal of Medical Internet Research, 2021, 23, e27613.	2.1	10
54	Territorial or nomadic? Geo-social determinants of location-based IT use: a study in Pokémon GO. Internet Research, 2022, 32, 330-353.	2.7	9

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55	Modeling Weather-Aware Prediction of User Activities and Future Visits. IEEE Access, 2020, 8, 105127-105138.	2.6	6
56	Exploring the Disruptiveness of Cryptocurrencies: A Causal Layered Analysis-Based Approach. Lecture Notes in Computer Science, 2020, , 27-38.	1.0	6
57	Sentiment Analysis of Bangladesh-specific COVID-19 Tweets using Deep Neural Network. , 2021, , .		6
58	IoT-Based Serious Gaming Platform for Improving Cognitive Skills of Children with Special Needs. Journal of Educational Computing Research, 2022, 60, 1588-1611.	3.6	6
59	Can COVID-19 Change the Big5 Personality Traits of Healthcare Workers?. , 2020, , .		5
60	A Blockchain, Smart Contract and Data Mining Based Approach toward the Betterment of E-Commerce. Cybernetics and Systems, 2022, 53, 443-467.	1.6	5
61	Engagement and Well-being on Social Network Sites. , 2015, , .		3
62	Digital Transformation of Software Development: Implications for the Future of Work. Lecture Notes in Computer Science, 2021, , 609-621.	1.0	2
63	Developing a Novel Hands-free Interaction Technique based on Nose and Teeth Movements for Using Mobile Devices. IEEE Access, 2021, , 1-1.	2.6	1
64	Continued Social Virtual World Use among Teens: Examining the Moderating Role of Perceived Network Exposure. , 2013, , .		0
65	Investigating Dual Effects of Social Networking Sites. Lecture Notes in Computer Science, 2018, , 81-101.	1.0	0