

Jia Zhou

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8376602/publications.pdf>

Version: 2024-02-01

39
papers

871
citations

840119

11
h-index

500791

28
g-index

43
all docs

43
docs citations

43
times ranked

769
citing authors

#	ARTICLE	IF	CITATIONS
1	Seven HCI Grand Challenges. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 1229-1269.	3.3	273
2	Use and Design of Handheld Computers for Older Adults: A Review and Appraisal. <i>International Journal of Human-Computer Interaction</i> , 2012, 28, 799-826.	3.3	94
3	Factors affecting perception of information security and their impacts on IT adoption and security practices. <i>International Journal of Human Computer Studies</i> , 2011, 69, 870-883.	3.7	89
4	Older adults's use of smart phones: an investigation of the factors influencing the acceptance of new functions. <i>Behaviour and Information Technology</i> , 2014, 33, 552-560.	2.5	79
5	Older Adults's Text Entry on Smartphones and Tablets: Investigating Effects of Display Size and Input Method on Acceptance and Performance. <i>International Journal of Human-Computer Interaction</i> , 2014, 30, 727-739.	3.3	52
6	Age-related difference in the use of mobile phones. <i>Universal Access in the Information Society</i> , 2014, 13, 401-413.	2.1	45
7	The influence of repetition and time pressure on effectiveness of mobile advertising messages. <i>Telematics and Informatics</i> , 2014, 31, 463-476.	3.5	32
8	Content relevance and delivery time of SMS advertising. <i>International Journal of Mobile Communications</i> , 2011, 9, 19.	0.2	30
9	Interface Adaptation to Novice Older Adults's Mental Models through Concrete Metaphors. <i>International Journal of Human-Computer Interaction</i> , 2017, 33, 592-606.	3.3	20
10	Skeuomorphic or flat icons for an efficient visual search by younger and older adults?. <i>Applied Ergonomics</i> , 2020, 85, 103073.	1.7	18
11	Investigation of Chinese students' O2O shopping through multiple devices. <i>Computers in Human Behavior</i> , 2017, 75, 58-69.	5.1	17
12	Adapting the Navigation Interface of Smart Watches to User Movements. <i>International Journal of Human-Computer Interaction</i> , 2017, 33, 460-474.	3.3	12
13	A Qualitative Study of Older Adults's Acceptance of New Functions on Smart Phones and Tablets. <i>Lecture Notes in Computer Science</i> , 2013, , 525-534.	1.0	11
14	Usage patterns and social circles on Facebook among elderly people with diverse personality traits. <i>Educational Gerontology</i> , 2018, 44, 265-275.	0.7	10
15	Statistical Analysis of Surface Texture Performance With Provisions With Uncertainty in Texture Dimensions. <i>IEEE Access</i> , 2017, 5, 5388-5398.	2.6	9
16	How Influential Are Mental Models on Interaction Performance? Exploring the Gap between Users's and Designers's Mental Models through a New Quantitative Method. <i>Advances in Human-Computer Interaction</i> , 2017, 2017, 1-14.	1.8	9
17	How to Help Older Adults Move the Focus on a Smart TV? Exploring the Effects of Arrow Hints and Element Size Consistency. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 1420-1436.	3.3	9
18	Statistical Analysis of the Influence of Imperfect Texture Shape and Dimensional Uncertainty on Surface Texture Performance. <i>IEEE Access</i> , 2017, 5, 27023-27035.	2.6	6

#	ARTICLE	IF	CITATIONS
19	First-Time User Experience with Smart Phone New Gesture Control Features. Lecture Notes in Computer Science, 2014, , 262-271.	1.0	6
20	A Qualitative Design Approach for Exploring the Use of Medication and Health Care Devices among Elderly Persons. Human Factors and Ergonomics in Manufacturing, 2013, 23, 186-197.	1.4	5
21	Screen Mirroring is not as Easy as it Seems: A Closer Look at Older Adultsâ€™ Cross-Device Experience Through Touch Gestures. International Journal of Human-Computer Interaction, 2021, 37, 1173-1189.	3.3	5
22	Fewer Steps the Better? Instructing Older Adultsâ€™ Learning and Searching in Smartphone Apps. International Journal of Human-Computer Interaction, 0, , 1-12.	3.3	5
23	Smart TV for Older Adults: A Comparative Study of the Mega Menu and Tiled Menu. Lecture Notes in Computer Science, 2018, , 362-376.	1.0	4
24	The Attitude of Senior Adults to Text Entry of Chinese Characters on the Mobile Devices. , 2017, , .		3
25	Usability Assessment of Augmented Reality-Based Pedestrian Navigation Aid. Lecture Notes in Computer Science, 2020, , 581-591.	1.0	3
26	Design and Evaluation of Smart Mobile Services for Cross-Channel Shopping. Mobile Information Systems, 2016, 2016, 1-12.	0.4	2
27	The Influence of Menu Structure and Layout on Usability of Smartwatches. International Journal of Mobile Human Computer Interaction, 2018, 10, 1-22.	0.1	2
28	Pilot Study of Piano Learning with AR Smart Glasses Considering Both Single and Paired Play. Lecture Notes in Computer Science, 2018, , 561-570.	1.0	2
29	Adapting smartwatch interfaces to hand gestures during movements: offset models and the C-shaped pattern of tapping. Journal of Ambient Intelligence and Humanized Computing, 2021, 12, 8099-8117.	3.3	2
30	How to Enhance Intergenerational Communication? The Influence of Family Orientation and Generation When Using Social Robots as an Intermediary. Lecture Notes in Computer Science, 2017, , 348-359.	1.0	2
31	AI tools for debunking online spam reviews? Trust of younger and older adults in AI detection criteria. Behaviour and Information Technology, 2023, 42, 478-497.	2.5	2
32	Comparing Low and High-Fidelity Prototypes in Mobile Phone Evaluation. International Journal of Technology Diffusion, 2012, 3, 1-19.	0.2	1
33	Mobile Wikipedia: A Case Study of Information Service Design for Chinese Teenagers. Lecture Notes in Computer Science, 2011, , 112-118.	1.0	1
34	Impact of Website Complexity and Task Complexity on Older Adultsâ€™ Cognitive Workload on Mobile Devices. Lecture Notes in Computer Science, 2016, , 329-338.	1.0	1
35	Effect of Icon Amount and Visual Density on Usability of Smartwatches. Lecture Notes in Computer Science, 2016, , 466-477.	1.0	1
36	How to Help Older Adults Learn Smartphone Applications? A Case Study of Instructional Design for Video Training. Advances in Intelligent Systems and Computing, 2019, , 123-136.	0.5	1

#	ARTICLE	IF	CITATIONS
37	Small screen-big information challenge for older adults: a study on visual momentum and gesture navigation. Behaviour and Information Technology, 0, , 1-14.	2.5	1
38	Corrigendum to "How Influential Are Mental Models on Interaction Performance? Exploring the Gap between Users' and Designers' Mental Models through a New Quantitative Method". Advances in Human-Computer Interaction, 2018, 2018, 1-1.	1.8	0
39	Consumer Perception of Mobile Phone Attributes. Advances in Human Factors and Ergonomics Series, 2010, , 755-762.	0.2	0