

Jia Zhou

List of Publications by Year in descending order

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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	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
2	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
3	Screen Mirroring is not as Easy as it Seems: A Closer Look at Older Adults'™ Cross-Device Experience Through Touch Gestures. International Journal of Human-Computer Interaction, 2021, 37, 1173-1189.	3.3	5
4	Skeuomorphic or flat icons for an efficient visual search by younger and older adults?. Applied Ergonomics, 2020, 85, 103073.	1.7	18
5	Usability Assessment of Augmented Reality-Based Pedestrian Navigation Aid. Lecture Notes in Computer Science, 2020, , 581-591.	1.0	3
6	Seven HCI Grand Challenges. International Journal of Human-Computer Interaction, 2019, 35, 1229-1269.	3.3	273
7	How to Help Older Adults Move the Focus on a Smart TV? Exploring the Effects of Arrow Hints and Element Size Consistency. International Journal of Human-Computer Interaction, 2019, 35, 1420-1436.	3.3	9
8	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
9	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
10	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
11	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
12	Usage patterns and social circles on Facebook among elderly people with diverse personality traits. Educational Gerontology, 2018, 44, 265-275.	0.7	10
13	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
14	Interface Adaptation to Novice Older Adults'™ Mental Models through Concrete Metaphors. International Journal of Human-Computer Interaction, 2017, 33, 592-606.	3.3	20
15	Investigation of Chinese students' O2O shopping through multiple devices. Computers in Human Behavior, 2017, 75, 58-69.	5.1	17
16	Statistical Analysis of Surface Texture Performance With Provisions With Uncertainty in Texture Dimensions. IEEE Access, 2017, 5, 5388-5398.	2.6	9
17	Adapting the Navigation Interface of Smart Watches to User Movements. International Journal of Human-Computer Interaction, 2017, 33, 460-474.	3.3	12
18	Statistical Analysis of the Influence of Imperfect Texture Shape and Dimensional Uncertainty on Surface Texture Performance. IEEE Access, 2017, 5, 27023-27035.	2.6	6

#	ARTICLE	IF	CITATIONS
19	The Attitude of Senior Adults to Text Entry of Chinese Characters on the Mobile Devices. , 2017, , .		3
20	How Influential Are Mental Models on Interaction Performance? Exploring the Gap between Usersâ€™ and Designersâ€™ Mental Models through a New Quantitative Method. Advances in Human-Computer Interaction, 2017, 2017, 1-14.	1.8	9
21	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
22	Design and Evaluation of Smart Mobile Services for Cross-Channel Shopping. Mobile Information Systems, 2016, 2016, 1-12.	0.4	2
23	Impact of Website Complexity and Task Complexity on Older Adultsâ€™s Cognitive Workload on Mobile Devices. Lecture Notes in Computer Science, 2016, , 329-338.	1.0	1
24	Effect of Icon Amount and Visual Density on Usability of Smartwatches. Lecture Notes in Computer Science, 2016, , 466-477.	1.0	1
25	Older Adultsâ€™ Text Entry on Smartphones and Tablets: Investigating Effects of Display Size and Input Method on Acceptance and Performance. International Journal of Human-Computer Interaction, 2014, 30, 727-739.	3.3	52
26	Age-related difference in the use of mobile phones. Universal Access in the Information Society, 2014, 13, 401-413.	2.1	45
27	The influence of repetition and time pressure on effectiveness of mobile advertising messages. Telematics and Informatics, 2014, 31, 463-476.	3.5	32
28	Older adultsâ€™ use of smart phones: an investigation of the factors influencing the acceptance of new functions. Behaviour and Information Technology, 2014, 33, 552-560.	2.5	79
29	First-Time User Experience with Smart Phone New Gesture Control Features. Lecture Notes in Computer Science, 2014, , 262-271.	1.0	6
30	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
31	A Qualitative Study of Older Adultsâ€™ Acceptance of New Functions on Smart Phones and Tablets. Lecture Notes in Computer Science, 2013, , 525-534.	1.0	11
32	Use and Design of Handheld Computers for Older Adults: A Review and Appraisal. International Journal of Human-Computer Interaction, 2012, 28, 799-826.	3.3	94
33	Comparing Low and High-Fidelity Prototypes in Mobile Phone Evaluation. International Journal of Technology Diffusion, 2012, 3, 1-19.	0.2	1
34	Content relevance and delivery time of SMS advertising. International Journal of Mobile Communications, 2011, 9, 19.	0.2	30
35	Factors affecting perception of information security and their impacts on IT adoption and security practices. International Journal of Human Computer Studies, 2011, 69, 870-883.	3.7	89
36	Mobile Wikipedia: A Case Study of Information Service Design for Chinese Teenagers. Lecture Notes in Computer Science, 2011, , 112-118.	1.0	1

#	ARTICLE	IF	CITATIONS
37	Consumer Perception of Mobile Phone Attributes. <i>Advances in Human Factors and Ergonomics Series</i> , 2010, , 755-762.	0.2	0
38	Fewer Steps the Better? Instructing Older Adultsâ€™ Learning and Searching in Smartphone Apps. <i>International Journal of Human-Computer Interaction</i> , 0, , 1-12.	3.3	5
39	Small screen-big information challenge for older adults: a study on visual momentum and gesture navigation. <i>Behaviour and Information Technology</i> , 0, , 1-14.	2.5	1