

Taehyun Ha

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8685985/publications.pdf>

Version: 2024-02-01

17
papers

418
citations

1306789

7
h-index

996533

15
g-index

17
all docs

17
docs citations

17
times ranked

340
citing authors

#	ARTICLE	IF	CITATIONS
1	Autonomous vehicles can be shared, but a feeling of ownership is important: Examination of the influential factors for intention to use autonomous vehicles. <i>Transportation Research Part C: Emerging Technologies</i> , 2019, 107, 411-422.	3.9	134
2	Item-network-based collaborative filtering: A personalized recommendation method based on a user's item network. <i>Information Processing and Management</i> , 2017, 53, 1171-1184.	5.4	63
3	Effects of explanation types and perceived risk on trust in autonomous vehicles. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2020, 73, 271-280.	1.8	63
4	Semantic network analysis for understanding user experiences of bipolar and depressive disorders on Reddit. <i>Information Processing and Management</i> , 2019, 56, 1565-1575.	5.4	51
5	Examining user perceptions of smartwatch through dynamic topic modeling. <i>Telematics and Informatics</i> , 2017, 34, 1262-1273.	3.5	30
6	Understanding the majority opinion formation process in online environments: An exploratory approach to Facebook. <i>Information Processing and Management</i> , 2018, 54, 1115-1128.	5.4	30
7	Reciprocal nature of social capital in Facebook: an analysis of tagging activity. <i>Online Information Review</i> , 2017, 41, 826-839.	2.2	15
8	Examining the effects of power status of an explainable artificial intelligence system on users' perceptions. <i>Behaviour and Information Technology</i> , 2022, 41, 946-958.	2.5	8
9	User Behavior Model Based on Affordances and Emotions: A New Approach for an Optimal Use Method in Product-User Interactions. <i>International Journal of Human-Computer Interaction</i> , 2015, 31, 371-384.	3.3	7
10	Changes in perceived usability and aesthetics with repetitive use in the first use session. <i>Human Factors and Ergonomics in Manufacturing</i> , 2019, 29, 517-528.	1.4	5
11	Finger gesture input utilizing the rear camera of a mobile phone: A perspective of mobile CAD. <i>Human Factors and Ergonomics in Manufacturing</i> , 2018, 28, 69-80.	1.4	4
12	Development of a User-Oriented IoT Middleware Architecture Based on Users' Context Data. <i>Lecture Notes in Computer Science</i> , 2015, , 287-295.	1.0	2
13	Examination of Bitcoin Exchange Through Agent-Based Modeling: Focusing on the Perceived Fundamental of Bitcoin. <i>IEEE Transactions on Engineering Management</i> , 2022, 69, 1294-1307.	2.4	2
14	Job Forecasting Based on the Patent Information: A Word Embedding-Based Approach. <i>IEEE Access</i> , 2022, 10, 7223-7233.	2.6	2
15	A Heterophenomenological Framework for Analyzing User Experiences with Affordances. <i>International Journal of Human-Computer Interaction</i> , 2021, 37, 1883-1898.	3.3	1
16	Understanding of Majority Opinion Formation in Online Environments Through Statistical Analysis of News, Documentary, and Comedy YouTube Channels. <i>Social Science Computer Review</i> , 0, , 089443932110437.	2.6	1
17	Understanding IoT Through the Human Activity: Analogical Interpretation of IoT by Activity Theory. <i>Communications in Computer and Information Science</i> , 2015, , 38-42.	0.4	0