

Ki Joon Kim

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9186744/publications.pdf>

Version: 2024-02-01

69
papers

2,843
citations

218592

26
h-index

189801

50
g-index

70
all docs

70
docs citations

70
times ranked

2414
citing authors

#	ARTICLE	IF	CITATIONS
1	An acceptance model for smart watches. <i>Internet Research</i> , 2015, 25, 527-541.	2.7	361
2	An Integrated Adoption Model of Mobile Cloud Services: Exploration of Key Determinants and Extension of Technology Acceptance Model. <i>Telematics and Informatics</i> , 2014, 31, 376-385.	3.5	218
3	Corporate social responsibility as a determinant of consumer loyalty: An examination of ethical standard, satisfaction, and trust. <i>Journal of Business Research</i> , 2017, 76, 8-13.	5.8	203
4	Caregiving role in human-robot interaction: A study of the mediating effects of perceived benefit and social presence. <i>Computers in Human Behavior</i> , 2013, 29, 1799-1806.	5.1	151
5	Can Autonomous Vehicles Be Safe and Trustworthy? Effects of Appearance and Autonomy of Unmanned Driving Systems. <i>International Journal of Human-Computer Interaction</i> , 2015, 31, 682-691.	3.3	139
6	Does Screen Size Matter for Smartphones? Utilitarian and Hedonic Effects of Screen Size on Smartphone Adoption. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 466-473.	2.1	113
7	What drives successful social networking services? A comparative analysis of user acceptance of Facebook and Twitter. <i>Social Science Journal</i> , 2014, 51, 534-544.	0.9	112
8	Will smartwatches last? factors contributing to intention to keep using smart wearable technology. <i>Telematics and Informatics</i> , 2018, 35, 480-490.	3.5	112
9	Mobile Persuasion: Can Screen Size and Presentation Mode Make a Difference to Trust?. <i>Human Communication Research</i> , 2016, 42, 45-70.	1.9	105
10	Customization in location-based advertising: Effects of tailoring source, locational congruity, and product involvement on ad attitudes. <i>Computers in Human Behavior</i> , 2015, 51, 336-343.	5.1	92
11	User acceptance of long-term evolution (LTE) services. <i>Data Technologies and Applications</i> , 2013, 47, 188-205.	0.8	86
12	Understanding Nomophobia: Structural Equation Modeling and Semantic Network Analysis of Smartphone Separation Anxiety. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 419-427.	2.1	78
13	Cheery companions or serious assistants? Role and demeanor congruity as predictors of robot attraction and use intentions among senior citizens. <i>International Journal of Human Computer Studies</i> , 2017, 97, 88-97.	3.7	73
14	An exploration of the motivations for binge-watching and the role of individual differences. <i>Computers in Human Behavior</i> , 2018, 82, 94-100.	5.1	72
15	Optimal renewable power generation systems for Busan metropolitan city in South Korea. <i>Renewable Energy</i> , 2016, 88, 517-525.	4.3	67
16	Understanding the emergence of wearable devices as next-generation tools for health communication. <i>Information Technology and People</i> , 2016, 29, 717-732.	1.9	65
17	Interacting Socially with the Internet of Things (IoT): Effects of Source Attribution and Specialization in Human-IoT Interaction. <i>Journal of Computer-Mediated Communication</i> , 2016, 21, 420-435.	1.7	55
18	Driver acceptance of car navigation systems: integration of locational accuracy, processing speed, and service and display quality with technology acceptance model. <i>Personal and Ubiquitous Computing</i> , 2014, 18, 503-513.	1.9	53

#	ARTICLE	IF	CITATIONS
19	Can Coolness Predict Technology Adoption? Effects of Perceived Coolness on User Acceptance of Smartphones with Curved Screens. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 528-533.	2.1	45
20	Feeling connected to smart objects? A moderated mediation model of locus of agency, anthropomorphism, and sense of connectedness. <i>International Journal of Human Computer Studies</i> , 2020, 133, 45-55.	3.7	42
21	Round or Square? How Screen Shape Affects Utilitarian and Hedonic Motivations for Smartwatch Adoption. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 733-739.	2.1	41
22	Can smartphones be specialists? Effects of specialization in mobile advertising. <i>Telematics and Informatics</i> , 2014, 31, 640-647.	3.5	39
23	What drives "customer loyalty"? The role of corporate social responsibility. <i>Sustainable Development</i> , 2019, 27, 304-311.	6.9	38
24	Optimized Renewable and Sustainable Electricity Generation Systems for Ulleungdo Island in South Korea. <i>Sustainability</i> , 2014, 6, 7883-7893.	1.6	37
25	The effects of screen-size and communication modality on psychology of mobile device users. , 2011, , .		36
26	The Effects of a Robot Instructor's Positive vs. Negative Feedbacks on Attraction and Acceptance towards the Robot in Classroom. <i>Lecture Notes in Computer Science</i> , 2011, , 135-141.	1.0	34
27	Shape and Size Matter for Smartwatches: Effects of Screen Shape, Screen Size, and Presentation Mode in Wearable Communication. <i>Journal of Computer-Mediated Communication</i> , 2017, 22, 124-140.	1.7	32
28	The effects of design, size, and uniqueness of smartwatches: perspectives from current versus potential users. <i>Behaviour and Information Technology</i> , 2019, 38, 1143-1153.	2.5	27
29	Can Interface Features Affect Aggression Resulting from Violent Video Game Play? An Examination of Realistic Controller and Large Screen Size. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 329-334.	2.1	26
30	Assessing the Effects of Corporate Sustainable Management on Customer Satisfaction. <i>Sustainable Development</i> , 2016, 24, 41-52.	6.9	26
31	Consumer response to negative celebrity publicity: the effects of moral reasoning strategies and fan identification. <i>Journal of Product and Brand Management</i> , 2019, 29, 114-123.	2.6	24
32	Information tailoring and framing in wearable health communication. <i>Information Processing and Management</i> , 2017, 53, 351-358.	5.4	19
33	Voices of the Internet of Things: An Exploration of Multiple Voice Effects in Smart Homes. <i>Lecture Notes in Computer Science</i> , 2016, , 270-278.	1.0	18
34	From owning to sharing: understanding the emergence of social sharing services. <i>Data Technologies and Applications</i> , 2017, 51, 102-115.	0.8	16
35	Computers as Social Actors? Examining How Users Perceive and Interact with Virtual Influencers on Social Media. , 2021, , .		15
36	Past and Present Research on Wearable Technologies: Bibliometric and Cluster Analyses of Published Research from 2000 to 2016. <i>International Journal of Innovation and Technology Management</i> , 2019, 16, 1950007.	0.8	14

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37	Effects of victimization experience, gender, and empathic distress on bystanders'™ intervening behavior in cyberbullying. <i>Social Science Journal</i> , 0, , 1-10.	0.9	10
38	How nostalgic animations bring tourists to theme parks: The case of Hayao Miyazaki's works. <i>Journal of Hospitality and Tourism Management</i> , 2020, 45, 464-469.	3.5	9
39	Energy Efficient Complete Coverage Path Planning for Vacuum Cleaning Robots. <i>Lecture Notes in Electrical Engineering</i> , 2012, , 23-31.	0.3	9
40	The effects of immersive tendency and need to belong on human-robot interaction. , 2012, , .		8
41	An Examination of Psychological Factors Affecting Drivers'™ Perceptions and Attitudes Toward Car Navigation Systems. <i>Lecture Notes in Electrical Engineering</i> , 2013, , 555-562.	0.3	8
42	Does humanization or machinization make the IoT persuasive? The effects of source orientation and social presence. <i>Computers in Human Behavior</i> , 2022, 129, 107152.	5.1	8
43	Economic Feasibility of Renewable Electricity Generation Systems for Local Government Office: Evaluation of the Jeju Special Self-Governing Province in South Korea. <i>Sustainability</i> , 2017, 9, 82.	1.6	7
44	Effects of Screen Size in Mobile Learning Over Time. , 2018, , .		7
45	IPS vs. AMOLED: Effects of Panel Type on Smartphone Users'™ Viewing and Reading Experience. <i>Lecture Notes in Electrical Engineering</i> , 2012, , 77-84.	0.3	6
46	Understanding the acceptance of the Internet of Things: an integrative theoretical approach. <i>Aslib Journal of Information Management</i> , 2021, 73, 754-771.	1.3	6
47	The effects of realistic controller and real-life exposure to gun on psychology of violent video game players. , 2011, , .		5
48	User identity in the internet of things. , 2015, , .		5
49	Does Panel Type Matter for LCD Monitors? A Study Examining the Effects of S-IPS, S-PVA, and TN Panels in Video Gaming and Movie Viewing. <i>Lecture Notes in Computer Science</i> , 2011, , 281-288.	1.0	5
50	Wearable Health Information. , 2015, , .		4
51	Evaluation of automobile navigation systems with multisensory information channels. <i>Behaviour and Information Technology</i> , 2017, 36, 1014-1019.	2.5	4
52	How ambidextrous social networking service users balance different social capital benefits: an evidence from WeChat. <i>Internet Research</i> , 2020, 31, 479-496.	2.7	4
53	The Effects of Robot's Body Gesture and Gender in Human-Robot Interaction. , 2011, , .		4
54	The Effects of Multimodal Feedback and Gender on Task Performance of Stylus Pen Users. <i>International Journal of Advanced Robotic Systems</i> , 2012, 9, 30.	1.3	3

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55	Does panel type affect haptic experience? An empirical comparison of touch screen panels for smartphones. <i>Journal on Multimodal User Interfaces</i> , 2014, 8, 429-433.	2.0	3
56	Determinants for the success of regional ICT ventures: a close examination of South Korea. SpringerPlus, 2016, 5, 1039.	1.2	3
57	Attitudes toward biomedical technology and products in South Korea. <i>Health and Technology</i> , 2016, 6, 111-123.	2.1	3
58	Student Acceptance Model of Educational Games in University Class. , 2018, , .		3
59	Restrictive and Corrective Responses to Uncivil User Comments on News Websites: The Influence of Presumed Influence. <i>Journal of Broadcasting and Electronic Media</i> , 2020, 64, 173-192.	0.8	3
60	Do Children See Robots Differently? A Study Comparing Eye-Movements of Adults vs. Children When Looking at Robotic Faces. <i>Lecture Notes in Electrical Engineering</i> , 2011, , 421-427.	0.3	3
61	Robot as teammate vs. opponent in video gaming. , 2011, , .		2
62	Facial Recognition Patterns of Children and Adults Looking at Robotic Faces. <i>International Journal of Advanced Robotic Systems</i> , 2012, 9, 28.	1.3	2
63	Heuristics in digital communication media: theoretical explications and empirical observations. <i>Quality and Quantity</i> , 2015, 49, 2187-2201.	2.0	2
64	Electronic Cane for Visually Impaired Persons: Empirical Examination of Its Usability and Effectiveness. <i>Lecture Notes in Electrical Engineering</i> , 2012, , 71-76.	0.3	2
65	The Effects of Mobility on Handheld Device in Text Reading. , 2011, , .		2
66	Online gaming with robots vs. computers as allies vs. opponents. , 2012, , .		0
67	Comparative analysis of a mobile device and paper as effective survey tools. <i>Universal Access in the Information Society</i> , 2017, 16, 997-1002.	2.1	0
68	Private Information Disclosure on the Internet of Things: The Effects of Tailoring, Self-expansion, and Power Usage. <i>Journal of Broadcasting and Electronic Media</i> , 2020, 64, 640-660.	0.8	0
69	Can the Internet of Things Persuade Me? An Investigation Into Power Dynamics in Human-Internet of Things Interaction. <i>Frontiers in Psychology</i> , 0, 13, .	1.1	0