

# Xiang Gong

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9438841/publications.pdf>

Version: 2024-02-01

22  
papers

657  
citations

687220

13  
h-index

677027

22  
g-index

22  
all docs

22  
docs citations

22  
times ranked

464  
citing authors

#	ARTICLE	IF	CITATIONS
1	Examining the effects of motives and gender differences on smartphone addiction. <i>Computers in Human Behavior</i> , 2017, 75, 891-902.	5.1	107
2	Understanding compulsive smartphone use: An empirical test of a flow-based model. <i>International Journal of Information Management</i> , 2017, 37, 438-454.	10.5	70
3	Alone or together? Exploring the role of desire for online group gaming in players' social game addiction. <i>Information and Management</i> , 2019, 56, 103139.	3.6	57
4	Transition from web to mobile payment services: The triple effects of status quo inertia. <i>International Journal of Information Management</i> , 2020, 50, 310-324.	10.5	55
5	What drives trust transfer from web to mobile payment services? The dual effects of perceived entitativity. <i>Information and Management</i> , 2020, 57, 103250.	3.6	46
6	Dual mechanisms of reinforcement reward and habit in driving smartphone addiction. <i>Internet Research</i> , 2019, 29, 1551-1570.	2.7	42
7	What drives self-disclosure in mobile payment applications? The effect of privacy assurance approaches, network externality, and technology complementarity. <i>Information Technology and People</i> , 2019, 33, 1174-1213.	1.9	37
8	Antecedents and consequences of excessive online social gaming: a social learning perspective. <i>Information Technology and People</i> , 2019, 33, 657-688.	1.9	31
9	Self-disclosure in mobile payment applications: Common and differential effects of personal and proxy control enhancing mechanisms. <i>International Journal of Information Management</i> , 2020, 52, 102065.	10.5	31
10	What drives problematic online gaming? The role of IT identity, maladaptive cognitions, and maladaptive emotions. <i>Computers in Human Behavior</i> , 2020, 110, 106386.	5.1	28
11	Cross-Side Network Effects, Brand Equity, and Consumer Loyalty: Evidence from Mobile Payment Market. <i>International Journal of Electronic Commerce</i> , 2020, 24, 279-304.	1.4	26
12	The engagement-addiction dilemma: an empirical evaluation of mobile user interface and mobile game affordance. <i>Internet Research</i> , 2021, 31, 1745-1768.	2.7	22
13	Battles of mobile payment networks: The impacts of network structures, technology complementarities and institutional mechanisms on consumer loyalty. <i>Information Systems Journal</i> , 2022, 32, 696-728.	4.1	17
14	Decreasing the problematic use of an information system: An empirical investigation of smartphone game players. <i>Information Systems Journal</i> , 2020, 30, 492-534.	4.1	16
15	Failure to decrease the addictive usage of information technologies: A theoretical model and empirical examination of smartphone game users. <i>Computers in Human Behavior</i> , 2019, 92, 256-265.	5.1	14
16	Spillover effects from web to mobile payment services. <i>Internet Research</i> , 2019, 29, 1213-1232.	2.7	13
17	Listing popularity on the peer-to-peer accommodation platform: the heuristic-systematic and uncertainty reduction perspectives. <i>International Journal of Contemporary Hospitality Management</i> , 2021, 33, 4161-4181.	5.3	12
18	A dedication-constraint model of consumer switching behavior in mobile payment applications. <i>Information and Management</i> , 2022, 59, 103640.	3.6	10

#	ARTICLE	IF	CITATIONS
19	Peer-to-peer accommodation platform affordance: Scale development and empirical investigation. <i>Journal of Business Research</i> , 2022, 144, 922-938.	5.8	9
20	Category-based or piecemeal-based processing? A dual model of web-mobile service extension behavior. <i>Industrial Management and Data Systems</i> , 2019, 119, 993-1014.	2.2	5
21	Preventing relapse to information technology addiction through weakening reinforcement: A self-regulation perspective. <i>Information and Management</i> , 2021, 58, 103485.	3.6	5
22	Understanding sustained participation in crowdsourcing platforms: the role of autonomy, temporal value, and hedonic value. <i>Information Technology and People</i> , 2023, 36, 734-757.	1.9	4