

CITATION REPORT

List of articles citing

The development and evaluation of a survey to measure user engagement

DOI: 10.1002/asi.21229

Journal of the Association for Information Science and Technology, 2010, 61, 50-69.

Source: <https://exaly.com/paper-pdf/48238974/citation-report.pdf>

Version: 2024-04-29

This report has been generated based on the citations recorded by exaly.com for the above article. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

#	Paper	IF	Citations
430	The influence of hedonic and utilitarian motivations on user engagement: The case of online shopping experiences. 2010 , 22, 344-352		153
429	. 2011 ,		1
428	Measuring flow experience in gaming devices interactions. 2011 ,		
427	Chapter 4 Weaving the Threads of Experience into Human Information Interaction (HII): Probing User Experience (UX) for New Directions in Information Behaviour. 2011 , 69-92		8
426	. 2011 ,		2
425	Kansei Design Model for Engagement in Online Learning: A Proposed Model. 2011 , 64-78		6
424	. 2011 ,		10
423	Context-preserving visual links. 2011 , 17, 2249-58		58
422	The serendipity quotient. 2011 , 48, 1-4		3
421	Structuring Users' Self-Report Responses to Website Designs. 2012 , 28, 456-471		1
420	Human emotional response to energy visualisations. 2012 , 42, 542-552		8
419	Internet health search: When process complements goals. <i>Journal of the Association for Information Science and Technology</i> , 2012 , 63, 2283-2293		6
418	When Companies Don't Make the Ad: A Multi-Method Inquiry into the Differential Effectiveness of Consumer-Generated Advertising. 2012 ,		0
417	NESTOR: A formal model for digital archives. 2013 , 49, 1206-1240		16
416	Introduction to special issue on human-computer information retrieval. 2013 , 49, 1053-1057		4
415	When Companies Don't Make the Ad: A Multimethod Inquiry Into the Differential Effectiveness of Consumer-Generated Advertising. 2013 , 42, 292-307		69
414	A study of mobile user engagement (MoEN): Engagement motivations, perceived value, satisfaction, and continued engagement intention. 2013 , 56, 361-370		344

413	Visual appeal of websites: The durability of initial impressions. 2013,	3
412	The design of consumer packaging: Effects of manipulations of shape, orientation, and alignment of graphical forms on consumers' assessments. 2013, 27, 8-17	73
411	Examining the generalizability of the User Engagement Scale (UES) in exploratory search. 2013, 49, 1092-1107	91
410	Mixed-methods approach to measuring user experience in online news interactions. <i>Journal of the Association for Information Science and Technology</i> , 2013, 64, 1543-1556	46
409	Usability testing of a respiratory interface using computer screen and facial expressions videos. 2013, 43, 2205-13	4
408	Automatically Recognizing Facial Indicators of Frustration: A Learning-centric Analysis. 2013,	43
407	Exploring the complexities of information practices through arts-based research. 2013, 50, 1-4	3
406	User Engagement with Mental Health Videos on YouTube. 2013, 34, 153	10
405	Measuring User Experience in Board Games. 2014, 6, 64-79	6
404	The Effects of Avatar-Based Customization on Player Identification. 2014, 6, 1-25	31
403	Optimization in Online Content Recommendation Services: Beyond Click-Through-Rates. 2014,	
402	This Logo Moves Me: Dynamic Imagery from Static Images. 2014, 51, 184-197	118
401	Towards Understanding the Perceptions of Information Professionals about Competitive Intelligence Work. 2014, 13, 1450011	
400	Overview of INEX 2014. 2014, 212-228	5
399	Measuring Video Game Engagement Through the Cognitive and Affective Dimensions. 2014, 45, 569-592	33
398	Measuring User Engagement. 2014, 6, 1-132	65
397	Castor: Designing and experimenting a context-aware architecture for creating stories outdoors. 2014, 25, 1030-1039	1
396	Effect of improving the usability of an e-learning resource: a randomized trial. 2014, 38, 155-60	22

395	Scratching the surface of digital literacy but we need to go deeper. 2014,	3
394	User engagement in online News: Under the scope of sentiment, interest, affect, and gaze. 2014, 65, 1988-2005	64
393	The effects of personalization on user continuance in social networking sites. 2014, 50, 462-475	43
392	Engagement in Online Social Networks: The Impact of Self-Disclosure and Humor. 2014, 30, 106-125	24
391	. 2014, 5, 86-98	231
390	Use of Touch Devices by Toddlers or Preschoolers: Observations and Findings from a Single-Case Study. 2014, 3-37	6
389	Antecedents and consequences of customer engagement in online brand communities. 2014, 2, 81-97	103
388	Measuring engagement in video game-based environments: Investigation of the User Engagement Scale. 2014, 32, 123-132	136
387	A conceptual framework for implementing gamified-service to improve user engagement by using ITIL. 2015,	1
386	A conceptual framework of engaged digital workplace diffusion. 2015,	5
385	A conceptual framework for implementing gamified-service to improve user engagement by using ITIL. 2015,	
384	Designing gamified-service towards user engagement and service quality improvement. 2015,	1
383	How Does Interactivity Persuade? An Experimental Test of Interactivity on Cognitive Absorption, Elaboration, and Attitudes. 2015, 65, 213-236	104
382	Designing gamified-service towards user engagement and service quality improvement. 2015,	1
381	Student engagement in course-based social networks: The impact of instructor credibility and use of communication. 2015, 88, 84-96	62
380	Weighing in on the body knowledge questionnaire: initial development and pilot testing. 2015, 41, 369-76	0
379	Motivation to Participate in an Online Citizen Science Game: A Study of Foldit. 2015, 37, 723-746	72
378	User-controllable personalization: A case study with SetFusion. 2015, 78, 43-67	51

377	The Gamification as a Resourceful Tool to Improve Work Performance. 2015 , 473-488	5
376	Gamification of Survey Research: Empirical Results from Gamifying a Conjoint Experiment. 2015 , 569-591	1
375	Promoting sales of online games through customer engagement. 2015 , 14, 241-250	103
374	Users' Emotional Valence, Arousal, and Engagement Based on Perceived Usability and Aesthetics for Web Sites. 2015 , 31, 72-87	22
373	An empirical evaluation of the User Engagement Scale (UES) in online news environments. 2015 , 51, 413-427	35
372	Smart material interfaces for education. 2015 , 31, 267-274	1
371	Antecedents of brand love in online network-based communities. A social identity perspective. 2015 , 24, 706-719	95
370	Overview of the CLEF 2015 Social Book Search Lab. 2015 , 545-564	8
369	Adaptive Tutorials Versus Web-Based Resources in Radiology: A Mixed Methods Comparison of Efficacy and Student Engagement. 2015 , 22, 1299-307	18
368	Impact of Interactive e-Learning Modules on Appropriateness of Imaging Referrals: A Multicenter, Randomized, Crossover Study. 2015 , 12, 1207-14	6
367	The use of immersive technologies to improve consumer testing: The role of ecological validity, context and engagement in evaluating coffee. 2015 , 41, 84-95	111
366	Non-Instrumental Movement Inhibition (NIMI) Differentially Suppresses Head and Thigh Movements during Screenic Engagement: Dependence on Interaction. 2016 , 7, 157	10
365	Website credibility and user engagement: A theoretical integration. 2016 ,	5
364	Beyond Usability and Performance. 2016 ,	48
363	Cognitive Stages in Visual Data Exploration. 2016 ,	6
362	Engagement-aware computing. 2016 ,	27
361	Mining and modelling web user engagement: A survey on academic sites for framework establishment. 2016 ,	1
360	From real-time attention assessment to "with-me-ness" in human-robot interaction. 2016 ,	27

359	Understanding the Impact of Media Engagement on the Perceived Value and Acceptance of Advertising Within Mobile Social Networks. 2016 , 16, 59-73	36
358	How Can Therapists Enhance Children's Engagement in Home-Based Rehabilitation Interventions?. 2016 , 36, 359-62	6
357	Serendipity in Future Digital Information Environments. 2016 , 81-114	
356	The effects of autonomous difficulty selection on engagement, motivation, and learning in a motion-controlled video game task. 2016 , 49, 326-35	23
355	The Development and Validation of the Game User Experience Satisfaction Scale (GUESS). 2016 , 58, 1217-1247	94
354	Overview of the CLEF 2016 Social Book Search Lab. 2016 , 351-370	9
353	Electrodermal Activity Analysis for Training of Military Tactics. 2016 , 60, 1339-1343	2
352	Design principles for engaging and retaining virtual citizen scientists. 2016 , 30, 562-70	40
351	Empirical Analysis of Mobile Augmented Reality Games for Engaging Users' Experience. 2016 , 343-355	7
350	Understanding Perceived Enjoyment in Mobile Game Context. 2016 ,	4
349	The effects of textual environment on reading comprehension: Implications for searching as learning. 2016 , 42, 79-93	26
348	Internet factors influencing generations Y and Z in Australia and Portugal: A practical study. 2016 , 52, 592-617	26
347	Power of the Swipe: Why Mobile Websites Should Add Horizontal Swiping to Tapping, Clicking, and Scrolling Interaction Techniques. 2016 , 32, 352-362	17
346	Optimization in Online Content Recommendation Services: Beyond Click-Through Rates. 2016 , 18, 15-33	23
345	Improving the User Engagement in Large Display Using Distance-Driven Adaptive Interface. 2016 , 28, 462-478	5
344	A Cognitive-Affective Model of Perceived User Satisfaction (CAMPUS): The complementary effects and interdependence of usability and aesthetics in IS design. 2016 , 53, 252-264	47
343	Evaluating the User Experience of Exercising Reaching Motions With a Robot That Predicts Desired Movement Difficulty. 2016 , 48, 31-46	19
342	Experiential Engagement and Active vs. Passive Behavior in Mobile Location-based Social Networks: The Moderating Role of Privacy. 2017 , 37, 133-148	39

341	Enhancing player engagement through game balancing in digitally augmented physical games. 2017 , 103, 35-47	18
340	What makes continued mobile gaming enjoyable?. 2017 , 68, 411-421	61
339	What Makes Live Events Engaging on Facebook Live, Periscope, and Snapchat. 2017 ,	72
338	Assessing User Engagement in Information Visualization. 2017 ,	15
337	The influence of image interactivity upon user engagement when using mobile touch screens. 2017 , 77, 406-412	52
336	The impact of multiple immersion levels on data quality and panelist engagement for the evaluation of cookies under a preparation-based scenario. 2017 , 57, 114-125	57
335	Passion at first sight: how to engage users in social commerce contexts. 2017 , 17, 701-720	28
334	User involvement and system support in applying search tactics. 2017 , 68, 1165-1185	5
333	Conceptualising engagement with digital behaviour change interventions: a systematic review using principles from critical interpretive synthesis. 2017 , 7, 254-267	438
332	Valuing Information Security: A Look at the Influence of User Engagement on Information Security Strength. 2017 , 13, 137-156	
331	Increasing engagement with an occupational digital stress management program through the use of an online facilitated discussion group: Results of a pilot randomised controlled trial. 2017 , 10, 1-11	21
330	A memetic algorithm for maximizing earned attention in social media. 2017 , 12, 364-385	3
329	Questionization of Peer-Generated Comments for Supporting Online Video-based Learning. 2017 ,	3
328	Antecedents and learning outcomes of online news engagement. 2017 , 68, 2809-2820	10
327	Searching on the Go. 2017 ,	16
326	Understanding and Leveraging the Impact of Response Latency on User Behaviour in Web Search. 2017 , 36, 1-42	4
325	Visual Narrative Flow: Exploring Factors Shaping Data Visualization Story Reading Experiences. 2017 , 36, 377-387	28
324	How increased social presence through co-browsing influences user engagement in collaborative online shopping. 2017 , 24, 84-99	17

323	Engagement in a Virtual Reality Game with Gesture Hand Interface. An Empirical Evaluation of User Engagement Scale (UES). 2017 , 414-427	0
322	Analyzing the Role of Interactivity in User Experience. 2017 , 33, 229-240	22
321	Consumer evaluation of 'Veggycation', a website promoting the health benefits of vegetables. 2017 , 28, 21-29	1
320	Learning based visual engagement and self-efficacy. 2017 ,	2
319	Exploring Contextual Engagement for Trauma Recovery. 2017 ,	6
318	Go to YouTube and See Me Tomorrow: Social Media and Self-Care of Chronic Conditions. 2017 ,	1
317	How Increased Social Presence Through Co-Browsing Influences User Engagement in Collaborative Online Shopping. 2017 ,	0
316	Engagement in Games: Developing an Instrument to Measure Consumer Videogame Engagement and Its Validation. 2017 , 2017, 1-10	20
315	How Disclosure Medium Affects Investor Reactions to CEO Bragging, Modesty, and Humblebragging. 2017 ,	1
314	Clicking, Assessing, Immersing, and Sharing: An Empirical Model of User Engagement with Interactive Media. 2018 , 45, 737-763	58
313	The Audience-Oriented Editor. 2018 , 6, 436-453	105
312	HoloBox: Augmented Visualization and Presentation with Spatially Integrated Presenter. 2018 , 30, 224-242	0
311	Current challenges and visions in music recommender systems research. 2018 , 7, 95-116	107
310	. 2018 , 20, 1781-1795	18
309	Svevo tour: The design and the experimentation of an augmented reality application for engaging visitors of a literary museum. 2018 , 114, 20-35	55
308	The Role of Telepresence and User Engagement in Co-Creation Value and Purchase Intention: Online Retail Context. 2018 , 17, 1-25	35
307	A practical approach to measuring user engagement with the refined user engagement scale (UES) and new UES short form. 2018 , 112, 28-39	192
306	Capturing consumer perception of vegetable freshness in a simulated real-life taste situation. 2018 , 105, 764-771	35

305	Emotional Engagement in a New Marketing Communication Environment. 2018 , 421-437	1
304	Consumer Engagement in the Digital Era. 2018 , 453-473	4
303	Designing for mobile experience beyond the native ad click: Exploring landing page presentation style and media usage. 2018 , 69, 913-923	5
302	Keep the conversations going: engagement-based customer segmentation on online social service platforms. 2018 , 20, 239-257	17
301	Predicting Students Disengaged Behaviors in an Online Meaning-Generation Task. 2018 , 11, 362-375	2
300	Measuring Consumer Engagement in the Brain to Online Interactive Shopping Environments. 2018 , 145-165	7
299	Usability of Computerized Lung Auscultation-Sound Software (CLASS) for learning pulmonary auscultation. 2018 , 56, 623-633	1
298	Multimodal Student Engagement Recognition in Prosocial Games. 2018 , 10, 292-303	16
297	Virtual Worlds and Well-Being. 2018 , 2, 14-31	2
296	Mobile augmented reality for hearing impaired museum engagement (MARHIME): A conceptual model. 2018 ,	2
295	Post-Visit Reinforcement of Zoo Conservation Messages: The Design and Testing of an Action Resource Website. 2018 , 21, 98-120	11
294	Analysis of User Dwell Time by Category in News Application. 2018 ,	2
293	Designing Eco-Feedback Systems for a University Campus. 2018 ,	0
292	Gender Differences and Consumer Videogame Engagement. 2018 , 56, 01002	1
291	Towards Analyzing and Predicting the Experience of Live Performances with Wearable Sensing. 2018 , 1-1	4
290	Immersive Analytics: An Introduction. 2018 , 1-23	24
289	Immersive Techniques and Virtual Reality. 2018 , 69-83	5
288	Surfing or flowing? How to retain e-customers on the internet. 2018 , 22, 2-21	13

287	Measuring Experiences. 2018 , 61-80	
286	Learning in Doing: A Model of Design and Assessment for Using New Interaction in Educational Game. 2018 , 225-236	3
285	Defining the engagement life cycle in e-participation. 2018 ,	
284	Playbour and the Gamification of Work: Empowerment, Exploitation and Fun as Labour Dynamics. 2018 , 193-210	4
283	Do touch interface users feel more engaged? The impact of input device type on online shoppers' engagement, affect, and purchase decisions. 2018 , 35, 795-806	36
282	Exploring the Role of Sound in Augmenting Visualization to Enhance User Engagement. 2018 ,	3
281	Orthodox and Unorthodox Uses of Electronic Cigarettes: A Surveillance of YouTube Video Content. 2019 , 21, 1378-1384	8
280	Musicking with an interactive musical system: The effects of task motivation and user interface mode on non-musicians' creative engagement. 2019 , 122, 61-77	1
279	Comparing Effectiveness and Engagement of Data Comics and Infographics. 2019 ,	11
278	An App for Who?. 2019 , 140-157	0
277	Usability Measures in Mobile-Based Augmented Reality Learning Applications: A Systematic Review. 2019 , 9, 2718	7
276	Using Computer Games to Mitigate Disaffected Emotions in the Geography Classroom. Lessons Learned from Small-Scale Research on Teaching Sustainable Spatial Planning with Minecraft. 2019 , 157-174	
275	Take the Initiative: Mixed Initiative Dialogue Policies for Pedagogical Agents in Game-Based Learning Environments. 2019 , 314-318	
274	. 2019 , 7, 36471-36480	4
273	Analysing the Engagement and Attitude of Elderly Towards Digital Platforms in India. 2019 , 14, 214-234	7
272	Investigating Result Presentation in Conversational IR. 2019 ,	0
271	The impact of surface projection on military tactics comprehension. 2019 , 31, 45-59	7
270	Is it all about the Apps or the Device?: User experience and technology acceptance among iPad users. 2019 , 130, 93-112	10

269	Integrating virtual reality devices into the body: effects of technological embodiment on customer engagement and behavioral intentions toward the destination. 2019 , 36, 847-863	41
268	Would you like to play? A comparison of a gamified survey with a traditional online survey method. 2019 , 49, 242-252	15
267	Engagement detection in online learning: a review. 2019 , 6,	58
266	Smartphone-based systems for physical rehabilitation applications: A systematic review. 2021 , 33, 223-236	15
265	Corrie Health Digital Platform for Self-Management in Secondary Prevention After Acute Myocardial Infarction. 2019 , 12, e005509	25
264	Developing and implementing a gamification method to improve user engagement: A case study with an m-Health application for hypertension monitoring. 2019 , 41, 126-138	44
263	Innovative user engagement and playfulness on adoption intentions of technological products: evidence from SEM-based multivariate approach. 2019 , 32, 555-577	5
262	Coding games and robots to enhance computational thinking: How collaboration and engagement moderate children's attitudes?. 2019 , 21, 65-76	14
261	Engaging the Audience with Biased News: An Exploratory Study on Prejudice and Engagement. 2019 , 350-361	1
260	Virtual reality and immersive approaches to contextual food testing. 2019 , 323-338	1
259	Personal and home care products in context. 2019 , 365-385	
258	Inducing context with immersive technologies in sensory consumer testing. 2019 , 475-500	2
257	Gameful Experience Questionnaire (GAMEFULQUEST): an instrument for measuring the perceived gamefulness of system use. 2019 , 29, 619-660	58
256	A self-report measure of engagement with digital behavior change interventions (DBCIs): development and psychometric evaluation of the "DBCI Engagement Scale". 2020 , 10, 267-277	21
255	Using a Serious Game to Train Violence Risk Assessment and Management Skills. 2019 , 50, 124-135	2
254	Technology push without a patient pull. 2019 , 53, 1701-1732	9
253	Patterns of Life Visualiations for Intelligence Analysis: Exploring Animation with POLAR. 2019 ,	
252	Instrument Validation for Evaluating Serious Game Engagement Model. 2019 ,	1

251	. 2019 ,	1
250	Being More Focused and Engaged in Firefighting Training: Applying User-Centered Design to VR System Development. 2019 ,	3
249	Augmented Reality Sandtable (ARES) Impacts on Learning. 2019 , 63, 2149-2153	0
248	Engagement Detection in e-Learning Environments using Convolutional Neural Networks. 2019 ,	8
247	Busy doing nothing? What do players do in idle games?. 2019 , 122, 133-144	4
246	The Engagement of Website Initial Aesthetic Impressions: An Experimental Investigation. 2019 , 35, 1517-1531	13
245	Reprint of "Capturing consumer perception of vegetable freshness in a simulated real-life taste situation". 2019 , 117, 2-9	2
244	Consumers' engagement with social media activation campaigns: Construct conceptualization and scale development. 2019 , 36, 376-394	20
243	Computerized cognitive training in young adults with depressive symptoms: Effects on mood, cognition, and everyday functioning. 2019 , 245, 28-37	12
242	Where would you like to eat? A formative evaluation of mixed-reality solitary meals in virtual environments for older adults with mobility impairments who live alone. 2019 , 117, 30-39	13
241	Interest as a Proxy of Engagement in News Reading: Spectral and Entropy Analyses of EEG Activity Patterns. 2019 , 10, 100-114	9
240	What Happens When You Click and Drag: Unpacking the Relationship between On-Screen Interaction and User Engagement with an Anti-Smoking Website. 2020 , 35, 269-280	3
239	Development and Assessment of a Mobile Health Application for Monitoring the Linkage Among Treatment Factors of Type 1 Diabetes Mellitus. 2020 , 26, 205-217	9
238	On the search behaviour of users in the context of interactive social book search. 2020 , 39, 443-462	3
237	Transfer and Motivation After Cognitive Control Training for Remitted Depression in Healthy Sample. 2020 , 4, 49-61	5
236	Brief Report: A Gaming Approach to the Assessment of Attention Networks in Autism Spectrum Disorder and Typical Development. 2020 , 50, 2607-2615	2
235	Development and validation of the food involvement inventory (FII) featuring the attitudinal constructs. 2020 , 29, 359-369	
234	Video Game Pursuit (VGpu) Scale Development: Designing and Validating a Scale With Implications for Game-Based Learning and Assessment. 2020 , 51, 55-86	9

233	Components of game experience: An automatic text analysis of online reviews. 2020 , 33, 100338	10
232	Consumer Grade EEG Measuring Sensors as Research Tools: A Review. 2020 , 20, 3996-4024	91
231	How Interactive Data Visualization and Users' BMI (Body Mass Index) Influence Obesity Prevention Intentions: The Mediating Effect of Cognitive Absorption. 2021 , 36, 1709-1718	13
230	Fostering Engagement in Health Behavior Change: Iterative Development of an Interactive Narrative Environment to Enhance Adolescent Preventive Health Services. 2020 , 67, S34-S44	2
229	Using gamification for engaging surveyors: a case study in Statistics Indonesia. 2020 , 17, 377-391	1
228	Visualization in Medical System Interfaces: UX Guidelines. 2020 ,	0
227	Web-based home-hazard modification app for falls prevention: the views of those at risk of falling and their carers. 2020 , 14, 141-156	
226	Quality assurance of national digital library of University of Debrecen : An extensive association rules based study using ISO/IEC25010. 2020 , 14, 119-133	
225	Engaging customers with hospitality brands in social commerce activities. 2020 , 11, 627-642	3
224	The Response to Impactful Interactivity on Spectators Engagement in a Digital Game. 2020 , 4, 89	2
223	Process of information engagement: Integrating information behavior and user engagement. 2020 , 57, e407	
222	The potential of game- and video-based assessments for social attributes: examples from practice. 2020 , ahead-of-print,	1
221	A face recognition based system to assist seniors in managing access to their home. 2020 ,	0
220	Effects of voluntary heart rate control on user engagement and agency in a virtual reality game. 2020 , 24, 665-681	3
219	Quantifying Human Engagement into Playful Activities. 2020 , 10, 4145	2
218	Content marketing strategy of branded YouTube channels. 2020 , 17, 294-316	8
217	An empirical study of interest, task complexity, and search behaviour on user engagement. 2020 , 57, 102226	12
216	Engagement Evaluation in a Virtual Learning Environment via Facial Expression Recognition and Self-Reports: A Preliminary Approach. 2020 , 10, 314	11

215	Lowering Barriers for Accessing Sensor Data in Education: Lessons Learned from Teaching Multimodal Learning Analytics to Educators. 2020 , 3, 91-124	3
214	Testing the Usability of Digital Educational Games for Encouraging Smoking Cessation. 2020 , 17,	3
213	Virtual Reality and Immersive Environments on Sensory Perception of Chocolate Products: A Preliminary Study. 2020 , 9,	18
212	Persona Perception Scale: Development and Exploratory Validation of an Instrument for Evaluating Individuals' Perceptions of Personas. 2020 , 141, 102437	14
211	Personality and games: enhancing online surveys through gamification. 2020 , 21, 169-178	5
210	Virtual reality and its role in improving student knowledge, self-efficacy, and attitude in the materials testing laboratory. 2020 , 030641901989882	2
209	Fostering engagement in technology-mediated stress management: A comparative study of biofeedback designs. 2020 , 140, 102430	3
208	A serious game to improve engagement with web accessibility guidelines. 2021 , 40, 578-596	7
207	Virtual reality environments on the sensory acceptability and emotional responses of no- and full-sugar chocolate. 2021 , 137, 110383	12
206	Advergaming Are More Persuasive Among Different Online Advertisements. 2021 , 105-117	
205	Modeling Secondary Students' Genetics Learning in a Game-Based Environment: Integrating the Expectancy-Value Theory of Achievement Motivation and Flow Theory. 2021 , 30, 511-528	1
204	Designing Interactive Systems for Seniors: An Educational Experience. 2021 ,	0
203	Engaging interaction and long-term engagement with WhatsApp in an everyday life context: exploratory study. 2021 , ahead-of-print,	1
202	A Matter of Perception Investigating the Effect of Virtual Reality on Spatial Understanding. 2021 , 277-287	1
201	Characterization of Electronic Cigarette Warning Statements Portrayed in YouTube Videos. 2021 , 23, 1358-1366	3
200	Co-creation or Co-destruction: A Perspective of Online Customer Engagement Valence. 2020 , 11, 591753	7
199	Deep facial spatiotemporal network for engagement prediction in online learning. 2021 , 51, 6609-6621	9
198	Testing the METUX Model in Higher Education: Interface and Task Need-Satisfaction Predict Engagement, Learning, and Well-Being. 2021 , 12, 631564	4

197	User Engagement With Smartphone Apps and Cardiovascular Disease Risk Factor Outcomes: Systematic Review. 2021 , 5, e18834	8
196	An Engaging Serious Game Aiming at Awareness of Therapy Skills Associated with Social Anxiety Disorder. 1	2
195	Toward a co-Creation framework for developing a green sports event brand: the case of the 2018 Zfich E Prix. 2021 , 25, 129-154	1
194	Effects of Information Architecture on the Effectiveness and User Experience of Web-Based Patient Education in Middle-Aged and Older Adults: Online Randomized Experiment. 2021 , 23, e15846	0
193	Peer navigation-delivered loving kindness meditation: A pilot project. 2021 , 57, 102661	1
192	What if Social Robots Look for Productive Engagement?. 1	5
191	On the Detection of Structural Aesthetic Defects of Android Mobile User Interfaces with a Metrics-based Tool. 2021 , 11, 1-27	3
190	Investigating mediated public engagement with science on the "science" subreddit: From the participants' perspective. 2021 , 16, e0249181	
189	Gamification in IT Service Management: A Systematic Mapping Study. 2021 , 11, 3384	0
188	I Can See It in Your Eyes: Gaze as an Implicit Cue of Uncanniness and Task Performance in Repeated Interactions With Robots. 2021 , 8, 645956	3
187	The Subconscious Director: Dynamically Personalizing Videos Using Gaze Data. 2021 ,	1
186	User Engagement Using an Etextbook: A Descriptive Study. 2021 , 39, 668-674	0
185	Active learning with online video: The impact of learning context on engagement. 2021 , 165, 104132	18
184	Logibot: Investigating Engagement and Development of Computational Thinking Through Virtual Reality. 2021 ,	
183	Understanding Narrative Linearity for Telling Expressive Time-Oriented Stories. 2021 ,	1
182	Context effect of environmental setting and product information in acceptability testing of tea and cola: A study comparing sensory engagement in a traditional sensory booth and a study commons. 2021 , 86, 2640-2654	
181	What the Eyes Can Tell: Analyzing Visual Attention with an Educational Video Game. 2021 ,	
180	Not all clicks are equal: detecting engagement with digital content. 1-18	5

179	Measuring the Impact of Crowdsourcing Features on Mobile App User Engagement and Retention: A Randomized Field Experiment.	0
178	Characterising Student Engagement Modes through Low-Level Activity Patterns. 2021 ,	0
177	Balancing online pharmacy services for patient adherence: a stimulus-organism-response perspective. 2021 , ahead-of-print,	0
176	Online Cognitive Control Training for Remitted Depressed Individuals: A Replication and Extension Study. 2021 , 45, 944-958	2
175	Identifying Potential Gamification Elements for A New Chatbot for Families with Neurodevelopmental Disorders: A User-Centred Design Approach (Preprint).	
174	Understanding Uptake of Digital Health Products: Methodology Tutorial for a Discrete Choice Experiment Using the Bayesian Efficient Design. 2021 , 23, e32365	2
173	Does gamification engage users in online shopping?. 2021 , 48, 101076	3
172	The Influence of robot personality on the development of uncanny feelings. 2021 , 120, 106756	12
171	Open government data portals: Predictors of site engagement among early users of Health Data NY. 2021 , 101614	1
170	Can I Talk to You about Your Social Needs? Understanding Preference for Conversational User Interface in Health. 2021 ,	1
169	Understanding uptake of digital health products: Methodology tutorial for a Discrete Choice Experiment using a Bayesian efficient design (Preprint).	
168	Enhancing user engagement: The role of gamification in mobile apps. 2021 , 132, 170-185	24
167	Towards Understanding Users' Engagement and Enjoyment in Immersive Virtual Reality-Based Exercises. 2021 ,	
166	Theories of Conversation for Conversational IR. 2021 , 39, 1-23	5
165	Engagement with mobile health interventions for depression: A systematic review. 2021 , 26, 100454	1
164	Goal Orientation in Human Computer Interaction Tasks: An Experimental Investigation of User Engagement and Interaction Modalities. 2021 , 147-157	
163	Engagement and Discrete Emotions in Game Scenario: Is There a Relation Among Them?. 2021 , 22-42	0
162	Intrinsic Motivation in Game-Based Learning Environments. 2019 , 85-102	2

161	Encyclopedia of Computer Graphics and Games. 2018 , 1-7	8
160	Security Injections 2.0: Increasing Engagement and Faculty Adoption Using Enhanced Secure Coding Modules for Lower-Level Programming Courses. 2015 , 64-74	3
159	Mind the Gap: Improving Gender Equity in Game-Based Learning Environments with Learning Companions. 2015 , 64-73	5
158	The Mars and Venus Effect: The Influence of User Gender on the Effectiveness of Adaptive Task Support. 2015 , 265-276	11
157	Theoretical Perspectives on User Engagement. 2016 , 1-26	30
156	Engagement in Information Search. 2016 , 157-176	0
155	User Engagement with Interactive Media: A Communication Perspective. 2016 , 177-198	10
154	The Relationship Between User Perception and User Behaviour in Interactive Information Retrieval Evaluation. 2016 , 293-305	3
153	Measuring User Engagement in Mobile Classroom Response System: A Case Study. 2017 , 375-388	1
152	Thanks Alisha, Keep in Touch! Gender Effects and Engagement with Virtual Learning Companions. 2017 , 299-310	8
151	A Holistic Approach to Measuring User Engagement. 2018 , 81-102	1
150	How to Increase Boys' Engagement in Reading Mandatory Poems in the Gymnasium: Homer's The Odyssey's Transmedia Storytelling with the Cyclopeia Narrative as a Computer Game. 2018 , 216-225	2
149	Enhancing Audience Engagement Through Immersive 360-Degree Videos: An Experimental Study. 2018 , 425-443	8
148	Models of User Engagement. 2012 , 164-175	120
147	Benefits and Hurdles for Older Adults in Intergenerational Online Interactions. 2012 , 697-704	11
146	Influence of Timeline and Named-Entity Components on User Engagement. 2013 , 305-317	8
145	Online Consumption Motivations: An Integrated Theoretical Delimitation and Refinement Based on Qualitative Analyses. 2014 , 347-370	1
144	Building a Common Framework for IIR Evaluation. 2013 , 17-28	9

143	The Role of Website Personality and Website User Engagement on Individual Purchase Intention. 2019 , 347-360	2
142	Implementing immersive technologies in consumer testing: Liking and Just-About-Right ratings in a laboratory, immersive simulated caf and real caf. 2020 , 84, 103934	15
141	Further validation of the engagement questionnaire (EQ): Do immersive technologies actually increase consumer engagement during wine evaluations?. 2020 , 85, 103966	8
140	Traduction, adaptation et validation psychométrique préliminaire d'une mesure d'engagement et d'une mesure de charge cognitive en contexte d'apprentissage numérique. 2019 , 20, 79-90	2
139	Elements of museum mobile augmented reality for engaging hearing impaired visitors. 2017 ,	5
138	Faces of Focus: A Study on the Facial Cues of Attentional States. 2020 ,	3
137	The Persistence of First Impressions. 2020 ,	19
136	Data in Context: Engaging Audiences with 3D Physical Geo-Visualization. 2020 ,	3
135	Engaged Faces—Measuring and Monitoring Student Engagement from Face and Gaze Behavior. 2019 ,	7
134	Receptivity & Interaction of Social Robots in Hospitals. 2020 ,	2
133	Non-intrusive Identification of Student Attentiveness and Finding Their Correlation with Detectable Facial Emotions. 2020 ,	2
132	Social presence and use of internet-delivered interventions: a multi-method approach. 2013 , 8, e57067	11
131	Applicability of the User Engagement Scale to Mobile Health: A Survey-Based Quantitative Study. 2020 , 8, e13244	14
130	Understanding Health Behavior Technology Engagement: Pathway to Measuring Digital Behavior Change Interventions. 2019 , 3, e14052	32
129	An Electronic Health Platform for Monitoring Health Conditions of Patients With Hypertension in the Brazilian Public Health System: Protocol for a Nonrandomized Controlled Trial. 2020 , 9, e15299	5
128	Clinically Meaningful Use of Mental Health Apps and its Effects on Depression: Mixed Methods Study. 2019 , 21, e15644	25
127	Improving Employee Well-Being and Effectiveness: Systematic Review and Meta-Analysis of Web-Based Psychological Interventions Delivered in the Workplace. 2017 , 19, e271	119
126	Measuring Engagement in eHealth and mHealth Behavior Change Interventions: Viewpoint of Methodologies. 2018 , 20, e292	114

125	Targeting Parents for Childhood Weight Management: Development of a Theory-Driven and User-Centered Healthy Eating App. 2015 , 3, e69	87
124	Questionnaires or Inner Feelings: Who Measures the Engagement Better?. 2020 , 10, 609	2
123	THE EFFECT OF CUSTOMER EMPOWERMENT AND CUSTOMER ENGAGEMENT ON MARKETING PERFORMANCE: THE MEDIATING EFFECT OF BRAND COMMUNITY MEMBERSHIP. 2020 , 21, 30-38	8
122	Galaxy Zoo: Motivations of Citizen Scientists. 12,	33
121	Online Survey. 2013 , 1-19	11
120	The Effects of Avatar-Based Customization on Player Identification. 2015 , 247-272	4
119	The Relationship between Avatar-Based Customization, Player Identification, and Motivation. 48-79	3
118	How Game-Based Learning Works and What It Means for Pupils, Teachers, and Classroom Learning. 2019 , 1-29	4
117	Challenges of Mobile Augmented Reality in Museums and Art Galleries for Visitors Suffering From Vision, Speech, and Learning Disabilities. 2020 , 162-173	1
116	Engaging Children in Interactive Application Evaluation. 2015 , 2015, 35-66	3
115	The effects of customization on motivation in an extended study with a massively multiplayer online roleplaying game. 2015 , 9,	16
114	Recognition of Students' Multiple Mental States in Conversation Based on Multimodal Cues. 2021 , 468-479	
113	Exploring the Effects of In-App Components on Engagement With a Symptom-Tracking Platform Among Participants With Major Depressive Disorder (RADAR-Engage): Protocol for a 2-Armed Randomized Controlled Trial.. 2021 , 10, e32653	0
112	The effects of simulated interruptions on mobile search tasks.	1
111	Using Interaction Data to Predict Engagement with Interactive Media. 2021 ,	3
110	Assessing involvement with food: A systematic review of measures and tools. 2021 , 97, 104444	0
109	Integration of Characteristics of Culture into Product Design: A Perspective from Symbolic Interactions. 2013 , 208-217	3
108	Deducing User States of Engagement in Real Time by Using a Purpose Built Unobtrusive Physiological Measurement Device: An Empirical Study and HCI Design Challenges. 2014 , 55-66	1

107	Empowering Users to Explore Subject Knowledge by Aggregating Search Interfaces. 2014 , 266-276	
106	HCI and Usability Principles and Guidelines in the Website Development Process: An International Perspective. 2014 , 169-189	1
105	Introduction. 2015 , 1-18	
104	Measuring User Experience in Board Games. 2015 , 1264-1280	0
103	eLearning. 2016 , 53-79	2
102	Translating Theory into Methodological Practice. 2016 , 27-52	2
101	Using Assessment to Provide Application in Human Factors Engineering to USMA Cadets. 2017 , 411-422	1
100	Capturing Leading Factors Contributing to Consumer Engagement in Online Packaging Co-design Platform: A Focus Group Study and a Research Model Proposal. 2017 , 64-82	
99	Gender Difference in Handmade Robotics for Children. 2017 , 209-220	
98	Designing an Engaging and Informative Application About First Aid: Gamification and Humor as Design Elements in a Serious Game. 2017 , 78-87	1
97	Measuring Engagement in eHealth and mHealth Behavior Change Interventions: Viewpoint of Methodologies (Preprint).	1
96	? You Are Not the Player: Teaching Games User Research to Undergraduate Students. 2017 , 51-72	
95	Mobile Game-Based Learning in STEM Subjects. 2018 , 6376-6387	
94	Student Engagement Practices for Computer Science Students in Online Learning Environments. 2018 , 83-99	1
93	3D Interaction with Mouse-Keyboard, Gamepad and Leap Motion: A Comparative Study. 2018 , 122-131	
92	The Influence of Mobile Advertising Design Types on Product Involvement. 2018 , 23, 161-170	
91	Applicability of the User Engagement Scale to Mobile Health: A Survey-Based Quantitative Study (Preprint).	
90	Mobile Game-Based Learning in STEM Subjects. 2019 , 825-838	

89	Understanding Health Behavior Technology Engagement: Pathway to Measuring Digital Behavior Change Interventions (DBCI) (Preprint).	1
88	Digitale Video- & Spiel-Assessments: Psychometrie und Maschinelles Lernen. 2020 , 67-95	1
87	Understanding UX Better: A New Technique to Go beyond Emotion Assessment. 2021 , 21,	1
86	Examining the influence of user-generated content on the fashion consumer online experience. 2021 , 25, 528-547	2
85	Ask Your Doctor to Prescribe a YouTube Video: An Augmented Intelligence Approach to Assess Understandability of YouTube Videos for Patient Education.	0
84	Understanding User Engagement in Information and Communications Technology for Development: An Exploratory Study. 2020 , 710-721	2
83	Facilitating Ideation and Knowledge Sharing in Workplaces: The Design and Use of Gamification in Virtual Platforms. 2020 , 353-369	3
82	The Impact of Mobile Augmented Reality Design Implementation on User Engagement. 2020 , 96-106	1
81	Mobile Apps for Speech-Language Therapy in Adults With Communication Disorders: Review of Content and Quality (Preprint).	
80	Design e bem-estar: uma abordagem hedônica e eudaimônica para CPS.	
79	Towards the automatic restructuring of structural aesthetic design of Android user interfaces. 2021 , 81, 103598	0
78	A narrative review of the impact of digital immersive technology on affective and sensory responses during product testing in digital eating contexts. 2021 , 150, 110804	0
77	OKLUORTAM BENME MATERYALNE BADAANMA HEGELTIRME, GERLEK VE GVENBLK ALIMASI. 2020 , 10, 321-344	
76	Use of Touch Devices by Toddlers or Preschoolers: Observations and Findings from a Single-Case Study. 2014 , 10, 3-37	1
75	Design and evaluation of an educational virtual reality application for learning how to perform on a stage. 2020 ,	0
74	Consumer Engagement in the Context of Value Creation. 2021 , 33-67	
73	How Game-Based Learning Works and What It Means for Pupils, Teachers, and Classroom Learning. 2022 , 1780-1802	
72	Tourist Social Media Engagement. 2022 , 192-212	

- 71 Participatory Development and Pilot Testing of an Adolescent Health Promotion Chatbot. **2021**, 9, 724779 2
- 70 User experience and acceptance of a device assisting persons with dementia in daily life: a multicenter field study. **2021**, 1 2
- 69 MOTIONS: Exploring Human-Information Interactions Beyond Clicks. **2020**,
- 68 A Novel Experience Sampling Method Tool Integrating Momentary Assessments of Cognitive Biases: Two Compliance, Usability, and Measurement Reactivity Studies.. **2022**, 6, e32537
- 67 Exploring the Effects of In-App Components on Engagement With a Symptom-Tracking Platform Among Participants With Major Depressive Disorder (RADAR-Engage): Protocol for a 2-Armed Randomized Controlled Trial (Preprint).
- 66 What Drives Digital Library User Satisfaction Behavior? Investigating the Level and Its Determinants. **2022**, 320-330
- 65 Audiences First: Professional Profiles, Tools and Strategies of Digital Newsrooms to Connect with the Public. **2022**, 211-226 1
- 64 Managing Individual Online Learning Experience: The Roles of Perceived Engagement and Perceived Performance. **2022**, 331-344
- 63 Supporting Self-Management and Quality of Life in Bipolar Disorder with the Beta PolarUs App: Protocol for a Mixed-Methods Study (Preprint).
- 62 Aesthetic design of app interfaces and their impact on secondary students' interest and learning. **2022**, 3, 100075 0
- 61 Designing Interactive Systems for Seniors: Living on an Island. **2022**,
- 60 Augmented Reality (AR) Supporting Citizen Engagement in Circular Economy.. **2022**, 1-28 2
- 59 Using Student Opinions to Guide Investments in Assessment Methods. **2022**, 3-18
- 58 Alphanumeric vs. Numeric Token Systems and the Healthcare Experience: Field Evidence from Healthcare Delivery in India.
- 57 Cognitive engagement on social media: A study of the effects of visual cueing in educational videos.
- 56 Show of Hands: Leveraging Hand Gestural Cues in Virtual Meetings for Intelligent Impromptu Polling Interactions. **2022**,
- 55 How to tackle the conceptual inconsistency of audience engagement? The introduction of the Dynamic Model of Audience Engagement. 146488492210803
- 54 A Novel Experience Sampling Method Tool Integrating Momentary Assessments of Cognitive Biases: Two Compliance, Usability, and Measurement Reactivity Studies (Preprint).

53	Emergent affordances and potential challenges of mobile learning apps: insights from online reviews. 2021 , ahead-of-print,	o
52	Augmenting Emerging Hospitality Services: A Playful Immersive Experience to Foster Interactions among Locals and Visitors. 1-15	o
51	HiveRel: hexagons visualization for relationship-based knowledge acquisition. 1	
50	Supporting Self-Management and Quality of Life in Bipolar Disorder with the PolarUs App (Alpha): Protocol for a Mixed-Methods Study (Preprint).	
49	Multifractal Mice: Operationalising Dimensions of Readiness-to-hand via a Feature of Hand Movement. 2022 ,	
48	Use of a serious game simulation to build early childhood staff capacity for reducing unintentional childhood injuries. 2022 ,	1
47	Specifying, estimating and validating consumer eSports engagement composite model: a composite confirmatory approach. 2022 , ahead-of-print,	o
46	Electroencephalography and Self-assessment Evaluation of Engagement with Online Exhibitions: Case Study of Google Arts and Culture. 2022 , 316-331	
45	Users and Contemporary SERPs. 2022 ,	o
44	Factors affecting data quality of online questionnaires: Issues and metrics for sensory and consumer research. 2022 , 102, 104676	o
43	Identifying Potential Gamification Elements for A New Chatbot for Families with Neurodevelopmental Disorders: A User-Centred Design Approach (Preprint).	
42	Development and Initial Validation of the Safety Training Engagement Scale (STE-S). 2022 , 12, 975-988	o
41	Exploring visual stimuli as a support for novices' creative engagement with digital musical interfaces. 2022 , 16, 343-356	
40	Feelings of Being for Mobile User Experience Design. 1-21	
39	Capturing high and low levels of participant engagement in sensory and consumer evaluations via a known groups design and an implicit correlate. 2022 , 161, 111786	
38	The Quest for Omniculars: Embedded Visualization for Augmenting Basketball Game Viewing Experiences. 2022 , 1-10	1
37	Assessing Students' Perceived Engagement and Perceived Performance for E-learning in East Coast Malaysia: A Partial Least Square Structural Equation Modeling (PLS-SEM) Approach. 2022 , 1-9	o
36	Investigating Student Interest and Engagement in Game-Based Learning Environments. 2022 , 711-716	o

- 35 Quality Factors and Feature Space of Cloud Gaming Services. **2023**, 9-35 ○
- 34 Home safety hero: testing reaction time differences among teen mothers for single versus multiple game play. ○
- 33 Engagement and Players' Intended Behaviors in a Cybersecurity Serious Game. **2022**, 14, 1-21 ○
- 32 Examination of User Engagement and Subjective States in an Online Tetris Game. **2022**, 66, 1887-1891 ○
- 31 Assessing Customer Interactions With Chatbots in Online Shopping Experiences. **2022**, 203-223 ○
- 30 Applying the engagement by design methodology. **2022**, ○
- 29 Evaluating Interactive Digital Exhibit Characteristics in Science Museums and Their Effects on Child Engagement. 1-12 ○
- 28 Rethinking Patient Engagement in Cancer Research. ○
- 27 Offline and online user experience of gamified robotics for introducing computational thinking: Comparing engagement, game mechanics and coding motivation. **2023**, 193, 104664 1
- 26 Twilight Rohingya: The Design and Evaluation of Different Navigation Controls in a Refugee VR Environment. **2022**, ○
- 25 Automatic engagement estimation in smart education/learning settings: a systematic review of engagement definitions, datasets, and methods. **2022**, 9, ○
- 24 Towards an integrated framework to measure user engagement with interactive or physical products. ○
- 23 Evaluation System of CG Art Communication Platform Based on User Experience. **2022**, 10, 128742-128753 ○
- 22 To Be or Not to Be Human? Theorizing the Role of Human-Like Competencies in Conversational Artificial Intelligence Agents. **2022**, 39, 969-1005 1
- 21 Engagement with a Remote Symptom-Tracking Platform Among Participants with Major Depressive Disorder (RADAR-Engage): A Randomized Controlled Trial (Preprint). ○
- 20 The cuter, the better? The impact of cuteness on intention to purchase AI voice assistants: A moderated serial-mediation model. 13, ○
- 19 The impact of personalization feature on students' engagement patterns in a role-playing game: A cultural perspective. ○
- 18 Knowledge platform affordances and knowledge collaboration performance: The mediating effect of user engagement. 13, ○

- 17 Comparing three XR technologies in reviewing performance-based building design: A pilot study of façade fenestrations. ○
- 16 The impact of conversational interaction on users' cognitive absorption in mobile news reading context: evidence from EEG. 1-14 ○
- 15 Measuring the Effect of Mental Health Chatbot Personality on User Engagement. **2022**, ○
- 14 Student Engagement With an Open Educational Resource on Gynecological Assessment. **2023**, 19, 104529 ○
- 13 Effect of perceptive enrichment on the efficiency of simulated contexts: Comparing virtual reality and immersive room settings. **2023**, 165, 112492 ○
- 12 Recent Developments in Chatbot Usability and Design Methodologies. **2023**, 1-23 ○
- 11 Student Engagement with Technology-Enhanced Resources in Mathematics in Higher Education: A Review. **2023**, 11, 787 ○
- 10 Learning and engagement with an online laboratory for environmental monitoring education. 1-19 ○
- 9 Factors that influence student engagement with technology-enhanced resources for formative assessments in first-year undergraduate mathematics. 1-19 ○
- 8 Evaluating Extended Reality Application for a Virtual Museum. Case Study: Remigio Crespo Museum. **2022**, ○
- 7 How we Work, Share, and Re-use at CHIIR. **2023**, ○
- 6 Prevention of Scarring of Lung Parenchyma in COVID-19 Patients through Glucocorticoid Treatment. **2023**, 47, 182-193 ○
- 5 Prognosis Markers and Patient Health Behavior of COVID-19 on Treatment in Turkey. **2023**, 47, 139-152 ○
- 4 The moderating role of sustainable development goals in reviving the economy through green initiatives. 11, ○
- 3 When Recommender Systems Snoop into Social Media, Users Trust them Less for Health Advice. **2023**, ○
- 2 iBall: Augmenting Basketball Videos with Gaze-moderated Embedded Visualizations. **2023**, ○
- 1 Towards a Machine Learning Smart Toy Design for Early Childhood Geometry Education: Usability and Performance. **2023**, 12, 1951 ○