

A hedonic motivation model in virtual reality tourism: C non-visitors

International Journal of Information Management

46, 236-249

DOI: [10.1016/j.ijinfomgt.2018.11.016](https://doi.org/10.1016/j.ijinfomgt.2018.11.016)

Citation Report

#	ARTICLE	IF	CITATIONS
1	Can Climate Change Awareness Predict Pro-Environmental Practices in Restaurants? Comparing High and Low Dining Expenditure. <i>Sustainability</i> , 2019, 11, 6777.	3.2	38
2	Understanding the academic learning of university students using smartphone: Evidence from Pakistan. <i>Journal of Public Affairs</i> , 2020, 20, e1976.	3.1	14
3	Investment crowdfunding in the visitor economy: the roles of venture quality, uncertainty, and funding amount. <i>Current Issues in Tourism</i> , 2020, 23, 2533-2554.	7.2	21
4	Experiencing immersive virtual reality in museums. <i>Information and Management</i> , 2020, 57, 103229.	6.5	175
5	Emerging realm of 360-degree technology to promote tourism destination. <i>Technology in Society</i> , 2020, 63, 101411.	9.4	49
6	The disruptive mobile wallet in the hospitality industry: An extended mobile technology acceptance model. <i>Technology in Society</i> , 2020, 63, 101430.	9.4	121
7	Digital Rovaniemi: contemporary and future arctic tourist experiences. <i>Journal of Tourism Futures</i> , 2020, 6, 6-23.	3.9	13
8	Travelersâ€™ intention to adopt virtual reality: A consumer value perspective. <i>Journal of Destination Marketing & Management</i> , 2020, 17, 100456.	5.3	57
9	Economic development trends in the EU tourism industry. Towards the digitalization process and sustainability. <i>Quality and Quantity</i> , 2023, 57, 321-346.	3.7	22
10	The Role of Perceived Smart Tourism Technology Experience for Tourist Satisfaction, Happiness and Revisit Intention. <i>Sustainability</i> , 2020, 12, 6592.	3.2	79
11	Understanding virtual reality continuance: an extended perspective of perceived value. <i>Online Information Review</i> , 2021, 45, 422-439.	3.2	21
12	Can We Understand Non-Tourism as a Form of Sustainable Tourism? The Role of Lifestyle and Motivations behind Non-Traveling Based on the Hungarian Example. <i>Sustainability</i> , 2020, 12, 7353.	3.2	5
13	Meet the Virtual Jeju Dol Harubangâ€™The Mixed VR/AR Application for Cultural Immersion in Koreaâ€™s Main Heritage. <i>ISPRS International Journal of Geo-Information</i> , 2020, 9, 367.	2.9	38
14	Augmented Reality and Virtual Reality. <i>Progress in IS</i> , 2020, , .	0.6	16
15	The Loyalty of Tourism in Synagogues: The Special Case of the Synagogue of Ārdoba. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 4212.	2.6	3
16	Defining the determinants of online impulse buying through a shopping process of integrating perceived risk, expectation-confirmation model, and flow theory issues. <i>International Journal of Information Management</i> , 2020, 52, 102099.	17.5	149
17	Are there peas in a pod when considering mobile phone and mobile applications use: A quantitative study. <i>Journal of Retailing and Consumer Services</i> , 2020, 55, 102067.	9.4	11
18	What drives visitor economy crowdfunding? The effect of digital storytelling on unified theory of acceptance and use of technology. <i>Tourism Management Perspectives</i> , 2020, 34, 100638.	5.2	35

#	ARTICLE	IF	CITATIONS
19	Effects of feedback design and dispositional goal orientations on volunteer performance in citizen science projects. <i>Computers in Human Behavior</i> , 2020, 107, 106266.	8.5	16
20	The impact of innovation and gratification on authentic experience, subjective well-being, and behavioral intention in tourism virtual reality: The moderating role of technology readiness. <i>Telematics and Informatics</i> , 2020, 49, 101349.	5.8	124
21	When online reviews meet virtual reality: Effects on consumer hotel booking. <i>Annals of Tourism Research</i> , 2020, 81, 102860.	6.4	60
22	Understanding the impact of digital service failure on users: Integrating Tanâ€™s failure and DeLone and McLeanâ€™s success model. <i>International Journal of Information Management</i> , 2020, 53, 102119.	17.5	36
23	Can sustainable restaurant practices enhance customer loyalty? The roles of value theory and environmental concerns. <i>Journal of Hospitality and Tourism Management</i> , 2020, 43, 127-138.	6.6	102
24	Virtual travel experience and destination marketing: Effects of sense and information quality on flow and visit intention. <i>Journal of Destination Marketing & Management</i> , 2021, 19, 100492.	5.3	100
25	Natureza Virtual: Enhancing Ecosystem Awareness by Using Virtual Reality in Educational Tourism. <i>Progress in IS</i> , 2021, , 291-302.	0.6	3
26	An analysis of learnersâ€™ intentions toward virtual reality online learning systems: a case study in Taiwan. , 0, , .		3
27	Contributions of Neurosciences to Studies of Well-Being in Tourism. <i>Advances in Hospitality, Tourism and the Services Industry</i> , 2021, , 108-128.	0.2	0
28	Internet of Things in Online Business. <i>Advances in E-Business Research Series</i> , 2021, , 154-168.	0.4	2
29	Flow in computerâ€mediated environments: A systematic literature review. <i>International Journal of Consumer Studies</i> , 2021, 45, 511-545.	11.6	14
30	Virtual Reality Applications for Experiential Tourism - Curator Application for Museum Visitors. <i>Communications in Computer and Information Science</i> , 2021, , 719-729.	0.5	2
31	A Study on the Causal Process of Virtual Reality Tourism and Its Attributes in Terms of Their Effects on Subjective Well-Being during COVID-19. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 1019.	2.6	32
32	Flow theory in the information systems life cycle: The state of the art and future research agenda. <i>International Journal of Consumer Studies</i> , 2021, 45, 546-580.	11.6	21
33	Does VR Tourism Enhance Usersâ€™ Experience?. <i>Sustainability</i> , 2021, 13, 806.	3.2	38
34	The impact of a 360Â° virtual tour on the reduction of psychological stress caused by COVID-19. <i>Technology in Society</i> , 2021, 64, 101514.	9.4	72
35	Virtual Tours a Means to an End: An Analysis of Virtual Toursâ€™ Role in Tourism Recovery Post COVID-19. <i>Journal of Travel Research</i> , 2022, 61, 528-548.	9.0	151
36	Telepresence and Interactivity in Mobile Learning System: Its Relation with Open Innovation. <i>Journal of Open Innovation: Technology, Market, and Complexity</i> , 2021, 7, 78.	5.2	10

#	ARTICLE	IF	CITATIONS
37	Behavioral Influences on Crowdfunding SDG Initiatives: The Importance of Personality and Subjective Well-Being. Sustainability, 2021, 13, 3796.	3.2	17
38	A comparative study on the motivated consumer innovativeness of drone food delivery services before and after the outbreak of COVID-19. Journal of Travel and Tourism Marketing, 2021, 38, 368-382.	7.0	27
39	Usability evaluation of a virtual reality smartphone app for a living museum. Universal Access in the Information Society, 2022, 21, 995-1012.	3.0	27
40	Work-in-Progress“Motivation in Virtual Reality Chinese Language Learning in the Context of COVID-19. , 2021, , .		2
41	Post-COVID 19 Tourism: Will Digital Tourism Replace Mass Tourism?. Sustainability, 2021, 13, 5352.	3.2	84
42	Does the Dark Side of Personality Traits Explain Compulsive Smartphone Use of Higher Education Students? The Interaction Effect of Dark Side of Personality with Desirability and Feasibility of Smartphone Use. IIM Kozhikode Society & Management Review, 2022, 11, 62-74.	3.4	7
43	Virtual reality technology and physical distancing: A review on limiting human interaction in tourism. Journal of Multidisciplinary Academic Tourism, 2021, 6, 27-35.	0.9	30
44	Relationships Between Virtual Reality Experiences, Experiential Relationship Quality and Experiential Advocacy: The Case of Virtual Reality Park. Journal of Relationship Marketing, 2022, 21, 169-193.	4.4	3
45	What Drives Creative Crowdsourcing? An Exploratory Study on the Persuasion of Digital Storytelling. Science, Technology and Society, 2022, 27, 23-45.	1.9	4
46	Virtual Reality Experience in Tourism: A Factor Analysis Assessment. , 2021, , .		0
47	Virus tinged? Exploring the facets of virtual reality use in tourism as a result of the COVID-19 pandemic. Telematics and Informatics, 2021, 60, 101575.	5.8	68
48	Virtual pets want to travel: Engaging visitors, creating excitement. Tourism Management Perspectives, 2021, 39, 100859.	5.2	3
49	Living the Experience Before You Go . . . but Did It Meet Expectations? The Role of Virtual Reality during Hotel Bookings. Journal of Travel Research, 2022, 61, 1233-1251.	9.0	31
50	Cognizing tourist loyalty during covid-19 pandemic through virtual reality lens. Tourism Recreation Research, 2024, 49, 118-130.	4.9	8
52	Examining Tourism Consumersâ€™ Attitudes and the Role of Sensory Information in Virtual Reality Experiences of a Tourist Destination. Journal of Travel Research, 2022, 61, 1666-1681.	9.0	50
53	How mobile augmented reality applications affect continuous use and purchase intentions: A cognition-affect-conation perspective. Journal of Retailing and Consumer Services, 2021, 63, 102680.	9.4	53
54	Would you enjoy virtual travel? The characteristics and causes of virtual touristsâ€™ sentiment under the influence of the COVID-19 pandemic. Tourism Management, 2022, 88, 104429.	9.8	91
55	Analysing consumer adoption of cashless payment in Malaysia. Digital Business, 2020, 1, 100004.	4.7	40

#	ARTICLE	IF	CITATIONS
56	Acrophobia Quantified by EEG Based on CNN Incorporating Granger Causality. International Journal of Neural Systems, 2021, 31, 2050069.	5.2	9
57	The Effect of Herding Behaviors on Dual-Route Processing of Communications Aimed at Tourism Crowdfunding Ventures. Journal of Travel Research, 2021, 60, 947-964.	9.0	26
58	Assessing the Perception of Educational Content at Various Levels of Multimedia. Integration of Education, 2020, 24, 678-691.	0.7	4
59	Realidad virtual y motivaci3n en el contexto educativo: Estudio bibliom3trico de los 3ltimos veinte a3os de Scopus. Alteridad: Revista De Educaci3n, 2019, 15, 47-60.	1.1	31
60	Does Vivid Imagination Deter Visitation? The Role of Mental Imagery Processing in Virtual Tourism on Touristsâ€™ Behavior. Journal of Travel Research, 2022, 61, 1528-1541.	9.0	30
61	Integrating TTF and UTAUT2 theories to investigate the adoption of augmented reality technology in education: Perspective from a developing country. Technology in Society, 2021, 67, 101787.	9.4	68
62	Towards a theory of well-being in digital sports viewing behavior. Journal of Services Marketing, 2022, 36, 245-263.	3.0	5
63	VIRTUAL REALITY AND RETAILERS: POSSIBILITIES AND LIMITATIONS FROM A SYSTEMATIC REVIEW. , 0, , .		0
64	Tourist loyalty and mosque tourism: The case of the Mosque-Cathedral in C3rdoba (Spain). PLoS ONE, 2020, 15, e0242866.	2.5	3
65	A Classification of Virtual Reality Technology: Suitability of Different VR Devices and Methods for Research in Tourism and Events. Progress in IS, 2020, , 323-332.	0.6	2
66	Effects of Shopping Motivation and Telepresence in VR Fitting Room Applications on Consumer Response. Fashion & Textile Research Journal, 2021, 23, 611-623.	0.6	3
67	Understanding Continuance Usage of Mobile Learning Applications: The Moderating Role of Habit. Frontiers in Psychology, 2021, 12, 736051.	2.1	7
68	Flow as a Key Predictor of Subjective Well-Being Among Chinese University Students: A Chain Mediating Model. Frontiers in Psychology, 2021, 12, 743906.	2.1	11
69	The use of 360-degree virtual tours to promote mountain walking tourism: stimulusâ€™organismâ€™response model. Information Technology and Tourism, 2022, 24, 85-107.	5.8	50
70	The Effect of Library Virtual Tour on Library Image Construction: Study on Perpustakaan BPK RI. Lecture Notes in Computer Science, 2021, , 195-209.	1.3	0
71	Factors Influencing the Behavioral Intention to Adopt a Technological Innovation from a Developing Country Context: The Case of Mobile Augmented Reality Games. SSRN Electronic Journal, 0, , .	0.4	0
72	Factors That Influence Virtual Tourism Holistic Image: The Moderating Role of Sense of Presence. Sustainability, 2022, 14, 467.	3.2	16
73	Hedonic consumption experience in videogaming: A multidimensional perspective. Journal of Retailing and Consumer Services, 2022, 65, 102892.	9.4	22

#	ARTICLE	IF	CITATIONS
74	Hospitality Industry 4.0 and Climate Change. <i>Circular Economy and Sustainability</i> , 2022, 2, 1043-1063.	5.5	20
75	The role of virtual reality interactivity in building tourists' memorable experiences and post-adoption intentions in the COVID-19 era. <i>Journal of Hospitality and Tourism Technology</i> , 2022, 13, 481-499.	3.8	28
76	The challenges of entering the metaverse: An experiment on the effect of extended reality on workload. <i>Information Systems Frontiers</i> , 2022, , 1-22.	6.4	113
77	The mediation effect of marketing activities toward augmented reality: the perspective of extended customer experience. <i>Journal of Hospitality and Tourism Technology</i> , 2022, 13, 461-480.	3.8	8
78	Validation of the Double Mediation Model of Workplace Well-Being on the Subjective Well-Being of Technological Employees. <i>Frontiers in Psychology</i> , 2022, 13, 838723.	2.1	2
79	Digitalization and sustainability: virtual reality tourism in a post pandemic world. <i>Journal of Sustainable Tourism</i> , 2023, 31, 2564-2591.	9.2	73
80	Factors Influencing Customer Decisions to Use Online Food Delivery Service during the COVID-19 Pandemic. <i>Foods</i> , 2022, 11, 64.	4.3	35
82	124The Future of Tourism and Hospitality (?). , 2022, , 124-142.		0
83	VR in Tourism: A New Call for Virtual Tourism Experience amid and after the COVID-19 Pandemic. <i>Tourism and Hospitality</i> , 2022, 3, 265-275.	1.3	15
84	Interpreting the perceptions of authenticity in virtual reality tourism through postmodernist approach. <i>Information Technology and Tourism</i> , 2022, 24, 31-55.	5.8	30
85	The Role of Virtual Reality as a Psychological Intervention for Mental Health Disturbances during the COVID-19 Pandemic: A Narrative Review. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 2390.	2.6	13
86	Virtual Reality and Construction Industry: Review of Current State-of-Practice and Future Applications. , 2022, , .		4
87	Experimenting hybrid reality in cultural heritage reconstruction. The Peasant Civilisation Park and the 'Vicinato a Pozzo' museum of Matera (Italy). <i>Museum Management and Curatorship</i> , 2023, 38, 428-450.	1.4	4
88	A study of determinants that affect the intention to participate in online tours and the role of constraints under COVID-19 pandemic. <i>Current Issues in Tourism</i> , 2023, 26, 1132-1146.	7.2	7
89	Go digital: can the money-gift function promote the use of e-wallet apps?. <i>Internet Research</i> , 2022, 32, 1806-1831.	4.9	14
90	Factors influencing the behavioral intention to adopt a technological innovation from a developing country context: The case of mobile augmented reality games. <i>Technology in Society</i> , 2022, 69, 101958.	9.4	23
91	Gamified environmental interpretation as a strategy for improving tourist behavior in support of sustainable tourism: The moderating role of psychological distance. <i>Tourism Management</i> , 2022, 91, 104519.	9.8	21
92	Immersive technology: A meta-analysis of augmented/virtual reality applications and their impact on tourism experience. <i>Tourism Management</i> , 2022, 91, 104534.	9.8	115

#	ARTICLE	IF	CITATIONS
93	Global Readiness for Immersive Virtual Space Adoption: The Case of Ohyay. , 2021, , .		2
94	Human Action Recognition in Smart Cultural Tourism Based on Fusion Techniques of Virtual Reality and SOM Neural Network. Computational Intelligence and Neuroscience, 2021, 2021, 1-12.	1.7	11
96	Network of Tourismâ€™Industrial Complex in Cities: Typologies and Implications through a Critical Literature Review. International Journal of Environmental Research and Public Health, 2022, 19, 4934.	2.6	2
97	Shared Virtual Reality Experiences during the COVID-19 Pandemic: Exploring the Gratifications and Effects of Engagement with Immersive Videos. International Journal of Environmental Research and Public Health, 2022, 19, 5056.	2.6	11
98	The Power of Affection: Exploring the Key Drivers of Customer Loyalty in Virtual Reality-Enabled Services. Frontiers in Psychology, 2022, 13, 850896.	2.1	4
99	Virtual Reality (VR) Technology for Treatment of Mental Health Problems during COVID-19: A Systematic Review. International Journal of Environmental Research and Public Health, 2022, 19, 5389.	2.6	17
100	VR tourism experiences and tourist behavior intention in COVID-19: anâ€™experience economy and mood management perspective. Information Technology and People, 2023, 36, 1095-1125.	3.2	20
101	Are unmanned smart hotels du jour or are they here forever? Experiential pathway analysis of antecedents of satisfaction and loyalty. International Journal of Hospitality Management, 2022, 104, 103249.	8.8	17
102	Meet Your Digital Twin in Space? Profiling International Expatâ€™s Readiness for Metaverse Space Travel, Tech-Savviness, COVID-19 Travel Anxiety, and Travel Fear of Missing Out. Sustainability, 2022, 14, 6441.	3.2	42
103	Assessing speleoarcheological geoheritage: Linking new Paleolithic discoveries and potential cave tourism destinations in Serbia. International Journal of Geoheritage and Parks, 2022, 10, 289-307.	4.3	4
104	Immersive virtual reality in the age of the Metaverse: A hybrid-narrative review based on the technology affordance perspective. Journal of Strategic Information Systems, 2022, 31, 101717.	5.9	127
105	Exploring the personalization-intrusiveness-intention framework to evaluate the effects of personalization in social media. International Journal of Information Management, 2022, 66, 102532.	17.5	7
106	Investigation of User Views and Experiences on Virtual Reality Technology Used in Recreation Businesses. Gsi Journals Serie A: Advancements in Tourism, Recreation and Sports Sciences; 0, , .	0.6	0
107	Classifying Online Customer Complaints: A Multi-Agent Perspective. Marmara Business Review, 0, , .	0.2	0
108	A Combined Study of Cultural Heritage in Archaeological Museums: 3D Survey and Mixed Reality. Heritage, 2022, 5, 1330-1349.	1.9	11
109	Role of Perceived Ease of Use for Augmented Reality App Designed to Help Children Navigate Smart Libraries. International Journal of Human-Computer Interaction, 2023, 39, 2606-2623.	4.8	2
110	The role of COVID-19 anxiety and social contact within technology readiness and acceptance model for virtual reality. Journal of Vacation Marketing, 2023, 29, 498-521.	4.3	7
111	AVR Technologies in Sustainable Tourism: A Bibliometric Review. Lecture Notes in Networks and Systems, 2022, , 559-570.	0.7	0

#	ARTICLE	IF	CITATIONS
112	Perceptions of university students about virtual reality as a didactic resource: a pre-experimental study with a control and experimental group. <i>International Journal of Educational Research and Innovation</i> , 2022, , 152-171.	0.2	1
113	VR in customer-centered marketing: Purpose-driven design. <i>Business Horizons</i> , 2023, 66, 225-236.	5.2	6
114	Unveiling Key Gratifications and Stimuli to Engage Generation Z with Multiplayer Online Games. <i>Journal of Internet Commerce</i> , 0, , 1-29.	5.5	2
115	Touristsâ€™ Adoption of Extended Reality Technologies: A MetaAnalytical Structural Equation Modeling. <i>Journal of Hospitality and Tourism Research</i> , 2024, 48, 450-463.	2.9	4
116	Exploring virtual race participantsâ€™ perceptions of event mobile apps and behavioral intention: The stimulus-organism-response approach. <i>Journal of Convention and Event Tourism</i> , 0, , 1-19.	3.0	2
117	Living up Japanâ€™s halal tourism by captivating Indonesian potential Muslim tourists. <i>Journal of Islamic Marketing</i> , 2022, ahead-of-print, .	3.5	1
118	Constrained and virtually traveling? Exploring the effect of travel constraints on intention to use virtual reality in tourism. <i>Technology in Society</i> , 2022, 71, 102091.	9.4	21
119	High achieversâ€™ attitudes, flow experience, programming intentions and perceived teacher support in primary school: A moderated mediation analysis. <i>Computers and Education</i> , 2022, 190, 104598.	8.3	4
120	Towards Environmentally Sustainable Diets: Consumer Attitudes and Purchase Intentions for Plant-Based Meat Alternatives in Taiwan. <i>Nutrients</i> , 2022, 14, 3853.	4.1	7
121	Effects of diffusion of innovations, spatial presence, and flow on virtual reality shopping. <i>Frontiers in Psychology</i> , 0, 13, .	2.1	4
122	Destination image, nostalgic feeling, flow experience and agritourism: An empirical study of Yunling Tea Estate in Anxi, China. <i>Frontiers in Psychology</i> , 0, 13, .	2.1	4
123	Virtual Reality in Museums: Does It Promote Visitor Enjoyment and Learning?. <i>International Journal of Human-Computer Interaction</i> , 2023, 39, 3586-3603.	4.8	14
124	A Case Study on a Hedonic-Motivation System Adoption Model in a Game-Based Student Response System. <i>International Journal of Human-Computer Interaction</i> , 2024, 40, 701-718.	4.8	5
125	What drives online-to-offline purchase intention in a VR store? An examination of affective and cognitive factors. <i>Quality and Quantity</i> , 2023, 57, 3499-3521.	3.7	2
126	All without leaving home: building a conceptual model of virtual tourism experiences. <i>International Journal of Contemporary Hospitality Management</i> , 2023, 35, 1284-1303.	8.0	12
127	The borders are re-opening! Has virtual reality been a friend or a foe to the tourism industry so far?. <i>Asia Pacific Journal of Marketing and Logistics</i> , 2023, 35, 1639-1662.	3.2	11
128	THE EFFECTS OF SENSE AND INFORMATION QUALITY IN VIRTUAL TRAVEL EXPERIENCE ON VISIT INTENTION. <i>Kahramanmaraş Sâ¼t AşÄ¼m Amniversitesi Sosyal Bilimler Dergisi</i> , 0, , .	0.7	0
129	Would You Accept Virtual Tourism? The Impact of COVID-19 Risk Perception on Technology Acceptance from a Comparative Perspective. <i>Sustainability</i> , 2022, 14, 12693.	3.2	8

#	ARTICLE	IF	CITATIONS
130	Airbnb Experiences: Travelersâ€™ Purchase Behavior and Word-of-Mouth. <i>Journal of Travel Research</i> , 2023, 62, 1569-1587.	9.0	4
131	Virtual Immersive Platforms as a Strategic Innovative Destination Marketing Tool in the COVID-19 Era. <i>Sustainability</i> , 2022, 14, 12867.	3.2	1
132	The Effects of Attributes of Non-Immersive Virtual Reality on Customersâ€™ Experience of Video Tours under Social Distancing for COVID-19. <i>International Journal of Human-Computer Interaction</i> , 2024, 40, 885-902.	4.8	2
133	Understanding consumers' motivations to view travel live streaming: Scale development and validation. <i>Tourism Management Perspectives</i> , 2022, 44, 101027.	5.2	7
134	Motives of mobile payment adoption during COVID-19 pandemic in Sri Lanka: a holistic approach of both customers' and retailers' perspectives. <i>South Asian Journal of Marketing</i> , 2022, ahead-of-print, .	2.4	4
135	A contextualized study of the usage of the augmented reality technology in the tourism industry. <i>Decision Analytics Journal</i> , 2022, 5, 100136.	4.8	15
136	Virtual tourism atmospheres: The effects of pleasure, arousal, and dominance on the acceptance of virtual tourism. <i>Journal of Hospitality and Tourism Management</i> , 2022, 53, 143-152.	6.6	20
137	Surfing in virtual reality: An application of extended technology acceptance model with flow theory. <i>Computers in Human Behavior Reports</i> , 2023, 9, 100252.	4.0	11
138	Does the selection of virtual reality video matter? A laboratory experimental study of the influences of arousal. <i>Journal of Hospitality and Tourism Management</i> , 2023, 54, 152-165.	6.6	15
139	Role of digitalization in environment, social and governance, and sustainability: Review-based study for implications. <i>Frontiers in Psychology</i> , 0, 13, .	2.1	7
140	How A 360° virtual tour is more effective than photographs on communication effects: the roles of mental imagery processing and a sense of presence. <i>Current Issues in Tourism</i> , 2023, 26, 3813-3830.	7.2	3
141	Ex-Cit XR: Expert-elicitation and validation of Extended Reality visualisation and interaction techniques for disengaging and transitioning users from immersive virtual environments. <i>Frontiers in Virtual Reality</i> , 0, 3, .	3.7	2
142	The impact of XR applicationsâ€™ user experience-based design innovativeness on loyalty. <i>Cogent Business and Management</i> , 2023, 10, .	2.9	6
143	Exploring Experiential Patterns Depending on Time Lapses in Virtual Reality Spectatorship (VRS): The Role of Interruption in Reducing Satiation. <i>Sustainability</i> , 2022, 14, 16678.	3.2	1
144	Recommend or Not: Is Generation the Key? A Perspective from the SOR Paradigm for Online Stores in Colombia. <i>Sustainability</i> , 2022, 14, 16104.	3.2	1
145	The Effect of the COVID-19 Pandemic on the Mobile Messaging Application Among Millennials in Public Universities in Malaysia. <i>International Journal of Enterprise Information Systems</i> , 2023, 18, 1-21.	1.0	0
146	Virtual Reality Research in Marketing Focusing on Consumers:. <i>Japan Marketing Journal</i> , 2023, 42, 63-71.	0.1	1
147	How Can the Marketing Sector Benefit from Virtual Reality? A SWOT Analysis. , 2022, , .		0

#	ARTICLE	IF	CITATIONS
148	New meanings of computer-based entertainment and communication among students in Poland during the COVID-19 pandemic. <i>Quaestiones Geographicae</i> , 2022, 41, 5-17.	0.6	0
149	MÄ¼zelerde DijitalleÅme: Sanal MÄ¼zeler. <i>Turist RehberliÅi Dergisi (TURED)</i> , 0, , .	0.1	1
150	Psychological Well-Being in Tourism Live Streaming: A Grounded Theory. <i>Journal of Hospitality and Tourism Research</i> , 0, , 109634802211495.	2.9	4
151	The effects of virtual reality (VR) and augmented reality (AR) on senior touristsâ€™ experiential quality, perceived advantages, perceived enjoyment, and reuse intention. <i>Current Issues in Tourism</i> , 2024, 27, 464-478.	7.2	11
152	Storytelling and user experience in the cultural metaverse. <i>Heliyon</i> , 2023, 9, e14759.	3.2	10
153	How does virtual tourism involvement impact the social education effect of cultural heritage?. <i>Journal of Destination Marketing & Management</i> , 2023, 28, 100779.	5.3	3
154	The double side of flow in regret and product returns: Maximizers versus satisficers. <i>International Journal of Information Management</i> , 2023, 71, 102648.	17.5	4
155	Exploring non-immersive virtual reality experiences in tourism: Empirical evidence from a world heritage site. <i>International Journal of Tourism Research</i> , 2023, 25, 372-383.	3.7	16
156	The Impact of Marketing with 360-Degree Videos on Tourist Willingness to Travel During the Covid-19 Pandemic. , 2022, , 166-188.		0
158	Allocation of attention to metadata and retrieval functions: Implications for perceived value and open data discovery and reuse. <i>Journal of Librarianship and Information Science</i> , 0, , 096100062311545.	2.4	1
159	The effects of individual and organizational interventions on space tourism: applying EMGB and fsQCA. <i>Current Issues in Tourism</i> , 2023, 26, 1389-1393.	7.2	5
160	Viaduct and Bridge Structural Analysis and Inspection through an App for Immersive Remote Learning. <i>Electronics (Switzerland)</i> , 2023, 12, 1220.	3.1	0
161	How VR Technological Features Prompt Touristsâ€™ Visiting Intention: An Integrated Approach. <i>Sustainability</i> , 2023, 15, 4765.	3.2	3
162	Psychological recovery effects of 3D virtual tourism with real scenes – a comparative study. <i>Information Technology and Tourism</i> , 2023, 25, 71-103.	5.8	2
163	An extended hedonic motivation adoption model of TikTok in higher education. <i>Education and Information Technologies</i> , 2023, 28, 13595-13617.	5.7	12
164	Effect of Display Methods on Intentions to Use Virtual Reality in Museum Tourism. <i>Journal of Travel Research</i> , 2024, 63, 314-334.	9.0	3
165	Design affordance in VR and customization intention: Is customer inspiration a missing link?. <i>Technological Forecasting and Social Change</i> , 2023, 192, 122594.	11.6	6
166	Integrating 360° Virtual Learning Environment to Support Out-Of-Class Inquiry Activity for Preservice Teachers: A Preliminary Study. , 2023, , .		0

#	ARTICLE	IF	CITATIONS
167	Video Game Engagement: A Passkey to the Intentions of Continue Playing, Purchasing Virtual Items, and Player Recruitment (3Ps). <i>International Journal of Computer Games Technology</i> , 2023, 2023, 1-13.	2.5	0
168	Unlocking the flow experience in apps: Fostering long-term adoption for sustainable healthcare systems. <i>Psychology and Marketing</i> , 0, , .	8.2	1
169	Impacts of Virtual Reality on Tourism Experience and Behavioral Intentions: Moderating Role of Novelty Seeking. <i>Journal of Hospitality and Tourism Research</i> , 0, , 109634802311713.	2.9	1
170	Virtual and Augmented Experience in Virtual Learning Tours. <i>Information (Switzerland)</i> , 2023, 14, 294.	2.9	0
171	Cognitive load during planned and unplanned virtual shopping: Evidence from a neurophysiological perspective. <i>International Journal of Information Management</i> , 2023, 72, 102667.	17.5	6
172	Does using public transport affect tourist subject well-being and behaviour relevant to sustainability? Value-attitude-behaviour theory and artificial intelligence benefits. <i>Current Issues in Tourism</i> , 0, , 1-17.	7.2	6
173	360° Digital Travel to Improve Emotional State and Well-Being During the COVID-19 Pandemic: The Role of Presence and Sense of Place. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2023, 26, 690-697.	3.9	1
174	The evaluation of tourists' virtual reality experiences in the transition process to Metaverse. <i>Journal of Hospitality and Tourism Insights</i> , 2023, ahead-of-print, .	3.4	3
175	Application of Immersive Technologies in the Self-building Sector. , 2023, , 49-66.		0
176	Assess Informal Learning, Through Technology, in Science Centers or Science Museums. <i>Lecture Notes in Educational Technology</i> , 2023, , 1337-1345.	0.8	0
177	Metaverse 3C: Concept, Components, and Challenges in Travel and Tourism Sector. <i>Lecture Notes on Data Engineering and Communications Technologies</i> , 2023, , 699-713.	0.7	1
178	The effectiveness of social elements in virtual reality tourism: A mental imagery perspective. <i>Journal of Hospitality and Tourism Management</i> , 2023, 56, 135-146.	6.6	3
179	Virtual History-Expanding the Learning of Students in a Modern Age. <i>Lecture Notes in Networks and Systems</i> , 2023, , 705-715.	0.7	0
180	Usage Motivations and User Categorizations of Metaverse: Their Impacts on Offline Activities. <i>International Journal of Human-Computer Interaction</i> , 0, , 1-18.	4.8	3
181	Toward Better Digital Advertising: The Role of the Anthropomorphic Virtual Agent. <i>Journal of Current Issues and Research in Advertising</i> , 2023, 44, 295-331.	4.3	2
182	Immersive experiences as a resource for promoting museum tourism in the Z and millennials generations. <i>Journal of Destination Marketing & Management</i> , 2023, 29, 100795.	5.3	4
183	Metaverse: Literature Review, Synthesis and Future Research Agenda. <i>Journal of Computer Information Systems</i> , 0, , 1-21.	2.9	4
184	Understanding consumers' purchase intention in virtual reality commerce environment. <i>Journal of Consumer Behaviour</i> , 0, , .	4.2	1

#	ARTICLE	IF	CITATIONS
185	The determinants of Gen Z's metaverse adoption decisions in higher education: Integrating UTAUT2 with personal innovativeness in IT. <i>Education and Information Technologies</i> , 0, , .	5.7	2
186	The Metaverse: Investigating the Motivations and Experiences of Early Adopters in RecRoom. , 2023, , .		0
187	Understanding senior citizensâ€™ intentions to use virtual reality for religious tourism in India: a behavioural reasoning theory perspective. <i>Tourism Recreation Research</i> , 2023, 48, 983-999.	4.9	2
188	How Do Level of Novelty and Camera Angle of Tourism-Themed Short Videos on <i>Douyin</i> Influence Potential Travelers' Behavioral Intentions?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 0, , .	3.9	0
189	What does the audience care? The effects of travel vlog information quality on travel intention. <i>Total Quality Management and Business Excellence</i> , 2023, 34, 2201-2219.	3.8	5
190	The missing link in knowledge sharing: the crucial role ofÂsupervisor support- moderatedÂmediated model. <i>Leadership and Organization Development Journal</i> , 2023, 44, 771-790.	3.0	0
191	Does familiarity with the attraction matter? Antecedents of satisfaction with virtual reality for heritage tourism. <i>Information Technology and Tourism</i> , 0, , .	5.8	0
192	Virtual tourism as a substitute for physical tourism during COVID-19 pandemic. <i>Environmental Economics and Policy Studies</i> , 0, , .	2.0	0
193	When digital celebrity talks to you: How human-like virtual influencers satisfy consumer's experience through social presence on social media endorsements. <i>Journal of Retailing and Consumer Services</i> , 2024, 76, 103581.	9.4	5
194	Investigating studentsâ€™ adoption of virtual reality for L2-learning in India. <i>Education and Information Technologies</i> , 0, , .	5.7	0
195	Virtual Tourism and Consumer Wellbeing: A Critical Review, Practices, and New Perspectives. <i>International Handbooks of Quality-of-life</i> , 2023, , 545-557.	0.5	0
196	A systematic review of the pedagogical roles of technology in ICT-assisted museum learning studies. <i>Education and Information Technologies</i> , 0, , .	5.7	0
197	Virtual Tourism as an Alternative to Sustainable Tourism. , 2023, , 81-94.		0
198	The effect of virtual reality experience quality on destination visit intention and virtual reality travel intention. <i>Journal of Hospitality and Tourism Technology</i> , 2024, 15, 70-103.	3.8	2
199	How technological and natural consumption experiences impact consumer well-being: The role of consumer mindfulness and fatigue. <i>Psychology and Marketing</i> , 2024, 41, 465-491.	8.2	0
200	I am neither Clark Kent nor Superman: A Case Study of Experience in Virtual Activity in the Metaverse. <i>Akdeniz Spor Bilimleri Dergisi</i> , 0, , .	0.6	0
201	Percepci3n de los docentes respecto al uso de la realidad virtual como recurso did3ctico / Perception of Teachers Regarding the use of Virtual Reality as a Didactic Resource. , 2022, , 305-328.		0
202	Exploring the role of flow experience and telepresence in virtual reality (VR) concerts. <i>Journal of Travel and Tourism Marketing</i> , 2023, 40, 568-582.	7.0	0

#	ARTICLE	IF	CITATIONS
203	Tourism metaverse from the attribution theory lens: a metaverse behavioral map and future directions. <i>Tourism Review</i> , 0, , .	6.4	3
204	Investigating the Tourist Visit Intention During Covid 19 Pandemic Using Mood Management Theory (MMT) of Virtual Reality (VR) Tourism. , 2023, , .		0
205	Applying virtual reality and augmented reality to the tourism experience: a comparative literature review. <i>Spanish Journal of Marketing - ESIC</i> , 0, , .	5.2	1
206	Augmented and virtual reality in hotels: Impact on tourist satisfaction and intention to stay and return. <i>International Journal of Hospitality Management</i> , 2024, 116, 103631.	8.8	1
207	Examining The Relationship Between Perception of Utility and Ease of Use and Perception of Entertainment and Reality. , 0, , 189-204.		0
208	Virtual tourism experiences: adoption factors, participation and readiness to pay. <i>Current Issues in Tourism</i> , 0, , 1-18.	7.2	1
209	Understanding a virtual heritage site through the lens of telepresence and virtual destination image. <i>Journal of Heritage Tourism</i> , 0, , 1-14.	2.7	0
210	Evaluation of the Metaverse: Perspectives of Travel Agency Employees. <i>Lecture Notes in Networks and Systems</i> , 2023, , 1-20.	0.7	0
211	Dijital ikiz teknolojinin turizm sektöründe kullanım alanları ve etkileri. <i>Kayseri Üniversitesi Sosyal Bilimler Dergisi</i> , 0, , .	1.0	0
212	Using Virtual Reality in Tourism Destination Decision: A Young Saudi Tourists' Perspective with Habit is a Mediator. <i>Journal of Quality Assurance in Hospitality and Tourism</i> , 0, , 1-34.	3.0	0
213	Digital destination storytelling: Narrative persuasion effects induced by story satisfaction in a VR context. <i>Journal of Hospitality and Tourism Management</i> , 2024, 58, 184-196.	6.6	1
214	Exploring the impact of location-based augmented reality on tourists' spatial behavior, experience, and intention through a field experiment. <i>Tourism Management</i> , 2024, 102, 104886.	9.8	0
215	Live-Streaming Tourism: Model Development and Validations. <i>Journal of Travel Research</i> , 0, , .	9.0	0
216	Reading for gain or reading for fun: empirical evidence from China on the adoption mechanism of integrated children's books. <i>Frontiers in Psychology</i> , 0, 14, .	2.1	0
217	Exploring the Structural Relationships of Microinteractions in Perception and Behavior by the Hedonic Motivation System Adoption Model. <i>International Journal of Human-Computer Interaction</i> , 0, , 1-16.	4.8	0
218	Factors influencing intention for reusing virtual reality (VR) at theme parks: the mediating role of visitors satisfaction. <i>Cogent Social Sciences</i> , 2024, 10, .	1.1	0
219	Leveraging strategic leadership for boosting operational resilience in hotels: the role of crisis response strategies and e-readiness. <i>International Journal of Contemporary Hospitality Management</i> , 0, , .	8.0	0
220	Exploration of Moderated, Mediated, and Configurational Outcomes of Tourism-Related Content (TRC) on TikTok in Predicting Enjoyment and Behavioral Intentions. <i>Human Behavior and Emerging Technologies</i> , 2024, 2024, 1-29.	4.4	0

#	ARTICLE	IF	CITATIONS
221	Impact of Smart Tourism Technology Attributes on Perceived Usefulness, Service Experience Evaluation, and Business Performance: A Perspective of Hotel Employees. <i>Journal of Quality Assurance in Hospitality and Tourism</i> , 0, , 1-26.	3.0	0
222	Virtual Reality in Destination Marketing: The Why, the Who and the When. <i>Studia Universitatis Babeş-Bolyai, Geographia</i> , 2023, 68, 95-138.	0.1	0
223	New Product Launching and Hedonism: Augmented Reality as A Moderator of Impulsive Buying Behavior on Motor Show Events. , 2023, , .		0
224	Determinants of virtual reality stores influencing purchase intention: An interpretive structural modeling approach. <i>Journal of Retailing and Consumer Services</i> , 2024, 78, 103757.	9.4	0
225	Identifying the Optimum Combination of Use of Smartphone Apps and Hedonic Motivation for Increasing Public Transit Loyalty: An fsQCA Approach. <i>Transportation Research Record</i> , 2024, 2678, 1-17.	1.9	0
226	Asymmetric and symmetric approaches to the extension of UTAUT2 in the M-payment adoption of Pakistani apps. <i>Journal of Financial Services Marketing</i> , 0, , .	3.4	0
227	Embracing the Future: Perceived Value, Technology Optimism and VR Tourism Behavioral Outcomes Among Generation Z. <i>International Journal of Human-Computer Interaction</i> , 0, , 1-15.	4.8	0
228	Beyond Reality: Exploring User Experiences in the Metaverse Art Exhibition Platform from an Integrated Perspective. <i>Electronics (Switzerland)</i> , 2024, 13, 1023.	3.1	0
229	Virtual reality: A review and a new framework for integrated adoption. <i>International Journal of Consumer Studies</i> , 2024, 48, .	11.6	0
230	Analysis of the Mental Workload Generated by Learning Experiences Through Augmented Reality and Virtual Reality in Students of Regular Basic Education. <i>RCSA: Revista De Gest�o Social E Ambiental</i> , 2024, 18, e05131.	3.8	0
231	Remote Viewership of International Sporting Events and Crime: Evidence From Jamaica. <i>Journal of Sports Economics</i> , 2024, 25, 610-633.	1.9	0
232	Impact of ecological presence in virtual reality tourism on enhancing tourists' environmentally responsible behavior. <i>Scientific Reports</i> , 2024, 14, .	3.3	0
233	Virtual reality and perceptions of destination presence. <i>International Journal of Contemporary Hospitality Management</i> , 0, , .	8.0	0
234	Investigating the impact of autonomy on presence: a comparative analysis on sense of presence and telepresence. <i>Information Technology and Tourism</i> , 0, , .	5.8	0