

Wei-Lun Chang

List of Publications by Year in descending order

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Version: 2024-02-01

59
papers

450
citations

840776

11
h-index

839539

18
g-index

59
all docs

59
docs citations

59
times ranked

445
citing authors

#	ARTICLE	IF	CITATIONS
1	Mine is yours? Using sentiment analysis to explore the degree of risk in the sharing economy. <i>Electronic Commerce Research and Applications</i> , 2018, 28, 141-158.	5.0	65
2	Mixed-initiative synthesized learning approach for web-based CRM. <i>Expert Systems With Applications</i> , 2001, 20, 187-200.	7.6	34
3	Nurturing user creative performance in social media networks. <i>Internet Research</i> , 2016, 26, 869-900.	4.9	32
4	Measuring service experience: a utility-based heuristic model. <i>Service Business</i> , 2016, 10, 1-30.	4.2	32
5	Estimating trust value: A social network perspective. <i>Information Systems Frontiers</i> , 2015, 17, 1381-1400.	6.4	25
6	Way too sentimental? a credible model for online reviews. <i>Information Systems Frontiers</i> , 2019, 21, 453-468.	6.4	24
7	A hybrid approach for personalized service staff recommendation. <i>Information Systems Frontiers</i> , 2017, 19, 149-163.	6.4	17
8	A study of apparel consumer behaviour in China and Taiwan. <i>International Journal of Fashion Design, Technology and Education</i> , 2018, 11, 22-33.	1.6	16
9	iCare home portal. <i>Communications of the ACM</i> , 2009, 52, 118-124.	4.5	14
10	The Impact of Emotion: A Blended Model to Estimate Influence on Social Media. <i>Information Systems Frontiers</i> , 2019, 21, 1137-1151.	6.4	13
11	A Markov-based collaborative pricing system for information goods bundling. <i>Expert Systems With Applications</i> , 2009, 36, 1660-1674.	7.6	12
12	COOPETITION UNDER ALLIANCE? APPLYING AWARENESS-MOTIVATION-CAPABILITY COMPETITIVE DYNAMICS PERSPECTIVE. <i>Journal of Business Economics and Management</i> , 2016, 17, 701-716.	2.4	12
13	A blended design of game-based learning for motivation, knowledge sharing and critical thinking enhancement. <i>Technology, Pedagogy and Education</i> , 2021, 30, 271-285.	5.4	12
14	OnCob: An ontology-based knowledge system for supporting position and classification of co-branding strategy. <i>Knowledge-Based Systems</i> , 2008, 21, 498-506.	7.1	11
15	Supply- and cyber-related disruptions in cloud supply chain firms: Determining the best recovery speeds. <i>Transportation Research, Part E: Logistics and Transportation Review</i> , 2021, 151, 102347.	7.4	11
16	Creating the experience economy in e-commerce. <i>Communications of the ACM</i> , 2010, 53, 122-127.	4.5	10
17	A mixed-initiative model for quality-based e-services pricing. <i>Total Quality Management and Business Excellence</i> , 2011, 22, 975-991.	3.8	9
18	Jigsaw teaching method for collaboration on cloud platforms. <i>Innovations in Education and Teaching International</i> , 2022, 59, 24-36.	2.5	9

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19	Using Multi-attribute Utility Theory to Rank and Select Co-branding Partners. , 2008, , .		8
20	SERVICE IDEALISM: THE SENSE PERCEPTION OF PERSONALITY. Cybernetics and Systems, 2012, 43, 669-686.	2.5	7
21	Cashless Japan: Unlocking Influential Risk on Mobile Payment Service. Information Systems Frontiers, 2022, 24, 1515-1528.	6.4	7
22	A Heuristic Model of Network-Based Group Decision Making for E-Services. , 2009, , .		6
23	A Cluster-based Approach for Automatic Social Network Construction. , 2010, , .		6
24	iValue: A knowledge-based system for estimating customer prospect value. Knowledge-Based Systems, 2011, 24, 1181-1186.	7.1	6
25	Revisiting Online Video Popularity: A Sentimental Analysis. Cybernetics and Systems, 2019, 50, 563-577.	2.5	6
26	Applying ANP to analyse sensory experience in restaurants. British Food Journal, 2019, 122, 122-135.	2.9	5
27	A CBR-BASED DELPHI MODEL FOR QUALITY GROUP DECISIONS. Cybernetics and Systems, 2011, 42, 402-414.	2.5	4
28	A 2020 perspective on "Mine is yours? Using sentiment analysis to explore the degree of risk in sharing economy". Electronic Commerce Research and Applications, 2020, 40, 100934.	5.0	4
29	Collaborative pricing model for bundling information goods. Journal of Information Science, 2008, 34, 635-650.	3.3	3
30	An agent-based system for collaborative informal learning in a pervasive environment. International Journal of Mobile Communications, 2010, 8, 187.	0.3	3
31	A social network based group decision support system. International Journal of Mobile Communications, 2012, 10, 41.	0.3	3
32	A two-step model for self-organized social network pre-construction. Telematics and Informatics, 2016, 33, 165-175.	5.8	3
33	iCare Home Portal: Substitution-Based Case Adaptation CBR for Quality Aging in Place. , 2007, , .		2
34	Exploring the Drifting Behavior on Different Social Media. , 2014, , .		2
35	Service brand and customer attire: a genetic algorithm approach. International Journal of Fashion Design, Technology and Education, 2015, 8, 194-205.	1.6	2
36	Hedonic experience of customer re-patronizing intention: a system dynamics viewpoint. Kybernetes, 2017, 46, 1674-1691.	2.2	2

#	ARTICLE	IF	CITATIONS
37	Will Sentiments in Comments Influence Online Video Popularity?. , 2018, , .		2
38	Does beauty matter?. Kybernetes, 2019, 48, 362-384.	2.2	2
39	Under what conditions can an application service firm with in-house computing benefit from cloudbursting?. European Journal of Operational Research, 2020, 282, 71-80.	5.7	2
40	A Framework for CRM E-Services: From Customer Value Perspective. Lecture Notes in Business Information Processing, 2010, , 235-242.	1.0	2
41	A Functional Framework of Ambient iCare e-Services for Quality Aging. , 0, , .		1
42	A Study of Co-relational Personalities of the Social Network in Organization. , 2009, , .		1
43	A Mixed-Initiative Model for Quality-Based E-Services Pricing. , 2010, , .		1
44	Online to offline social interaction on gaming motivations. Kybernetes, 2022, 51, 3508-3525.	2.2	1
45	A SOA-Based Framework for Internet-Enabled CRM. , 0, , 1011-1020.		1
46	Ambient iCare e-Services for Quality Aging : Framework and Roadmap. , 0, , .		0
47	Collaborative Pricing for e-Service Bundle Delivery: A Framework. , 2007, , .		0
48	CoLeP: An Agent-Based Collaborative System for Pervasive Learning. , 2008, , .		0
49	An Ontology-Based Knowledge System for Supporting Position and Classification of Co-Branding Strategy. , 2008, , .		0
50	Analyzing Personality Correlation of Social Network in Organizations. , 2011, , .		0
51	Two steps for self-organized social network pre-construction. , 2011, , .		0
52	Using Fuzzy theory to Explore the Appropriateness of Customer-Oriented E-Service Cooperation. , 2011, , .		0
53	How Can Social Networks Help Us Measure Trust Online?. , 2012, , .		0
54	A Two-Step Approach for Mining Service Cooperation. , 2013, , .		0

#	ARTICLE	IF	CITATIONS
55	Discovering Key Actors of Group on Social Media for Effective Management. , 2014, , .		0
56	Amazon and Alibaba: Competition in a Dynamic Environment. Lecture Notes in Business Information Processing, 2017, , 29-53.	1.0	0
57	The Organic Reach of Online Videos: Linking Viewersâ€™ Traits to Post-Viewing Behaviour. Cybernetics and Systems, 2021, 52, 191-212.	2.5	0
58	A TAXONOMY MODEL FOR A STRATEGIC CO-BRANDING POSITION. , 2008, , .		0
59	Discovering the Voice from Travelers: A Sentiment Analysis for Online Reviews. Lecture Notes in Business Information Processing, 2016, , 15-26.	1.0	0