Donghee Shin

List of Publications by Year
in descending order

241	10,661	31976	43889
papers	citations	53	91
		h-index	g-index

251	251	251	6587
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Towards an understanding of the consumer acceptance of mobile wallet. Computers in Human Behavior, 2009, 25, 1343-1354.	8.5	516
2	The effects of trust, security and privacy in social networking: A security-based approach to understand the pattern of adoption. Interacting With Computers, 2010, 22, 428-438.	1.5	479
3	Empathy and embodied experience in virtual environment: To what extent can virtual reality stimulate empathy and embodied experience?. Computers in Human Behavior, 2018, 78, 64-73.	8.5	421
4	The effects of explainability and causability on perception, trust, and acceptance: Implications for explainable AI. International Journal of Human Computer Studies, 2021, 146, 102551.	5.6	375
5	An acceptance model for smart watches. Internet Research, 2015, 25, 527-541.	4.9	361
6	User experience in social commerce: in friends we trust. Behaviour and Information Technology, 2013, 32, 52-67.	4.0	215
7	Why do people play social network games?. Computers in Human Behavior, 2011, 27, 852-861.	8.5	211
8	The role of affordance in the experience of virtual reality learning: Technological and affective affordances in virtual reality. Telematics and Informatics, 2017, 34, 1826-1836.	5.8	203
9	Role of fairness, accountability, and transparency in algorithmic affordance. Computers in Human Behavior, 2019, 98, 277-284.	8.5	200
10	Smartphones as smart pedagogical tools: Implications for smartphones as u-learning devices. Computers in Human Behavior, 2011, 27, 2207-2214.	8.5	173
11	User acceptance of mobile Internet: Implication for convergence technologies. Interacting With Computers, 2007, 19, 472-483.	1.5	164
12	Exploring immersive experience in journalism. New Media and Society, 2018, 20, 2800-2823.	5.0	162
13	Applying the Technology Acceptance Model and Flow Theory to Cyworld User Behavior: Implication of the Web2.0 User Acceptance. Cyberpsychology, Behavior and Social Networking, 2008, 11, 378-382.	2.2	160
14	Analyzing China's Fintech Industry from the Perspective of Actor–Network Theory. Telecommunications Policy, 2016, 40, 168-181.	5.3	156
15	Is the social use of media for seeking connectedness or for avoiding social isolation? Mechanisms underlying media use and subjective well-being. Computers in Human Behavior, 2013, 29, 2453-2462.	8.5	155
16	Ubiquitous city: Urban technologies, urban infrastructure and urban informatics. Journal of Information Science, 2009, 35, 515-526.	3.3	148
17	Conceptualizing and measuring quality of experience of the internet of things: Exploring how quality is perceived by users. Information and Management, 2017, 54, 998-1011.	6.5	148
18	Forecasting customer switching intention in mobile service: An exploratory study of predictive factors in mobile number portability. Technological Forecasting and Social Change, 2008, 75, 854-874.	11.6	139

#	Article	IF	Citations
19	Can Autonomous Vehicles Be Safe and Trustworthy? Effects of Appearance and Autonomy of Unmanned Driving Systems. International Journal of Human-Computer Interaction, 2015, 31, 682-691.	4.8	139
20	A socio-technical framework for Internet-of-Things design: A human-centered design for the Internet of Things. Telematics and Informatics, 2014, 31, 519-531.	5.8	132
21	User Perceptions of Algorithmic Decisions in the Personalized AI System:Perceptual Evaluation of Fairness, Accountability, Transparency, and Explainability. Journal of Broadcasting and Electronic Media, 2020, 64, 541-565.	1.5	121
22	An empirical investigation of a modified technology acceptance model of IPTV. Behaviour and Information Technology, 2009, 28, 361-372.	4.0	112
23	Understanding trust and perceived usefulness in the consumer acceptance of an e-service: a longitudinal investigation. Behaviour and Information Technology, 2017, 36, 125-139.	4.0	112
24	Analysis of online social networks: a cross‐national study. Online Information Review, 2010, 34, 473-495.	3.2	110
25	Determinants of customer acceptance of multi-service network: An implication for IP-based technologies. Information and Management, 2009, 46, 16-22.	6.5	107
26	User centric cloud service model in public sectors: Policy implications of cloud services. Government Information Quarterly, 2013, 30, 194-203.	6.8	106
27	Modeling the Interaction of Users and Mobile Payment System: Conceptual Framework. International Journal of Human-Computer Interaction, 2010, 26, 917-940.	4.8	105
28	Knowledge system commitment and knowledge sharing intention: The role of personal information management motivation. International Journal of Information Management, 2018, 39, 220-227.	17.5	105
29	The psychology behind QR codes: User experience perspective. Computers in Human Behavior, 2012, 28, 1417-1426.	8.5	104
30	Ecological views of big data: Perspectives and issues. Telematics and Informatics, 2015, 32, 311-320.	5.8	101
31	Trust and risk in consumer acceptance of e-services. Electronic Commerce Research, 2017, 17, 255-288.	5.0	99
32	Defining sociability and social presence in Social TV. Computers in Human Behavior, 2013, 29, 939-947.	8.5	98
33	How does immersion work in augmented reality games? A user-centric view of immersion and engagement. Information, Communication and Society, 2019, 22, 1212-1229.	4.0	95
34	Health experience model of personal informatics: The case of a quantified self. Computers in Human Behavior, 2017, 69, 62-74.	8.5	94
35	Modeling the acceptance of socially interactive robotics. Interaction Studies, 2011, 12, 430-460.	0.6	92
36	Understanding purchasing behaviors in a virtual economy: Consumer behavior involving virtual currency in Web 2.0 communities. Interacting With Computers, 2008, 20, 433-446.	1.5	89

#	Article	IF	Citations
37	How do credibility and utility play in the user experience of health informatics services?. Computers in Human Behavior, 2017, 67, 292-302.	8.5	89
38	Demystifying big data: Anatomy of big data developmental process. Telecommunications Policy, 2016, 40, 837-854.	5.3	85
39	Near-Ultraviolet-Sensitive Graphene/Porous Silicon Photodetectors. ACS Applied Materials & Interfaces, 2014, 6, 20880-20886.	8.0	84
40	Blockchain: The emerging technology of digital trust. Telematics and Informatics, 2019, 45, 101278.	5.8	84
41	The actualization of meta affordances: Conceptualizing affordance actualization in the metaverse games. Computers in Human Behavior, 2022, 133, 107292.	8.5	82
42	MVNO services: Policy implications for promoting MVNO diffusion. Telecommunications Policy, 2010, 34, 616-632.	5.3	74
43	Effect of the customer experience on satisfaction with smartphones: Assessing smart satisfaction index with partial least squares. Telecommunications Policy, 2015, 39, 627-641.	5.3	74
44	Beyond user experience: What constitutes algorithmic experiences?. International Journal of Information Management, 2020, 52, 102061.	17.5	73
45	A critique of Korean National Information Strategy: Case of national information infrastructures. Government Information Quarterly, 2007, 24, 624-645.	6.8	70
46	Health beliefs and the valence framework in health information seeking behaviors. Information Technology and People, 2016, 29, 876-900.	3.2	66
47	Exploring the user experience of three-dimensional virtual learning environments. Behaviour and Information Technology, 2013, 32, 203-214.	4.0	63
48	The Evaluation of User Experience of the Virtual World in Relation to Extrinsic and Intrinsic Motivation. International Journal of Human-Computer Interaction, 2009, 25, 530-553.	4.8	62
49	The role of personalization, engagement, and trust in online communities. Information Technology and People, 2016, 29, 580-596.	3.2	62
50	Effects of social popularity and time scarcity on online consumer behaviour regarding smart healthcare products: An eye-tracking approach. Computers in Human Behavior, 2018, 78, 74-89.	8.5	62
51	How do users interact with algorithm recommender systems? The interaction of users, algorithms, and performance. Computers in Human Behavior, 2020, 109, 106344.	8.5	61
52	Architecture for distributed multimedia database systems. Computer Communications, 1990, 13, 217-231.	5.1	60
53	Smart TV: are they really smart in interacting with people? Understanding the interactivity of Korean Smart TV. Behaviour and Information Technology, 2013, 32, 156-172.	4.0	60
54	Algorithm awareness: Why user awareness is critical for personal privacy in the adoption of algorithmic platforms?. International Journal of Information Management, 2022, 65, 102494.	17.5	59

#	Article	IF	Citations
55	Consumers' Trust in Virtual Mall Shopping: The Role of Social Presence and Perceived Security. International Journal of Human-Computer Interaction, 2011, 27, 450-475.	4.8	54
56	Ubiquitous Computing Acceptance Model: end user concern about security, privacy and risk. International Journal of Mobile Communications, 2010, 8, 169.	0.3	53
57	Standardization revisited: A critical literature review on standards and innovation. Computer Standards and Interfaces, 2015, 38, 152-157.	5.4	53
58	Do Users Experience Real Sociability Through Social TV? Analyzing Parasocial Behavior in Relation to Social TV. Journal of Broadcasting and Electronic Media, 2016, 60, 140-159.	1.5	52
59	Understanding the Internet of Things ecosystem: multi-level analysis of users, society, and ecology. Digital Policy, Regulation and Governance, 2017, 19, 77-100.	1.6	51
60	Cross-analysis of usability and aesthetic in smart devices: what influences users' preferences?. Cross Cultural Management, 2012, 19, 563-587.	1.1	50
61	Integrated acceptance and sustainability evaluation of Internet of Medical Things. Internet Research, 2017, 27, 1227-1254.	4.9	50
62	The perception of humanness in conversational journalism: An algorithmic information-processing perspective. New Media and Society, 2022, 24, 2680-2704.	5.0	49
63	Understanding User Acceptance of DMB in South Korea Using the Modified Technology Acceptance Model. International Journal of Human-Computer Interaction, 2009, 25, 173-198.	4.8	47
64	The effects of security and traceability of blockchain on digital affordance. Online Information Review, 2020, 44, 913-932.	3.2	47
65	Can Coolness Predict Technology Adoption? Effects of Perceived Coolness on User Acceptance of Smartphones with Curved Screens. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 528-533.	3.9	45
66	Understanding technology acceptance in a mandatory environment. Information Development, 2016, 32, 1266-1283.	2.3	45
67	Security assessment framework for IoT service. Telecommunication Systems, 2017, 64, 193-209.	2.5	43
68	What makes consumers use VoIP over mobile phones? Free riding or consumerization of new service. Telecommunications Policy, 2012, 36, 311-323.	5.3	42
69	Cross-Platform Users' Experiences Toward Designing Interusable Systems. International Journal of Human-Computer Interaction, 2016, 32, 503-514.	4.8	42
70	How do people judge the credibility of algorithmic sources?. AI and Society, 2022, 37, 81-96.	4.6	42
71	Beyond user experience of cloud service: Implication for value sensitive approach. Telematics and Informatics, 2015, 32, 33-44.	5.8	40
72	Explicating user behavior toward multi-screen adoption and diffusion. Internet Research, 2017, 27, 338-361.	4.9	40

#	Article	IF	Citations
73	Embodying algorithms, enactive artificial intelligence and the extended cognition: You can see as much as you know about algorithm. Journal of Information Science, 2023, 49, 18-31.	3.3	39
74	Interaction, engagement, and perceived interactivity in single-handed interaction. Internet Research, 2016, 26, 1134-1157.	4.9	38
75	Measuring the quality of smartphones: development of a customer satisfaction index for smart services. International Journal of Mobile Communications, 2014, 12, 311.	0.3	36
76	A living lab as socio-technical ecosystem: Evaluating the Korean living lab of internet of things. Government Information Quarterly, 2019, 36, 264-275.	6.8	34
77	Prospectus of mobile TV: Another bubble or killer application?. Telematics and Informatics, 2006, 23, 253-270.	5.8	33
78	A study of MVNO diffusion and market structure in the EU, US, Hong Kong, and Singapore. Telematics and Informatics, 2007, 24, 86-100.	5.8	33
79	Enhanced ultraviolet emission from hybrid structures of single-walled carbon nanotubes/ZnO films. Applied Physics Letters, 2009, 94, 213113.	3.3	32
80	The Dynamic User Activities in Massive Multiplayer Online Role-Playing Games. International Journal of Human-Computer Interaction, 2010, 26, 317-344.	4.8	32
81	3DTV as a social platform for communication and interaction. Information Technology and People, 2012, 25, 55-80.	3.2	32
82	Socio-technical analysis of Korea's broadband convergence network: Big plans, big projects, big prospects?. Telecommunications Policy, 2012, 36, 579-593.	5.3	31
83	A dialectic perspective on the interactive relationship between social media and civic participation: the moderating role of social capital. Information, Communication and Society, 2017, 20, 151-166.	4.0	31
84	The Structuration of Digital Ecosystem, Privacy, and Big Data Intelligence. American Behavioral Scientist, 2018, 62, 1319-1337.	3.8	31
85	Expanding the Role of Trust in the Experience of Algorithmic Journalism: User Sensemaking of Algorithmic Heuristics in Korean Users. Journalism Practice, 2022, 16, 1168-1191.	2.2	31
86	The effect of customers' perceived benefits on virtual brand community loyalty. Online Information Review, 2016, 40, 298-315.	3.2	29
87	How do users experience the interaction with an immersive screen?. Computers in Human Behavior, 2019, 98, 302-310.	8.5	29
88	Why am I seeing this? Deconstructing algorithm literacy through the lens of users. Internet Research, 2022, 32, 1214-1234.	4.9	29
89	Alcohol Product Placements and the Third-Person Effect. Television and New Media, 2011, 12, 412-440.	2.6	28
90	Neo-techno nationalism: The case of China's handset industry. Telecommunications Policy, 2016, 40, 197-209.	5.3	28

#	Article	IF	Citations
91	Contextualizing privacy on health-related use of information technology. Computers in Human Behavior, 2020, 105, 106204.	8.5	28
92	In Platforms We Trust?Unlocking the Black-Box of News Algorithms through Interpretable AI. Journal of Broadcasting and Electronic Media, 2022, 66, 235-256.	1.5	28
93	Understanding user sensemaking in fairness and transparency in algorithms: algorithmic sensemaking in over-the-top platform. AI and Society, 0, , .	4.6	27
94	Exploring Cross-Cultural Value Structures with Smartphones. Journal of Global Information Management, 2012, 20, 67-93.	2.8	26
95	A socio-technical analysis of software policy in Korea: Towards a central role for building ICT ecosystems. Telecommunications Policy, 2015, 39, 944-956.	5.3	26
96	Application of actor-network theory to network neutrality in Korea: Socio-ecological understanding of network dynamics. Telematics and Informatics, 2016, 33, 436-451.	5.8	26
97	In Blockchain We Trust: Does Blockchain Itself Generate Trust?. Social Science Quarterly, 2020, 101, 2522-2538.	1.6	26
98	Mobile number portability on customer switching behavior: in the case of the Korean mobile market. Info, 2007, 9, 38-54.	1.2	25
99	Convergence and divergence: Policy making about the convergence of technology in Korea. Government Information Quarterly, 2010, 27, 147-160.	6.8	25
100	Toward Fair, Accountable, and Transparent Algorithms: Case Studies on Algorithm Initiatives in Korea and China. Javnost, 2019, 26, 274-290.	1.7	25
101	The socio-technical assemblages of blockchain system: how blockchains are framed and how the framing reflects societal contexts. Digital Policy, Regulation and Governance, 2020, 22, 245-263.	1.6	25
102	Associations Between Game Use and Cognitive Empathy: A Cross-Generational Study. Cyberpsychology, Behavior, and Social Networking, 2013, 16, 599-603.	3.9	24
103	Social viewing behavior in social TV: proposing a new concept of socio-usability. Online Information Review, 2015, 39, 416-434.	3.2	24
104	The effects of cultural dimensions on algorithmic news: How do cultural value orientations affect how people perceive algorithms?. Computers in Human Behavior, 2022, 126, 107007.	8.5	24
105	Community Informatics and the New Urbanism: Incorporating Information and Communication Technologies into Planning Integrated Urban Communities. Journal of Urban Technology, 2012, 19, 23-42.	4.7	23
106	Beyond smart systems adoption: Enabling diffusion and assimilation of smartness in hospitality. International Journal of Hospitality Management, 2021, 98, 103042.	8.8	23
107	Quality of experience: Beyond the user experience of smart services. Total Quality Management and Business Excellence, 2015, 26, 919-932.	3.8	22
108	Smartness in techno-nationalism? Combining actor-network theory and institutionalization to assess Chinese smart TV development. Technological Forecasting and Social Change, 2019, 139, 87-98.	11.6	22

#	Article	IF	Citations
109	Convergence of telecommunications, media and information technology, and implications for regulation. Info, 2006, 8, 42-56.	1.2	21
110	A study of mobile number portability effects in the United States. Telematics and Informatics, 2007, 24, 1-14.	5.8	21
111	An empirical evaluation of multi-media based learning of a procedural task. Computers in Human Behavior, 2012, 28, 1072-1081.	8.5	21
112	User experience in social commerce: in friends we trust. Behaviour and Information Technology, 2013, 32, 1191-1192.	4.0	21
113	The effects of input modality and story-based knowledge on users' game experience. Computers in Human Behavior, 2017, 68, 180-189.	8.5	21
114	The assessment of 3rd generation mobile policy in Korea: A web of stakeholder analysis. Technological Forecasting and Social Change, 2008, 75, 1406-1415.	11.6	20
115	Technology convergence and regulatory challenge: a case from Korean digital media broadcasting. Info, 2005, 7, 47-58.	1.2	19
116	What people do with digital multimedia broadcasting? Path analysis of structural equation modelling. International Journal of Mobile Communications, 2008, 6, 258.	0.3	19
117	A socio-technical framework for cyber-infrastructure design. Technological Forecasting and Social Change, 2010, 77, 783-795.	11.6	19
118	User value design for cloud courseware system. Behaviour and Information Technology, 2015, 34, 506-519.	4.0	19
119	Understanding information proactiveness and the content management system adoption in pre-implementation stage. Computers in Human Behavior, 2016, 64, 515-523.	8.5	19
120	Information tailoring and framing in wearable health communication. Information Processing and Management, 2017, 53, 351-358.	8.6	19
121	Socio-technical challenges in the development of digital multimedia broadcasting: A survey of Korean mobile television development. Technological Forecasting and Social Change, 2006, 73, 1144-1160.	11.6	18
122	Overlay networks in the West and the East: a techno-economic analysis of mobile virtual network operators. Telecommunication Systems, 2008, 37, 157-168.	2.5	18
123	Effect of binding mode on the photoluminescence of CTMAâ€"DNA doped with (E)-2-(2-(4-(diethylamino)styryl)-4H-pyran-4-ylidene)malononitrile. Polymer, 2008, 49, 5417-5423.	3.8	18
124	Evaluation of Korean information infrastructure policy 2000â€"2010: Focusing on broadband ecosystem change. Government Information Quarterly, 2011, 28, 374-387.	6.8	18
125	Voices of the Internet of Things: An Exploration of Multiple Voice Effects in Smart Homes. Lecture Notes in Computer Science, 2016, , 270-278.	1.3	18
126	Socio-Technical Dynamics in the Development of Next Generation Mobile Network: Translation Beyond 3G. Technological Forecasting and Social Change, 2011, 78, 514-525.	11.6	17

#	ARTICLE	IF	CITATIONS
127	The influence of perceived characteristics of innovating on 4G mobile adoption. International Journal of Mobile Communications, 2011, 9, 261.	0.3	17
128	Differential effect of excitement versus contentment, and excitement versus relaxation: Examining the influence of positive affects on adoption of new technology with a Korean sample. Computers in Human Behavior, 2015, 50, 283-290.	8.5	17
129	A Cross-National Study of Mobile Internet Services. Journal of Global Information Management, 2009, 17, 29-54.	2.8	17
130	A Cross-National Study on the Perception of Algorithm News in the East and the West. Journal of Global Information Management, 2021, 29, 77-101.	2.8	16
131	Cryptocurrency: A panacea for economic growth and sustainability? A critical review of crypto innovation. Telematics and Informatics, 2022, 71, 101830.	5.8	16
132	VoIP: A debate over information service or telephone application in US: A new perspective in convergence era. Telematics and Informatics, 2006, 23, 57-73.	5.8	15
133	High/low reputation companies' dialogic communication activities and semantic networks on Facebook: A comparative study. Technological Forecasting and Social Change, 2016, 110, 78-92.	11.6	15
134	Social platform innovation of open source hardware in South Korea. Telematics and Informatics, 2016, 33, 217-226.	5.8	15
135	Why Does Explainability Matter in News Analytic Systems? Proposing Explainable Analytic Journalism. Journalism Studies, 2021, 22, 1047-1065.	2.1	15
136	Effects of spatial ability and richness of motion cue on learning in mechanically complex domain. Computers in Human Behavior, 2011, 27, 1665-1674.	8.5	14
137	Factors Affecting Resistance and Intention to Use the Smart TV. Journal of Media Business Studies, 2014, 11, 23-42.	2.0	14
138	A normative approach to reducing illegal music downloading: The persuasive effects of normative message framing. Telematics and Informatics, 2015, 32, 169-179.	5.8	14
139	The role of goal awareness and information technology self-efficacy on job satisfaction of healthcare system users. Behaviour and Information Technology, 2016, 35, 548-558.	4.0	14
140	The survival strategy of branded content in the over-the-top (OTT) environment: Eye-tracking and Q-methodology approach in digital product placement. Telematics and Informatics, 2017, 34, 1081-1092.	5.8	14
141	Prospectus and limitations of algorithmic governance: an ecological evaluation of algorithmic trends. Digital Policy, Regulation and Governance, 2019, 21, 369-383.	1.6	14
142	Socio†technical analysis of IPTV: a case study of Korean IPTV. Info, 2007, 9, 65-79.	1.2	13
143	Targeting Potential Active Users for Mobile App Install Advertising: An Exploratory Study. International Journal of Human-Computer Interaction, 2016, 32, 827-834.	4.8	13
144	How the second screens change the way people interact and learn: the effects of second screen use on information processing. Interactive Learning Environments, 2016, 24, 2058-2079.	6.4	13

#	ARTICLE	IF	CITATIONS
145	Exploring political compromise in the new media environment: The interaction effects of social media use and the Big Five personality traits. Personality and Individual Differences, 2017, 106, 163-171.	2.9	13
146	Disruptive innovation for social change: how technology innovation can be best managed in social context. Telematics and Informatics, 2011, 28, 86-100.	5.8	12
147	N-SCREEN. Information, Communication and Society, 2013, 16, 918-944.	4.0	12
148	3D learning spaces and activities fostering usersâ€™ learning, acceptance, and creativity. Journal of Computing in Higher Education, 2019, 31, 210-228.	6.1	12
149	Effect of Online Product Presentation on the Purchase Intention of Wearable Devices: The Role of Mental Imagery and Individualismâ€"Collectivism. Frontiers in Psychology, 2020, 11, 56.	2.1	12
150	How do technological properties influence user affordance of wearable technologies?. Interaction Studies, 2019, 20, 307-338.	0.6	12
151	Distributed interâ€organizational systems and innovation processes. Internet Research, 2006, 16, 553-572.	4.9	11
152	The Political Economy of Convergence. Javnost, 2008, 15, 23-38.	1.7	11
153	Structural change in search engine news service: a social network perspective. Asian Journal of Communication, 2012, 22, 160-178.	1.0	11
154	Tracing College Studentsâ€™ Acceptance of Online Health Services. International Journal of Human-Computer Interaction, 2017, 33, 371-384.	4.8	11
155	Positive Side Effects Of In-App Reward Advertising. Journal of Advertising Research, 2017, 57, 272-282.	2.1	11
156	Impact of Social Influence and Users' Perception of Coolness on Smartwatch Behavior. Social Behavior and Personality, 2018, 46, 881-890.	0.6	11
157	Why should I share? An answer from personal information management and organizational citizenship behavior perspectives. Computers in Human Behavior, 2018, 87, 146-154.	8.5	11
158	The development of community telecommunication infrastructure: An evaluation of rural telecommunications project. International Journal of Information Management, 2008, 28, 322-335.	17.5	10
159	Challenges and drivers in the 4G evolution in Korea. International Journal of Mobile Communications, 2010, 8, 297.	0.3	10
160	Public value mapping of network neutrality: Public values and net neutrality in Korea. Telecommunications Policy, 2017, 41, 208-224.	5.3	10
161	The Moderating Effects of Leader-Member Exchange for Technology Acceptance. Journal of Organizational and End User Computing, 2021, 33, 1-27.	2.9	10
162	Open access principle in municipal networks: implication for next generation information infrastructure. International Journal of Technology, Policy and Management, 2005, 5, 283.	0.3	9

#	Article	IF	Citations
163	Next generation of information infrastructure: A comparative case study of Korea versus the United States of America. Journal of the Association for Information Science and Technology, 2008, 59, 1785-1800.	2.6	9
164	The switchover to digital broadcasting in Korea. Technological Forecasting and Social Change, 2012, 79, 1447-1461.	11.6	9
165	Analyzing the development of 4th generation mobile network in China: actor network theory perspective. Info, 2015, 17, 22-38.	1.2	9
166	Effect of elastic touchscreen and input devices with different softness on user task performance and subjective satisfaction. International Journal of Human Computer Studies, 2015, 83, 12-26.	5.6	9
167	Robot as a Facilitator in Language Conversation Class. , 2015, , .		9
168	Effect of nitrogen doping on the structural and the optical variations of graphene quantum dots by using hydrazine treatment. Journal of the Korean Physical Society, 2015, 67, 746-751.	0.7	9
169	An empirical study on the integrative pre-implementation model of technology acceptance in a mandatory environment. Behaviour and Information Technology, 2017, 36, 861-874.	4.0	9
170	Virtual gratifications of wireless Internet: Is wireless portable Internet reinforced by unrealized gratifications?. Telematics and Informatics, 2009, 26, 44-56.	5.8	8
171	Examining the Factors Affecting the Rate of IPTV Diffusion: Empirical Study on Korean IPTV. Journal of Media Economics, 2011, 24, 174-200.	0.8	8
172	How will net neutrality be played out in Korea?. Government Information Quarterly, 2012, 29, 243-251.	6.8	8
173	A comparative analysis of net neutrality: Insights gained by juxtaposing the U.S. and Korea. Telecommunications Policy, 2014, 38, 1117-1133.	5.3	8
174	The effects of network neutrality on the incentive to discriminate, invest, and innovate: a literature review. Info, 2016, 18, 42-57.	1.2	8
175	Cross-cultural differences in information processing of chatbot journalism: chatbot news service as a cultural artifact. Cross Cultural and Strategic Management, 2022, 29, 618-638.	1.7	8
176	Size- and doping-dependent time-resolved photoluminescence of doped Si nanocrystals. Nanotechnology, 2011, 22, 275205.	2.6	7
177	Visual cues enhance user performance in virtual environments. Social Behavior and Personality, 2018, 46, 11-24.	0.6	7
178	Algorithm Appreciation: Algorithmic Performance, Developmental Processes, and User Interactions. , 2020, , .		7
179	Does augmented reality augment user affordance? The effect of technological characteristics on game behaviour. Behaviour and Information Technology, 2022, 41, 2373-2389.	4.0	7
180	Analysis of the Development of Kutztown Community Network. , 2008, , .		6

#	Article	IF	Citations
181	Demystifying Internet Neutrality in South Korea with Stakeholder Analysis. Review of Policy Research, 2011, 28, 557-583.	3.9	6
182	Enabling the smart city. , 2012, , .		6
183	Media discourse in a hyper connected society: a comparison between media frame and Twitter discourse during media strike. Info, 2014, 16, 67-79.	1.2	6
184	Observers versus agents. Information Technology and People, 2016, 29, 474-495.	3.2	6
185	The Relationship between Human and Smart TVs Based on Emotion Recognition in HCI. Lecture Notes in Computer Science, 2014, , 652-667.	1.3	6
186	Interactivity Effects on Single-Handed Interaction. International Journal of Mobile Human Computer Interaction, 2020, 12, 42-57.	0.4	6
187	Network neutrality in the eye of the beholder. International Journal of Mobile Communications, 2015, 13, 510.	0.3	5
188	User identity in the internet of things. , 2015, , .		5
189	Framing the Arab Spring: Partisanship in the news stories of Korean Newspapers. International Communication Gazette, 2016, 78, 536-556.	1.5	5
190	The effects of ambient scent on hedonic experience on online shopping. , 2017, , .		5
191	Portraying China as an alternative to U. S. Hegemony: The China daily's framing of the arab spring. Atlantic Journal of Communication, 2019, 27, 200-215.	1.0	5
192	Social Responses to Conversational TV VUI. International Journal of Technology and Human Interaction, 2015, 11, 17-32.	0.4	5
193	Digital Islam and Muslim Millennials: How Social Media Influencers Reimagine Religious Authority and Islamic Practices. Religions, 2022, 13, 335.	0.6	5
194	Effective design in the development of public information infrastructure: A social constructionist approach. Information Polity, 2006, 11, 85-100.	0.8	4
195	Future public information infrastructure: lessons from four US case studies. Info, 2006, 8, 47-59.	1.2	4
196	Can 3DTV Create Immersive Environments?. International Journal of Human-Computer Interaction, 2012, 28, 281-291.	4.8	4
197	Ambidextrous information search: linking personal and impersonal search routines with individual performance. Information Technology and Management, 2014, 15, 291-304.	2.4	4
198	Wearable Health Information. , 2015, , .		4

#	Article	IF	Citations
199	Modelling Community Resources and Communications Mapping for Strategic Inter-Organizational Problem Solving and Civic Engagement. Journal of Urban Technology, 2016, 23, 47-66.	4.7	4
200	The effects of platform as a technology standard on platform-based repurchases. Digital Policy, Regulation and Governance, 2017, 19, 153-167.	1.6	4
201	Investigating the role of leader-member exchange for goal commitment in system implementation. Information Technology and People, 2020, 33, 1555-1573.	3.2	4
202	Community Network Development: A Dialectical View. Lecture Notes in Computer Science, 2002, , 177-190.	1.3	4
203	Social television and locus of control: Interactivity effects on cognition and behavior. Social Behavior and Personality, 2016, 44, 1671-1686.	0.6	4
204	Do People Purchase a Robot Because of Its Coolness?. , 2015, , .		3
205	How Anthropomorphism Affects Human Perception of Color-Gender-Labeled Pet Robots. , 2015, , .		3
206	Trust In Unmanned Driving System. , 2015, , .		3
207	Examining predictors of online news use: perceived bias in traditional media and preference for partisan news. Info, 2016, 18, 59-72.	1.2	3
208	Gendered self-representation and empowerment on social media in the United Arab Emirates. Communication Review, 2021, 24, 199-217.	1.2	3
209	A Non-Economic Model of the Social Value of Network Policy. Journal of Global Information Management, 2016, 24, 1-17.	2.8	3
210	Towards a conceptualizing social presence in 3DTV. , 2011, , .		2
211	How does interactivity contribute to a smart TV user experience?. , 2014, , .		2
212	The Effect of Visual Cueing in 3D Animations for Learning Procedural-manipulative Tasks. , 2016, , .		2
213	Synthesis and electroluminescence property of new type emitting materials including diazocine for OLEDs. Molecular Crystals and Liquid Crystals, 2017, 651, 35-41.	0.9	2
214	The Multisensory Effects of Atmospheric Cues on Online Shopping Satisfaction. Lecture Notes in Computer Science, 2016, , 406-416.	1.3	2
215	Mapping user experience of multiplatform services: the quality factors in multiplatform television. International Journal of Mobile Communications, 2017, 15, 554.	0.3	2
216	Explicating Consumersâ€™ Adoption of Wearable Technologies. International Journal of Technology and Human Interaction, 2022, 18, 0-0.	0.4	2

#	Article	IF	Citations
217	An Analysis of Korean National Information Strategy of IT839. , 2008, , .		1
218	A policy analysis of Korean smart grid project. International Journal of Mobile Communications, 2011, 9, 383.	0.3	1
219	Will mobile virtual network operators succeed in Korea?. Info, 2012, 14, 48-67.	1.2	1
220	Effect of Al concentration on the structural, electrical, and optical properties of transparent Al-doped ZnO. Journal of the Korean Physical Society, 2012, 61, 599-602.	0.7	1
221	I am Interested in What You are Saying. , 2015, , .		1
222	Effects of text input system on learner's memory. , 2015, , .		1
223	Risk factors for lesions of the knee menisci among workers in South Korea's national parks. Annals of Occupational and Environmental Medicine, 2016, 28, 56.	1.0	1
224	Visual Information Priming in Internet of Things: Focusing on the interface of smart refrigerator. SHS Web of Conferences, 2017, 33, 00015.	0.2	1
225	Selective exposure to partisan media: Moderating factors in evaluations of the president. Social Science Journal, 2018, 55, 62-74.	1.5	1
226	Watching the Watchdogs: A Conceptual Model for Media Accountability in a Non-Western Country. Journalism Practice, 2023, 17, 755-774.	2.2	1
227	Effective Cross-cultural Advertising: Moderating Roles of Ethnic Identity and Religiosity in Pitching Controversial Vs. Non-controversial Products to Diasporic Communities. Journal of Intercultural Communication Research, 2022, 51, 22-41.	0.9	1
228	Inter-institutional Communications and Process Innovation: Inter-institutional System and Collaborative Work Process. Journal of Computing and Information Technology, 2004, 12, 55.	0.3	1
229	Research Synthesis of Gender Differences in Korean Science Education Journals. Journal of the Korean Earth Science Society, 2007, 28, 453-461.	0.2	1
230	Effect of a Si-nanocrystal Layer on the Vertical Growth of Multiwalled Carbon Nanotubes by Using Chemical Vapor Deposition. Journal of the Korean Physical Society, 2010, 57, 1408-1411.	0.7	1
231	Analysis of MVNO diffusion. , 2011, , .		0
232	3DTV and immersive environment. , 2013, , .		0
233	Exploring the user experience of 3D virtual learning environments. Behaviour and Information Technology, 2013, 32, 1193-1193.	4.0	0
234	Smart TV: Are they really smart in interacting with people? Understanding the interactivity of Korean smart TV. Behaviour and Information Technology, 2013, 32, 1194-1195.	4.0	0

#	Article	IF	Citations
235	Effect of touchscreen and input device softness on task performance and subjective evaluation. , 2014, , .		0
236	Application of Motion Correction using 3D Autoregressive Model in Kinect-based Telemedicine. SHS Web of Conferences, 2017, 33, 00005.	0.2	0
237	Investigating the Post-Adoption Attitude of the Web Based Content Management System within Organization. Journal of Theoretical and Applied Electronic Commerce Research, 2018, 13, 29-42.	5.7	0
238	Morality, Technology, and Enjoyment: Meta Analyzing the Enjoyment of Mediated Violence. Atlantic Journal of Communication, 0, , 1-17.	1.0	0
239	Changes of the Abductive Inquiry Performance in Outdoor Geological Fieldwork. Journal of the Korean Earth Science Society, 2020, 41, 531-554.	0.2	0
240	Containing a Corona Misinfodemic and Covidiocy: Political Talk Shows on German Public-Service TV. Journalism Practice, 2023, 17, 1740-1754.	2.2	0
241	Characteristics of Middle School Studentsâ€™ Exploration of Art Materials Including Astronomical Phenomena. Journal of the Korean Earth Science Society, 2021, 42, 700-716.	0.2	0