

Donghee Shin

List of Publications by Year in descending order

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Version: 2024-02-01

241
papers

10,661
citations

31976

53
h-index

43889

91
g-index

251
all docs

251
docs citations

251
times ranked

6587
citing authors

#	ARTICLE	IF	CITATIONS
1	Watching the Watchdogs: A Conceptual Model for Media Accountability in a Non-Western Country. <i>Journalism Practice</i> , 2023, 17, 755-774.	2.2	1
2	Embodying algorithms, enactive artificial intelligence and the extended cognition: You can see as much as you know about algorithm. <i>Journal of Information Science</i> , 2023, 49, 18-31.	3.3	39
3	Containing a Corona Misinfodemic and Covidiocy: Political Talk Shows on German Public-Service TV. <i>Journalism Practice</i> , 2023, 17, 1740-1754.	2.2	0
4	Expanding the Role of Trust in the Experience of Algorithmic Journalism: User Sensemaking of Algorithmic Heuristics in Korean Users. <i>Journalism Practice</i> , 2022, 16, 1168-1191.	2.2	31
5	How do people judge the credibility of algorithmic sources?. <i>AI and Society</i> , 2022, 37, 81-96.	4.6	42
6	The perception of humanness in conversational journalism: An algorithmic information-processing perspective. <i>New Media and Society</i> , 2022, 24, 2680-2704.	5.0	49
7	Does augmented reality augment user affordance? The effect of technological characteristics on game behaviour. <i>Behaviour and Information Technology</i> , 2022, 41, 2373-2389.	4.0	7
8	Why am I seeing this? Deconstructing algorithm literacy through the lens of users. <i>Internet Research</i> , 2022, 32, 1214-1234.	4.9	29
9	The effects of cultural dimensions on algorithmic news: How do cultural value orientations affect how people perceive algorithms?. <i>Computers in Human Behavior</i> , 2022, 126, 107007.	8.5	24
10	Effective Cross-cultural Advertising: Moderating Roles of Ethnic Identity and Religiosity in Pitching Controversial Vs. Non-controversial Products to Diasporic Communities. <i>Journal of Intercultural Communication Research</i> , 2022, 51, 22-41.	0.9	1
11	Explicating Consumers' Adoption of Wearable Technologies. <i>International Journal of Technology and Human Interaction</i> , 2022, 18, 0-0.	0.4	2
12	The actualization of meta affordances: Conceptualizing affordance actualization in the metaverse games. <i>Computers in Human Behavior</i> , 2022, 133, 107292.	8.5	82
13	Digital Islam and Muslim Millennials: How Social Media Influencers Reimagine Religious Authority and Islamic Practices. <i>Religions</i> , 2022, 13, 335.	0.6	5
14	Algorithm awareness: Why user awareness is critical for personal privacy in the adoption of algorithmic platforms?. <i>International Journal of Information Management</i> , 2022, 65, 102494.	17.5	59
15	Cross-cultural differences in information processing of chatbot journalism: chatbot news service as a cultural artifact. <i>Cross Cultural and Strategic Management</i> , 2022, 29, 618-638.	1.7	8
16	In Platforms We Trust?Unlocking the Black-Box of News Algorithms through Interpretable AI. <i>Journal of Broadcasting and Electronic Media</i> , 2022, 66, 235-256.	1.5	28
17	Cryptocurrency: A panacea for economic growth and sustainability? A critical review of crypto innovation. <i>Telematics and Informatics</i> , 2022, 71, 101830.	5.8	16
18	The effects of explainability and causability on perception, trust, and acceptance: Implications for explainable AI. <i>International Journal of Human Computer Studies</i> , 2021, 146, 102551.	5.6	375

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19	A Cross-National Study on the Perception of Algorithm News in the East and the West. <i>Journal of Global Information Management</i> , 2021, 29, 77-101.	2.8	16
20	Why Does Explainability Matter in News Analytic Systems? Proposing Explainable Analytic Journalism. <i>Journalism Studies</i> , 2021, 22, 1047-1065.	2.1	15
21	The Moderating Effects of Leader-Member Exchange for Technology Acceptance. <i>Journal of Organizational and End User Computing</i> , 2021, 33, 1-27.	2.9	10
22	Gendered self-representation and empowerment on social media in the United Arab Emirates. <i>Communication Review</i> , 2021, 24, 199-217.	1.2	3
23	Beyond smart systems adoption: Enabling diffusion and assimilation of smartness in hospitality. <i>International Journal of Hospitality Management</i> , 2021, 98, 103042.	8.8	23
24	Characteristics of Middle School Students' Exploration of Art Materials Including Astronomical Phenomena. <i>Journal of the Korean Earth Science Society</i> , 2021, 42, 700-716.	0.2	0
25	Contextualizing privacy on health-related use of information technology. <i>Computers in Human Behavior</i> , 2020, 105, 106204.	8.5	28
26	The socio-technical assemblages of blockchain system: how blockchains are framed and how the framing reflects societal contexts. <i>Digital Policy, Regulation and Governance</i> , 2020, 22, 245-263.	1.6	25
27	The effects of security and traceability of blockchain on digital affordance. <i>Online Information Review</i> , 2020, 44, 913-932.	3.2	47
28	Investigating the role of leader-member exchange for goal commitment in system implementation. <i>Information Technology and People</i> , 2020, 33, 1555-1573.	3.2	4
29	In Blockchain We Trust: Does Blockchain Itself Generate Trust?. <i>Social Science Quarterly</i> , 2020, 101, 2522-2538.	1.6	26
30	User Perceptions of Algorithmic Decisions in the Personalized AI System: Perceptual Evaluation of Fairness, Accountability, Transparency, and Explainability. <i>Journal of Broadcasting and Electronic Media</i> , 2020, 64, 541-565.	1.5	121
31	Algorithm Appreciation: Algorithmic Performance, Developmental Processes, and User Interactions. , 2020, , .		7
32	Effect of Online Product Presentation on the Purchase Intention of Wearable Devices: The Role of Mental Imagery and Individualism vs. Collectivism. <i>Frontiers in Psychology</i> , 2020, 11, 56.	2.1	12
33	Beyond user experience: What constitutes algorithmic experiences?. <i>International Journal of Information Management</i> , 2020, 52, 102061.	17.5	73
34	How do users interact with algorithm recommender systems? The interaction of users, algorithms, and performance. <i>Computers in Human Behavior</i> , 2020, 109, 106344.	8.5	61
35	Interactivity Effects on Single-Handed Interaction. <i>International Journal of Mobile Human Computer Interaction</i> , 2020, 12, 42-57.	0.4	6
36	Changes of the Abductive Inquiry Performance in Outdoor Geological Fieldwork. <i>Journal of the Korean Earth Science Society</i> , 2020, 41, 531-554.	0.2	0

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37	Portraying China as an alternative to U. S. Hegemony: The China daily's framing of the arab spring. <i>Atlantic Journal of Communication</i> , 2019, 27, 200-215.	1.0	5
38	Blockchain: The emerging technology of digital trust. <i>Telematics and Informatics</i> , 2019, 45, 101278.	5.8	84
39	Toward Fair, Accountable, and Transparent Algorithms: Case Studies on Algorithm Initiatives in Korea and China. <i>Javnost</i> , 2019, 26, 274-290.	1.7	25
40	Role of fairness, accountability, and transparency in algorithmic affordance. <i>Computers in Human Behavior</i> , 2019, 98, 277-284.	8.5	200
41	How do users experience the interaction with an immersive screen?. <i>Computers in Human Behavior</i> , 2019, 98, 302-310.	8.5	29
42	3D learning spaces and activities fostering users' learning, acceptance, and creativity. <i>Journal of Computing in Higher Education</i> , 2019, 31, 210-228.	6.1	12
43	Prospectus and limitations of algorithmic governance: an ecological evaluation of algorithmic trends. <i>Digital Policy, Regulation and Governance</i> , 2019, 21, 369-383.	1.6	14
44	Smartness in techno-nationalism? Combining actor-network theory and institutionalization to assess Chinese smart TV development. <i>Technological Forecasting and Social Change</i> , 2019, 139, 87-98.	11.6	22
45	A living lab as socio-technical ecosystem: Evaluating the Korean living lab of internet of things. <i>Government Information Quarterly</i> , 2019, 36, 264-275.	6.8	34
46	How does immersion work in augmented reality games? A user-centric view of immersion and engagement. <i>Information, Communication and Society</i> , 2019, 22, 1212-1229.	4.0	95
47	How do technological properties influence user affordance of wearable technologies?. <i>Interaction Studies</i> , 2019, 20, 307-338.	0.6	12
48	Knowledge system commitment and knowledge sharing intention: The role of personal information management motivation. <i>International Journal of Information Management</i> , 2018, 39, 220-227.	17.5	105
49	Selective exposure to partisan media: Moderating factors in evaluations of the president. <i>Social Science Journal</i> , 2018, 55, 62-74.	1.5	1
50	Effects of social popularity and time scarcity on online consumer behaviour regarding smart healthcare products: An eye-tracking approach. <i>Computers in Human Behavior</i> , 2018, 78, 74-89.	8.5	62
51	Exploring immersive experience in journalism. <i>New Media and Society</i> , 2018, 20, 2800-2823.	5.0	162
52	Empathy and embodied experience in virtual environment: To what extent can virtual reality stimulate empathy and embodied experience?. <i>Computers in Human Behavior</i> , 2018, 78, 64-73.	8.5	421
53	Impact of Social Influence and Users' Perception of Coolness on Smartwatch Behavior. <i>Social Behavior and Personality</i> , 2018, 46, 881-890.	0.6	11
54	Investigating the Post-Adoption Attitude of the Web Based Content Management System within Organization. <i>Journal of Theoretical and Applied Electronic Commerce Research</i> , 2018, 13, 29-42.	5.7	0

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55	Visual cues enhance user performance in virtual environments. <i>Social Behavior and Personality</i> , 2018, 46, 11-24.	0.6	7
56	Why should I share? An answer from personal information management and organizational citizenship behavior perspectives. <i>Computers in Human Behavior</i> , 2018, 87, 146-154.	8.5	11
57	The Structuration of Digital Ecosystem, Privacy, and Big Data Intelligence. <i>American Behavioral Scientist</i> , 2018, 62, 1319-1337.	3.8	31
58	Trust and risk in consumer acceptance of e-services. <i>Electronic Commerce Research</i> , 2017, 17, 255-288.	5.0	99
59	A dialectic perspective on the interactive relationship between social media and civic participation: the moderating role of social capital. <i>Information, Communication and Society</i> , 2017, 20, 151-166.	4.0	31
60	Security assessment framework for IoT service. <i>Telecommunication Systems</i> , 2017, 64, 193-209.	2.5	43
61	Understanding the Internet of Things ecosystem: multi-level analysis of users, society, and ecology. <i>Digital Policy, Regulation and Governance</i> , 2017, 19, 77-100.	1.6	51
62	Explicating user behavior toward multi-screen adoption and diffusion. <i>Internet Research</i> , 2017, 27, 338-361.	4.9	40
63	The effects of ambient scent on hedonic experience on online shopping. , 2017, , .		5
64	The effects of platform as a technology standard on platform-based repurchases. <i>Digital Policy, Regulation and Governance</i> , 2017, 19, 153-167.	1.6	4
65	Conceptualizing and measuring quality of experience of the internet of things: Exploring how quality is perceived by users. <i>Information and Management</i> , 2017, 54, 998-1011.	6.5	148
66	An empirical study on the integrative pre-implementation model of technology acceptance in a mandatory environment. <i>Behaviour and Information Technology</i> , 2017, 36, 861-874.	4.0	9
67	Application of Motion Correction using 3D Autoregressive Model in Kinect-based Telemedicine. <i>SHS Web of Conferences</i> , 2017, 33, 00005.	0.2	0
68	The survival strategy of branded content in the over-the-top (OTT) environment: Eye-tracking and Q-methodology approach in digital product placement. <i>Telematics and Informatics</i> , 2017, 34, 1081-1092.	5.8	14
69	The role of affordance in the experience of virtual reality learning: Technological and affective affordances in virtual reality. <i>Telematics and Informatics</i> , 2017, 34, 1826-1836.	5.8	203
70	Health experience model of personal informatics: The case of a quantified self. <i>Computers in Human Behavior</i> , 2017, 69, 62-74.	8.5	94
71	How do credibility and utility play in the user experience of health informatics services?. <i>Computers in Human Behavior</i> , 2017, 67, 292-302.	8.5	89
72	Information tailoring and framing in wearable health communication. <i>Information Processing and Management</i> , 2017, 53, 351-358.	8.6	19

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73	Public value mapping of network neutrality: Public values and net neutrality in Korea. Telecommunications Policy, 2017, 41, 208-224.	5.3	10
74	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
75	Integrated acceptance and sustainability evaluation of Internet of Medical Things. Internet Research, 2017, 27, 1227-1254.	4.9	50
76	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
77	Tracing College Students's Acceptance of Online Health Services. International Journal of Human-Computer Interaction, 2017, 33, 371-384.	4.8	11
78	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
79	The effects of input modality and story-based knowledge on users' game experience. Computers in Human Behavior, 2017, 68, 180-189.	8.5	21
80	Visual Information Priming in Internet of Things: Focusing on the interface of smart refrigerator. SHS Web of Conferences, 2017, 33, 00015.	0.2	1
81	Positive Side Effects Of In-App Reward Advertising. Journal of Advertising Research, 2017, 57, 272-282.	2.1	11
82	Mapping user experience of multiplatform services: the quality factors in multiplatform television. International Journal of Mobile Communications, 2017, 15, 554.	0.3	2
83	The role of personalization, engagement, and trust in online communities. Information Technology and People, 2016, 29, 580-596.	3.2	62
84	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
85	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
86	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
87	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
88	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
89	Neo-techno nationalism: The case of China's handset industry. Telecommunications Policy, 2016, 40, 197-209.	5.3	28
90	Cross-Platform Users' Experiences Toward Designing Interusable Systems. International Journal of Human-Computer Interaction, 2016, 32, 503-514.	4.8	42

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91	Do Users Experience Real Sociability Through Social TV? Analyzing Parasocial Behavior in Relation to Social TV. <i>Journal of Broadcasting and Electronic Media</i> , 2016, 60, 140-159.	1.5	52
92	The Effect of Visual Cueing in 3D Animations for Learning Procedural-manipulative Tasks. , 2016, , .		2
93	The effect of customers' perceived benefits on virtual brand community loyalty. <i>Online Information Review</i> , 2016, 40, 298-315.	3.2	29
94	The effects of network neutrality on the incentive to discriminate, invest, and innovate: a literature review. <i>Info</i> , 2016, 18, 42-57.	1.2	8
95	The role of goal awareness and information technology self-efficacy on job satisfaction of healthcare system users. <i>Behaviour and Information Technology</i> , 2016, 35, 548-558.	4.0	14
96	Health beliefs and the valence framework in health information seeking behaviors. <i>Information Technology and People</i> , 2016, 29, 876-900.	3.2	66
97	Interaction, engagement, and perceived interactivity in single-handed interaction. <i>Internet Research</i> , 2016, 26, 1134-1157.	4.9	38
98	Understanding information proactiveness and the content management system adoption in pre-implementation stage. <i>Computers in Human Behavior</i> , 2016, 64, 515-523.	8.5	19
99	Examining predictors of online news use: perceived bias in traditional media and preference for partisan news. <i>Info</i> , 2016, 18, 59-72.	1.2	3
100	Framing the Arab Spring: Partisanship in the news stories of Korean Newspapers. <i>International Communication Gazette</i> , 2016, 78, 536-556.	1.5	5
101	Observers versus agents. <i>Information Technology and People</i> , 2016, 29, 474-495.	3.2	6
102	Demystifying big data: Anatomy of big data developmental process. <i>Telecommunications Policy</i> , 2016, 40, 837-854.	5.3	85
103	Analyzing China's Fintech Industry from the Perspective of Actor-Network Theory. <i>Telecommunications Policy</i> , 2016, 40, 168-181.	5.3	156
104	Application of actor-network theory to network neutrality in Korea: Socio-ecological understanding of network dynamics. <i>Telematics and Informatics</i> , 2016, 33, 436-451.	5.8	26
105	Understanding technology acceptance in a mandatory environment. <i>Information Development</i> , 2016, 32, 1266-1283.	2.3	45
106	Social platform innovation of open source hardware in South Korea. <i>Telematics and Informatics</i> , 2016, 33, 217-226.	5.8	15
107	The Multisensory Effects of Atmospheric Cues on Online Shopping Satisfaction. <i>Lecture Notes in Computer Science</i> , 2016, , 406-416.	1.3	2
108	Voices of the Internet of Things: An Exploration of Multiple Voice Effects in Smart Homes. <i>Lecture Notes in Computer Science</i> , 2016, , 270-278.	1.3	18

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109	Social television and locus of control: Interactivity effects on cognition and behavior. <i>Social Behavior and Personality</i> , 2016, 44, 1671-1686.	0.6	4
110	A Non-Economic Model of the Social Value of Network Policy. <i>Journal of Global Information Management</i> , 2016, 24, 1-17.	2.8	3
111	I am Interested in What You are Saying. , 2015, , .		1
112	Social viewing behavior in social TV: proposing a new concept of socio-usability. <i>Online Information Review</i> , 2015, 39, 416-434.	3.2	24
113	Network neutrality in the eye of the beholder. <i>International Journal of Mobile Communications</i> , 2015, 13, 510.	0.3	5
114	User identity in the internet of things. , 2015, , .		5
115	A socio-technical analysis of software policy in Korea: Towards a central role for building ICT ecosystems. <i>Telecommunications Policy</i> , 2015, 39, 944-956.	5.3	26
116	An acceptance model for smart watches. <i>Internet Research</i> , 2015, 25, 527-541.	4.9	361
117	Analyzing the development of 4th generation mobile network in China: actor network theory perspective. <i>Info</i> , 2015, 17, 22-38.	1.2	9
118	Standardization revisited: A critical literature review on standards and innovation. <i>Computer Standards and Interfaces</i> , 2015, 38, 152-157.	5.4	53
119	Effect of elastic touchscreen and input devices with different softness on user task performance and subjective satisfaction. <i>International Journal of Human Computer Studies</i> , 2015, 83, 12-26.	5.6	9
120	Can Autonomous Vehicles Be Safe and Trustworthy? Effects of Appearance and Autonomy of Unmanned Driving Systems. <i>International Journal of Human-Computer Interaction</i> , 2015, 31, 682-691.	4.8	139
121	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. <i>Computers in Human Behavior</i> , 2015, 50, 283-290.	8.5	17
122	User value design for cloud courseware system. <i>Behaviour and Information Technology</i> , 2015, 34, 506-519.	4.0	19
123	Can Coolness Predict Technology Adoption? Effects of Perceived Coolness on User Acceptance of Smartphones with Curved Screens. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 528-533.	3.9	45
124	Quality of experience: Beyond the user experience of smart services. <i>Total Quality Management and Business Excellence</i> , 2015, 26, 919-932.	3.8	22
125	Effects of text input system on learner's memory. , 2015, , .		1
126	Robot as a Facilitator in Language Conversation Class. , 2015, , .		9

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127	Do People Purchase a Robot Because of Its Coolness?. , 2015, , .		3
128	How Anthropomorphism Affects Human Perception of Color-Gender-Labeled Pet Robots. , 2015, , .		3
129	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
130	Wearable Health Information. , 2015, , .		4
131	Trust In Unmanned Driving System. , 2015, , .		3
132	Beyond user experience of cloud service: Implication for value sensitive approach. Telematics and Informatics, 2015, 32, 33-44.	5.8	40
133	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
134	Ecological views of big data: Perspectives and issues. Telematics and Informatics, 2015, 32, 311-320.	5.8	101
135	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
136	Social Responses to Conversational TV VUI. International Journal of Technology and Human Interaction, 2015, 11, 17-32.	0.4	5
137	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
138	Effect of touchscreen and input device softness on task performance and subjective evaluation. , 2014, , .		0
139	How does interactivity contribute to a smart TV user experience?. , 2014, , .		2
140	A comparative analysis of net neutrality: Insights gained by juxtaposing the U.S. and Korea. Telecommunications Policy, 2014, 38, 1117-1133.	5.3	8
141	Ambidextrous information search: linking personal and impersonal search routines with individual performance. Information Technology and Management, 2014, 15, 291-304.	2.4	4
142	Near-Ultraviolet-Sensitive Graphene/Porous Silicon Photodetectors. ACS Applied Materials & Interfaces, 2014, 6, 20880-20886.	8.0	84
143	Factors Affecting Resistance and Intention to Use the Smart TV. Journal of Media Business Studies, 2014, 11, 23-42.	2.0	14
144	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

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145	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
146	The Relationship between Human and Smart TVs Based on Emotion Recognition in HCI. Lecture Notes in Computer Science, 2014, , 652-667.	1.3	6
147	Associations Between Game Use and Cognitive Empathy: A Cross-Generational Study. Cyberpsychology, Behavior, and Social Networking, 2013, 16, 599-603.	3.9	24
148	Defining sociability and social presence in Social TV. Computers in Human Behavior, 2013, 29, 939-947.	8.5	98
149	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
150	User centric cloud service model in public sectors: Policy implications of cloud services. Government Information Quarterly, 2013, 30, 194-203.	6.8	106
151	3DTV and immersive environment. , 2013, , .		0
152	User experience in social commerce: in friends we trust. Behaviour and Information Technology, 2013, 32, 1191-1192.	4.0	21
153	Exploring the user experience of 3D virtual learning environments. Behaviour and Information Technology, 2013, 32, 1193-1193.	4.0	0
154	N-SCREEN. Information, Communication and Society, 2013, 16, 918-944.	4.0	12
155	Exploring the user experience of three-dimensional virtual learning environments. Behaviour and Information Technology, 2013, 32, 203-214.	4.0	63
156	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
157	User experience in social commerce: in friends we trust. Behaviour and Information Technology, 2013, 32, 52-67.	4.0	215
158	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
159	Enabling the smart city. , 2012, , .		6
160	Crossâ€analysis of usability and aesthetic in smart devices: what influences users' preferences?. Cross Cultural Management, 2012, 19, 563-587.	1.1	50
161	Can 3DTV Create Immersive Environments?. International Journal of Human-Computer Interaction, 2012, 28, 281-291.	4.8	4
162	3DTV as a social platform for communication and interaction. Information Technology and People, 2012, 25, 55-80.	3.2	32

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163	Community Informatics and the New Urbanism: Incorporating Information and Communication Technologies into Planning Integrated Urban Communities. <i>Journal of Urban Technology</i> , 2012, 19, 23-42.	4.7	23
164	Will mobile virtual network operators succeed in Korea?. <i>Info</i> , 2012, 14, 48-67.	1.2	1
165	Structural change in search engine news service: a social network perspective. <i>Asian Journal of Communication</i> , 2012, 22, 160-178.	1.0	11
166	Effect of Al concentration on the structural, electrical, and optical properties of transparent Al-doped ZnO. <i>Journal of the Korean Physical Society</i> , 2012, 61, 599-602.	0.7	1
167	The switchover to digital broadcasting in Korea. <i>Technological Forecasting and Social Change</i> , 2012, 79, 1447-1461.	11.6	9
168	Socio-technical analysis of Korea's broadband convergence network: Big plans, big projects, big prospects?. <i>Telecommunications Policy</i> , 2012, 36, 579-593.	5.3	31
169	Exploring Cross-Cultural Value Structures with Smartphones. <i>Journal of Global Information Management</i> , 2012, 20, 67-93.	2.8	26
170	An empirical evaluation of multi-media based learning of a procedural task. <i>Computers in Human Behavior</i> , 2012, 28, 1072-1081.	8.5	21
171	The psychology behind QR codes: User experience perspective. <i>Computers in Human Behavior</i> , 2012, 28, 1417-1426.	8.5	104
172	How will net neutrality be played out in Korea?. <i>Government Information Quarterly</i> , 2012, 29, 243-251.	6.8	8
173	What makes consumers use VoIP over mobile phones? Free riding or consumerization of new service. <i>Telecommunications Policy</i> , 2012, 36, 311-323.	5.3	42
174	Size- and doping-dependent time-resolved photoluminescence of doped Si nanocrystals. <i>Nanotechnology</i> , 2011, 22, 275205.	2.6	7
175	Examining the Factors Affecting the Rate of IPTV Diffusion: Empirical Study on Korean IPTV. <i>Journal of Media Economics</i> , 2011, 24, 174-200.	0.8	8
176	Modeling the acceptance of socially interactive robotics. <i>Interaction Studies</i> , 2011, 12, 430-460.	0.6	92
177	A policy analysis of Korean smart grid project. <i>International Journal of Mobile Communications</i> , 2011, 9, 383.	0.3	1
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179	Socio-Technical Dynamics in the Development of Next Generation Mobile Network: Translation Beyond 3G. <i>Technological Forecasting and Social Change</i> , 2011, 78, 514-525.	11.6	17
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