

***鄧景宜教授**

所有發表期刊論文

1. Tseng, F.-C. & **Teng, C.** (2014). Antecedents for user intention to adopt another auction site. *Internet Research*, 24 (2), 205-222.
2. **Teng, C.** & Chen, W.-W. (2014). Team participation and online gamer loyalty. *Electronic Commerce Research and Applications*, 13 (1), 24-31.
3. Bozman, C. S., McPherson, M. Q., Friesner, D., & **Teng, C.-I.** (2014). Brand equity effects on bidding strategies in an online environment: Evidence from eBay coin auctions. *International Journal of E-Business Research*.
4. **Teng, C.** & Liu, T.-W. (2014). How do personality interactions affect service quality? The perspective of processing efficiency theory. *Service Business*.
5. Chou, Y., Lo, S., & **Teng, C.** (in press, 2014). Reasons for avatar gender swapping by online game customers: A qualitative interview-based study. *International Journal of E-Business Research*.
6. **Teng, C.-I.**, Chen, A. S.-Y., Chang, H.-Y., & Fu, C.-W. (in press, 2014). Service failure, time pressure, and conscientiousness of service providers: The dual processing model perspective. *Service Business*.
7. **Teng, C.**, Huang, H.-C., & Chen, J.-L. (in press, 2014). Social networking and continuance intention among online gamers. *NTU Management Review*.
8. **Teng, C.** (2013). How do challenges increase customer loyalty to online games? *Cyberpsychology, Behavior, and Social Networking*, 16 (12), 884-891.
9. Lo, S.-K., Chou, Y.-J., & **Teng, C.** (2013). Source effect of advertised reference price influences on transaction value in online shopping environments. *Electronic Commerce Research*, 13 (4), 411-421.
10. Chen, M.-Y. & **Teng, C.** (2013). A comprehensive model of the effects of online store image on purchase intention in e-commerce environment. *Electronic Commerce Research*, 13 (1), 1-23.
11. Tseng, F.-C. & **Teng, C.** (in press, 2013). Assessing customer-capturing strategies considering network effects and multiple adoption. *International Journal of Internet Marketing and Advertising*.
12. **Teng, C.**, Li, I.-C., Chu, T.-L., Chang, H.-T., & Liu, T.-W. (2012). How can supervisors improve employees' intention to help colleagues? Perspectives from social exchange and appraisal-coping theories. *Journal of Service Research*.
13. Chang, H.-Y., **Teng, C.-I.**, Chu, T.-L., Chang, H.-T., & Hsu, W.-H. (2012). Impact of nurse agreeableness and negative mood of nursing supervisors on intention to help colleagues. *Journal of Advanced Nursing*.
14. **Teng, C.**, Chen, M.-Y., Chen, Y.-J., & Li, Y.-J. (2012). Loyalty due to others: The

relationships among challenge, interdependence, and online gamer loyalty. *Journal of Computer-Mediated Communication*.

15. **Teng, C.**, Shyu, Y.-I. L., Dai, Y.-T., Wong, M.-K., Chu, T.-L., T.-A. Chou (2012). Nursing accreditation system and patient safety. *Journal of Nursing Management*.

16. **Teng, C.**, Lo, S.-K., & Lin, Y.-L. (2012). Online gamer personality and weekday gaming tendency. *African Journal of Business Management*.

17. **Teng, C.**, Tseng, F.-C., Chen, Y.-S., & Wu, S. (2012). Online gaming misbehaviors and their adverse impact on other gamers. *Online Information Review*.

18. **Teng, C.**, Ing, C.-K., & Fang, P.-C. (2012). The influence of personality on intertemporal loyalty of loyal online game customers [In Chinese]. *Journal of Management (in chinese)*.

19. **Teng, C.**, Jeng, S.-P., Chang, H. K.-C., & Wu, S. (2012). Who plays games online? The relationship between gamer personality and online game use. *International Journal of E-Business Research*.

20. **Teng, C.** (2011). Who are likely to experience flow? Impact of temperament and character on flow. *Personality and Individual Differences*, 50 (6), 863-868.

21. Tseng, F.-C. & **Teng, C.** (2011). An empirical investigation into the sources of customer dissatisfaction with online games. *International Journal of E-Business Research*.

22. Park, J., Song, Y., & **Teng, C.** (2011). Exploring the links between personality traits and motivations to play online games. *Cyberpsychology, Behavior, and Social Networking*.

23. **Teng, C.**, Tseng, H.-M., Li, I.-C., & Yu, C.-S. (2011). International English Big-Five Mini-Markers: Development of the traditional Chinese version. *Journal of Management (in chinese)*.

24. **Teng, C.**, Shyu, Y. L., Chiou, W., Fan, H., & Lam, S. M. (2010). Interactive effects of nurse-experienced time pressure and burnout on patient safety: A cross-sectional survey. *International Journal of Nursing Studies*, 47 (11), 1442-1450.

25. **Teng, C.** (2010). Customization, immersion satisfaction, and online gamer loyalty. *Computers in Human Behavior*, 26 (6), 1547-1554.

26. **Teng, C.**, Huang, L., & Hsieh, P. (2010). How to use technical terms in ads? A FCB Grid perspective. *British Journal of Management*, 21 (4), 1044-1056.

27. **Teng, C.**, Hsiao, F., & Chou, T. (2010). Nurse-perceived time pressure and patient-perceived care quality. *Journal of Nursing Management*, 18 (3),

275-284.

28. **Teng, C.**, Chang, S., & Hsu, K. (2009). Emotional stability of nurses: Impact on patient safety. *Journal of Advanced Nursing*, 65 (10), 2088-2096.

29. **Teng, C.**, Tseng, F., & Chiang, M. (2009). Triggering and collapsing points for replacing technologies with network effects and multiple adoption. *International Journal of Information Systems for Logistics and Management*, 5 (1), 1-10.

30. **Teng, C.**, Dai, Y., Shyu, Y. L., Wong, M., Chu, T., Ying-Huang Tsai (2009). Professional commitment, patient safety, and patient-perceived care quality. *Journal of Nursing Scholarship*, 41 (3), 301-309.

31. **Teng, C.**, Chang, C., & Lai, J. (2009). Partial comparative messages in competition. *British Journal of Management*, 20 (2), 158-171.

32. Chou, Y., **Teng, C.**, & Lo, S. (2009). Mutual self-disclosure online in the B2C context. *Internet Research*, 19 (5), 466-478.

33. Huang, L. & **Teng, C.** (2009). Development of a Chinese superstitious belief scale. *Psychological Reports*, 104 (3), 807-819.

34. **Teng, C.** (2008). Moderating effects of professional commitment in the relationship between turnover intention and factors of job satisfaction. *Chang Gung Nursing*, 19 (1), 24-40.

35. **Teng, C.** (2008). Personality differences between online game players and nonplayers in a student sample. *CyberPsychology and Behavior*, 11 (2), 232-234.

36. Tseng, F. & **Teng, C.** (2007). Estimating potential size of markets characterized by three types of network effects. *Electronic Commerce Studies*, 5 (2), 133-149.

37. Tseng, F., **Teng, C.**, & Chiang, M. (2007). Delivering superior customer perceived value in the context of network effects. *International Journal of E-Business Research*, 3 (1), 41-50.

38. **Teng, C.**, Huang, K., & Tsai, I. (2007). Effects of personality on service quality in business transactions. *Service Industries Journal*, 27 (7), 849-863.

39. **Teng, C.**, Shyu, Y. L., & Chang, H. (2007). Moderating effects of professional commitment for hospital nurses in Taiwan. *Journal of Professional Nursing*, 23 (1), 47-54.

40. **Teng, C.**, Hsu, K., Chien, R., & Chang, H. (2007). Influence of personality on care quality of hospital nurses. *Journal of Nursing Care Quality*, 22 (4), 358-364.

41. **Teng, C.**, Ing, C., Chang, H., & Chung, K. (2007). Development of service quality scale for surgical hospitalization. *Journal of Formosan Medical*

Association, 106 (6), 475-484.

42.**Teng, C.**, Tseng, H., & Wu, H. (2007). Positive mood as a mediator of the relations among musical preference, postconsumption product evaluation and consumer satisfaction. *Psychological Reports*, 100 (3), 927-938.

43.**Teng, C.**, Lo, S., & Wang, P. (2007). How to know and choose online games--Differences between current and potential players. *CyberPsychology and Behavior*, 10 (6), 837-840.

44.**Teng, C.** & Huang, L. (2007). Designing time-limited cyber promotions: Effects of time limit and involvement. *CyberPsychology and Behavior*, 10 (1), 141-144.

45.**Teng, C.** & Chiang, M. (2006). Triggering the chain reaction: Customer targeting strategies in markets with network effects. *Electronic Commerce Studies*, 4 (1), 23-36.

46.**Teng, C.**, Tseng, F., & Chiang, M. (2006). Customer-capturing strategies: The way to replace existing technology characterized by network effects. *Technovation*, 26 (12), 1384-1389.

47.**Teng, C.** & Chiang, M. (2006). Optimal service policy with negative network externality under finite capacity. *International Journal of Operations and Quantitative Management*, 12 (3), 177-199.

48.Chiang, M. & **Teng, C.** (2005). Consumption externalities: Review and future research opportunities. *Electronic Commerce Studies*, 3 (1), 15-38.