



2011.9-2015.6 / / /
2008.9 2009.5 / / /
1999.7 2003.8 / / /

Liu, X., & Li, X. (2023). Diversified exposure mitigates biased perceptions: Involvement, media exposure, and hostile media perceptions toward coverage of U.S.-China trade disputes. *International Communication Gazette*. <https://doi.org/10.1177/17480485231216581>

Liu, X., Pang, S., & Li, X. (2023). Enveloped in mediated pandemic: Immersion as a mediator of the effects of media exposure on perceived severity and behavioral intention. *Chinese Journal of Communication*. <https://doi.org/10.1080/17544750.2023.2248287>

Yang, S., Huang, V., Zhong, L., Liu, X., & Zhong, R. (2023). Social compensation or social enhancement? A path model connecting rejection sensitivity and loneliness for Chinese online dating applications users. *Computers in Human Behavior*. 149, 107929. <https://doi.org/10.1016/j.chb.2023.107929>

Guo, Y., Yu, Q., Gao, Y., Liu, X., & Li, C. (2023). Max-min distance embedding for unsupervised hyperspectral image classification in the satellite Internet of Things system. *Internet of Things*, 22, 100775. <https://doi.org/10.1016/j.iot.2023.100775>

Zhao, X., Liu, X., Chen, Y.S., Jiao, W.A., Ao, S.H., Shen, F., & Zhao, Z. G. (2023). First-person influences on third-person perceptions. *China Media Research*, 19(4), 1-28.

satisfaction

and organizational commitment moderated by altruism. *Journalism Practice*, <https://doi.org/10.1080/17512786.2022.2142838>

Liu, X., Lo, V.H., Wei, R., Li, X., Pang, S., & Zhang, R. (2021). Media exposure and third person perception: The mediating role of social realism and proxy efficacy. *International Journal of Communication*, 15, 4338-4359.

- Liu, X., Lo, V.H., & Wei, R. (2020). Violent videogames, telepresence, presumed influence, and support for taking restrictive and protective actions. *Sage Open*, 10(2), 1-11. <https://doi.org/10.1177/2158244020919524>
- Liu, X., & Li, X. (2015). Disagreement expression and reasoned opinions in two US online newspaper forums. In *Emerging Media* (pp. 222-240). New York: Routledge.
- Liu, X., & Li, X. (2015). What motivates online disagreement expression? The influence of self-efficacy, mastery experience, vicarious experience, and verbal persuasion. In *Emerging Media* (pp. 197-221). New York: Routledge.
- Liu, X., & Lo, V. H. (2014). Media exposure, perceived personal impact, and third-person effect. *Media Psychology*, 17(4), 378-396. <https://doi.org/10.1080/15213269.2013.826587>
- Li, X., & Liu, X. (2013). Selective exposure, extended exposure, and sidetracked exposure: A model of media exposure on the internet and consequential effects. *Annals of the International Communication Association*, 37(1), 323-347. <https://doi.org/10.1080/23808985.2013.11679154>
- Liu, X., & Fahmy, S. (2011). Exploring the spiral of silence in the virtual world: I willingness to express personal opinions in online versus offline settings. *Journal of Media and Communication Studies*, 3(2), 45.
- Li, X., & Liu, X. (2010). Framing and coverage of same-sex marriage in US newspapers. *Howard Journal of Communications*, 21(1), 72-91. <https://doi.org/10.1080/10646170903501161>

2022-2023	Chinese Behaviors
2022-2023	A Survey Study of New Media Use and Social Behaviors of Macau Residents
2013 - 2014	Violence in Video Games and Third Person Effect
2012 - 2012	Social Media Use in the Newspapers of Greater China