



:

: yylin@must.edu.mo

!1. , "1120& . 0

2015-2019

,

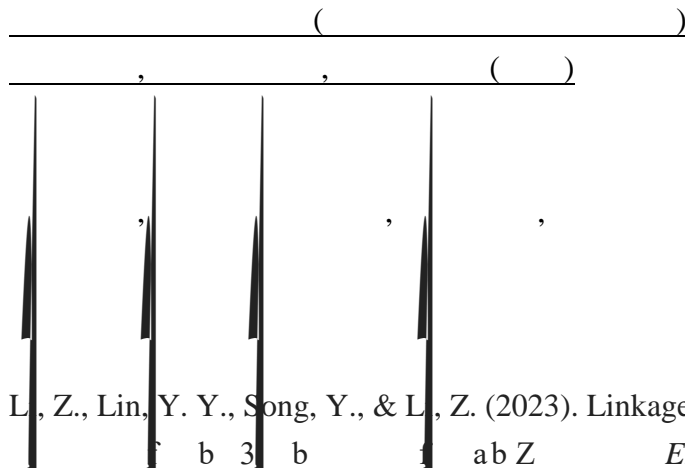
2014-2015

2021-

/

2020-2020

/



L, Z., Lin, Y. Y., Song, Y., & L, Z. (2023). Linkages and flow paths of energy
f b 3 b f ab Z *Energy Reports*, 9, 4594-4603.

<https://doi.org/10.1016/j.egyr.2023.03.099> (SCI)

Chang, P. C., Ma, G., & Lin, Y. Y. (2022). Inclusive Leadership and Employee
Proactive Behavior: A Cross-Level Moderated Mediation Model. *Psychology*

Research and Behavior Management, 15, 1797.

<https://doi.org/10.2147/PRBM.S363434> (SSCI)

Ma, G., Chang, P. C., Lin, Y.Y., & Wong, I. K. (2022). The Influence of Teacher-Student Relationship Conflict on University Teacher Job Burnout: The Role of Perceived Control and Political Skill. *Journal of Macau University of Science and Technology*. (accepted).

Chang, P. C., Gao, X., Wu, T., & Lin, Y. Y. (2022). Workaholism and work family conflict: a moderated mediation model of psychological detachment from work and family-supportive supervisor behavior. *Chinese Management Studies*, Ahead-of-print. <https://doi.org/10.1108/CMS-09-2021-0380> (SSCI)

Lin, Y., Liu, J., & Miozzo, M., 2020. Does the technology capability matter in the digital sectors? The case of Chinese digital games industry. *Society for the Advancement of Socio-Economics (SASE)*, Amsterdam, Netherlands.

Lin, Y., Liu, J., & Miozzo, M., 2020. Innovation capability and technology in the digital games industry: a comparative analysis in China and Taiwan. *Academy of Management Journal PDW*, Edinburgh, UK.

Lin, Y., Liu, J., & Miozzo, M., 2019. Technological capability and industry catch-up in new b bZe 3 b ab Z b bZe Z industry. *DRUID Academy Conference*, Copenhagen, Denmark.

Lin, Y., Liu, J., & Miozzo, M., 2019. How do latecomers catch up with leading incumbent in digital sectors? The case of digital games industry in China and Taiwan. 2019 *R&D Management Conference*, Paris, France.

Lin, Y., Liu, J., & Miozzo, M., 2018. Institutional Framework and Emergence of Digital Industries: A Comparative Analysis of Digital Games Industry in China and Taiwan. *British Academy of Management Conference*, Bristol, UK.

Lin, Y., Liu, J., & Miozzo, M., 2018. What are the determinants of industrial co-evolution? Evidence from the digital games industry in China and Taiwan. *Northern Advanced Research Training Initiative (NARTI) 13th Annual Doctoral Conference*, Manchester, UK.

Lin, Y., Liu, J., & Miozzo, M., 2018. Co-evolution of industry and innovation capability: the evidence from China and Taiwan. 2018 *R&D Management Conference*, Milan, Italy.

Lin, Y., Liu, J., & Miozzo, M., 2018. What do affect the emergence of new industries? The role of institutional settings. 24th *Annual Science Policy Research Unit (SPRU) PhD Forum*, Brighton, UK.

/ /

2020- Society for the Advancement of Socio-Economics (SASE), USA

2017- Strategic Management Society (SMS), USA

2016- British Academy of Management (BAM), UK

2015- Research and Development Management Association (RADMA), UK

2015- Northern Advanced Research Training Initiative (NARTI), UK