

林盈吟



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教育背景

2015-2019 英国，伦敦国王学院，工商管理博士
2014-2015 英国，曼彻斯特大学，创新管理与创业硕士

工作经验

2021-现在 助理教授 / 澳门科技大学
2020-2020 讲师 / 澳门科技大学

教学活动

社会企业与社会创新 (公益与社会管理组织硕士)
战略管理, 组织行为学, 管理导论 (本科)

研究领域

创新管理, 创新系统与政策, 战略管理, 人力资源管理

学术成果

学术期刊论文

Li, Z., Lin, Y. Y., Song, Y., & Li, Z. (2023). Linkages and flow paths of energy consumption: a flow analysis. *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)

学术会议论文

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 digital sectors: a case of the digital games 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.

其他专业资格 / 奖项 / 活动

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