

Gerrit Wolf

List of Publications by Year in descending order

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15
papers

5,882
citations

932766

10
h-index

996533

15
g-index

15
all docs

15
docs citations

15
times ranked

3621
citing authors

#	ARTICLE	IF	CITATIONS
1	r-sub(wg): An assessment of within-group interrater agreement.. Journal of Applied Psychology, 1993, 78, 306-309.	4.2	1,725
2	DESIGNING HIGH-CONTACT SERVICE SYSTEMS: APPLICATION TO BRANCHES OF A SAVINGS AND LOAN. Decision Sciences, 1984, 15, 542-556.	3.2	41
3	Estimating within-group interrater reliability with and without response bias.. Journal of Applied Psychology, 1984, 69, 85-98.	4.2	3,830
4	Dollars, Sense, and Sunk Costs: A Life Cycle Model of Resource Allocation Decisions. Academy of Management Review, 1984, 9, 225-234.	7.4	120
5	Leadership and the art of cycle maintenance: A simulation model of superiorâ€™subordinate interaction. Organizational Behavior and Human Performance, 1981, 28, 26-49.	1.5	14
6	The moderating effects of strategy, visibility, and involvement on allocation behavior: An extension of staw's escalation paradigm. Organizational Behavior and Human Performance, 1980, 26, 172-192.	1.5	68
7	IMPORTANCE OF HYPOTHESES: GROUP COMPARISON ANALYSIS. Decision Sciences, 1980, 11, 27-41.	3.2	8
8	MARKET STRUCTURE, OPPONENT BEHAVIOR, AND INFORMATION IN A MARKET GAME. Decision Sciences, 1978, 9, 421-428.	3.2	10
9	SOLUTION CONCEPTS AND PSYCHOLOGICAL MOTIVATION IN PRISONER'S DILEMMA GAMES. Decision Sciences, 1974, 5, 153-163.	3.2	12
10	Rules for coding dummy variables in multiple regression.. Psychological Bulletin, 1974, 81, 173-179.	5.5	25
11	Effects of Comparative Information and Decision Complexity in a One-Person Game. Simulation & Games, 1973, 4, 145-157.	0.1	2
12	Behavioral Processes in Different Minimal Social Situations. Comparative Group Studies, 1972, 3, 221-239.	0.5	1
13	Exchange in games and communication. Organizational Behavior and Human Performance, 1972, 7, 142-187.	1.5	7
14	SOME RESEARCH AND TEACHING WITH AN ON-LINE OLIGOPOLY GAME USING AN ARTIFICIAL PLAYER. Decision Sciences, 1972, 3, 101-114.	3.2	5
15	An Artificial Player for a Business Market Game. Simulation & Games, 1971, 2, 27-43.	0.1	14