

# Ed Hopkins

## List of Publications by Year in descending order

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Version: 2024-02-01

26  
papers

1,463  
citations

471509

17  
h-index

580821

25  
g-index

26  
all docs

26  
docs citations

26  
times ranked

672  
citing authors

#	ARTICLE	IF	CITATIONS
1	An Experimental Investigation of Price Dispersion and Cycles. <i>Journal of Political Economy</i> , 2021, 129, 789-841.	4.5	5
2	Lone wolf or herd animal? Information choice and learning from others. <i>European Economic Review</i> , 2021, 134, 103690.	2.3	5
3	Information choice in a social learning experiment. <i>Games and Economic Behavior</i> , 2019, 118, 295-315.	0.8	18
4	Inequality and risk-taking behaviour. <i>Games and Economic Behavior</i> , 2018, 107, 316-328.	0.8	11
5	Marriage as a Rat Race: Noisy Premarital Investments with Assortative Matching. <i>Journal of Political Economy</i> , 2016, 124, 992-1045.	4.5	41
6	Cycles and Instability in a Rock-Paper-Scissors Population Game: A Continuous Time Experiment. <i>Review of Economic Studies</i> , 2014, 81, 112-136.	5.4	53
7	Competitive Altruism, Mentalizing, and Signaling. <i>American Economic Journal: Microeconomics</i> , 2014, 6, 272-292.	1.2	14
8	JOB MARKET SIGNALING OF RELATIVE POSITION, OR BECKER MARRIED TO SPENCE. <i>Journal of the European Economic Association</i> , 2012, 10, 290-322.	3.5	65
9	Which Inequality? The Inequality of Endowments versus the Inequality of Rewards. <i>American Economic Journal: Microeconomics</i> , 2010, 2, 106-137.	1.2	39
10	Testing the TASP: An experimental investigation of learning in games with unstable equilibria. <i>Journal of Economic Theory</i> , 2010, 145, 2309-2331.	1.1	13
11	Learning in games with unstable equilibria. <i>Journal of Economic Theory</i> , 2009, 144, 1694-1709.	1.1	45
12	Status, affluence, and inequality: Rank-based comparisons in games of status. <i>Games and Economic Behavior</i> , 2009, 67, 552-568.	0.8	45
13	Inequality, happiness and relative concerns: What actually is their relationship?. <i>Journal of Economic Inequality</i> , 2008, 6, 351-372.	3.5	86
14	Cross and Double Cross: Comparative Statics in First Price and All Pay Auctions. <i>B E Journal of Theoretical Economics</i> , 2007, 7, .	0.2	13
15	Adaptive learning models of consumer behavior. <i>Journal of Economic Behavior and Organization</i> , 2007, 64, 348-368.	2.0	14
16	Inequality and growth in the presence of competition for status. <i>Economics Letters</i> , 2006, 93, 291-296.	1.9	36
17	Learning, information, and sorting in market entry games: theory and evidence. <i>Games and Economic Behavior</i> , 2005, 51, 31-62.	0.8	70
18	Learning in perturbed asymmetric games. <i>Games and Economic Behavior</i> , 2005, 52, 133-152.	0.8	66

#	ARTICLE	IF	CITATIONS
19	Attainability of boundary points under reinforcement learning. <i>Games and Economic Behavior</i> , 2005, 53, 110-125.	0.8	78
20	Running to Keep in the Same Place: Consumer Choice as a Game of Status. <i>American Economic Review</i> , 2004, 94, 1085-1107.	8.5	341
21	The Stability of Price Dispersion under Seller and Consumer Learning*. <i>International Economic Review</i> , 2002, 43, 1157-1190.	1.3	42
22	Two Competing Models of How People Learn in Games. <i>Econometrica</i> , 2002, 70, 2141-2166.	4.2	112
23	Two Competing Models of How People Learn in Games. <i>Econometrica</i> , 2002, 70, 2141-2166.	4.2	141
24	A Note on Best Response Dynamics. <i>Games and Economic Behavior</i> , 1999, 29, 138-150.	0.8	83
25	Learning, Matching, and Aggregation. <i>Games and Economic Behavior</i> , 1999, 26, 79-110.	0.8	27
26	Is everything relative? A survey of the theory of matching tournaments. <i>Journal of Economic Surveys</i> , 0, , .	6.6	0