Juin Kuan Chong

List of Publications by Year
in descending order

15 papers	**1,839** citations	1163117 **8** h-index	1199594 **12** g-index
15 all docs	**15** docs citations	**15** times ranked	**1155** citing authors

#	Article	IF	Citations
1	A Cognitive Hierarchy Model of Games. Quarterly Journal of Economics, 2004, 119, 861-898.	8.6	1,131
2	Sophisticated Experience-Weighted Attraction Learning and Strategic Teaching in Repeated Games. Journal of Economic Theory, 2002, 104, 137-188.	1.1	270
3	Self-tuning experience weighted attraction learning in games. Journal of Economic Theory, 2007, 133, 177-198.	1.1	152
4	Models of Thinking, Learning, and Teaching in Games. American Economic Review, 2003, 93, 192-195.	8.5	75
5	A Parsimonious Model of Stockkeeping-Unit Choice. Journal of Marketing Research, 2003, 40, 351-365.	4.8	47
6	A learning-based model of repeated games with incomplete information. Games and Economic Behavior, 2006, 55, 340-371.	0.8	47
7	A generalized cognitive hierarchy model of games. Games and Economic Behavior, 2016, 99, 257-274.	0.8	35
8	Behavioural Game Theory: Thinking, Learning and Teaching. , 2004, , 120-180.		33
9	A psychological approach to strategic thinking in games. Current Opinion in Behavioral Sciences, 2015, 3, 157-162.	3.9	30
10	Yellow taxis have fewer accidents than blue taxis because yellow is more visible than blue. Proceedings of the National Academy of Sciences of the United States of America, 2017, 114, 3074-3078.	7.1	9
11	Identification and Estimation of Endogenous Peer Effects Using Partial Network Data from Multiple Reference Groups. Management Science, 2021, 67, 5070-5105.	4.1	4
12	Hazards regression for freemium products and services: a competing risks approach. Journal of Statistical Computation and Simulation, 2017, 87, 1863-1876.	1.2	3
13	Confidentiality control of tabulated data: Some practical network models. European Journal of Operational Research, 1995, 85, 454-472.	5.7	2
14	No Magic for Market Entry in the Field: Evidence from Taxi Markets. Management Science, 2022, 68, 4670-4684.	4.1	1
15	Chapter 66 Learning and Equilibrium in Games. Handbook of Experimental Economics Results, 2008, , 607-615.	0.2	0