

# Juin Kuan Chong

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4879243/publications.pdf>

Version: 2024-02-01

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