De Liu

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6907984/publications.pdf

Version: 2024-02-01

31 papers	1,532	18	27
	citations	h-index	g-index
33	33	33	1052 citing authors
all docs	docs citations	times ranked	

#	Article	lF	CITATIONS
1	Auctioning IT Contracts with Renegotiable Scope. Management Science, 2022, 68, 6003-6023.	4.1	2
2	Preserving Bidder Privacy in Assignment Auctions: Design and Measurement. Management Science, 2020, 66, 3162-3182.	4.1	4
3	Assimilate or Differentiate? Contributors' Choice of Subjects in Userâ€Generated Content. Decision Sciences, 2020, 51, 1265-1287.	4.5	O
4	Do Online Friends Bring Out the Best in Us? The Effect of Friend Contributions on Online Review Provision. Information Systems Research, 2020, 31, 1322-1336.	3.7	29
5	Ingredients for successful badges: evidence from a field experiment in bike commuting. European Journal of Information Systems, 2020, 29, 688-703.	9.2	9
6	Effect of Crowd Voting on Participation in Crowdsourcing Contests. Journal of Management Information Systems, 2020, 37, 510-535.	4.3	37
7	GAMESIT: A gamified system for information technology training. Computers and Education, 2019, 142, 103643.	8.3	28
8	Economic Analysis of Reward Advertising. Production and Operations Management, 2019, 28, 2413-2430.	3.8	27
9	Product engagement and identity signaling: The role of likes in social commerce for fashion products. Information and Management, 2019, 56, 143-154.	6.5	24
10	The Role of Provision Points in Online Crowdfunding. Journal of Management Information Systems, 2018, 35, 117-144.	4.3	82
11	Allocation and Pricing of Substitutable Goods: TheoryÂand Algorithm. Production and Operations Management, 2017, 26, 767-783.	3.8	3
12	Introduction to the special issue on Crowdfunding and FinTech. Financial Innovation, 2017, 3, .	6.4	23
13	Toward Meaningful Engagement: A Framework for Design and Research of Gamified Information Systems. MIS Quarterly: Management Information Systems, 2017, 41, 1011-1034.	4.2	306
14	Pure and hybrid crowds in crowdfunding markets. Financial Innovation, 2016, 2, .	6.4	14
15	Research Note—Gamification of Technology-Mediated Training: Not All Competitions Are the Same. Information Systems Research, 2016, 27, 453-465.	3.7	158
16	Friendship in Online Peer-to-Peer Lending: Pipes, Prisms, and Relational Herding. MIS Quarterly: Management Information Systems, 2015, 39, 729-742.	4.2	213
17	Information Asymmetry and Hybrid Advertising. Journal of Marketing Research, 2014, 51, 609-624.	4.8	24
18	Optimal keyword auctions for optimal user experiences. Decision Support Systems, 2013, 56, 450-461.	5.9	10

#	Article	IF	CITATIONS
19	Information Asymmetry and Hybrid Advertising. Journal of Marketing Research, 2013, 50, 609-624.	4.8	2
20	Digital Games and Beyond: What Happens When Players Compete. MIS Quarterly: Management Information Systems, 2013, 37, 111-124.	4.2	158
21	Multi-attribute procurement auctions with risk averse suppliers. Economics Letters, 2012, 115, 408-411.	1.9	10
22	Ex Ante Information and the Design of Keyword Auctions. Information Systems Research, 2010, 21, 133-153.	3.7	96
23	The Interaction Between Knowledge Codification and Knowledge-Sharing Networks. Information Systems Research, 2010, 21, 892-906.	3.7	39
24	Auctioning Keywords in Online Search. Journal of Marketing, 2009, 73, 125-141.	11.3	94
25	Optimal Design of Consumer Contests. Journal of Marketing, 2007, 71, 140-155.	11.3	28
26	Designing online auctions with past performance information. Decision Support Systems, 2006, 42, 1307-1320.	5.9	67
27	Simple association rules (SAR) and the SAR-based rule discovery. Computers and Industrial Engineering, 2002, 43, 721-733.	6.3	39
28	Current Issues in Keyword Auctions (Book Chapter). SSRN Electronic Journal, 0, , .	0.4	3
29	Optimal Keyword Auctions with Shadow Costs. SSRN Electronic Journal, 0, , .	0.4	0
30	A Class of Nonlinear Allocation Problems with Heterogeneous Substitution. SSRN Electronic Journal, 0, , .	0.4	0
31	The role of expertise in herding behaviors: evidence from a crowdfunding market. Electronic Commerce Research, 0, , .	5.0	1