

# Reinhard Selten

## List of Publications by Year in descending order

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64  
papers

5,368  
citations

159358

30  
h-index

205818

48  
g-index

64  
all docs

64  
docs citations

64  
times ranked

2243  
citing authors

#	ARTICLE	IF	CITATIONS
1	Experimental stock market dynamics: Excess bids, directional learning, and adaptive style-investing in a call-auction with multiple multi-period lived assets. <i>Journal of Economic Behavior and Organization</i> , 2019, 157, 209-224.	1.0	6
2	Designing for Deliberative Goal-Based Decision Making in Environments with Rare Adverse Events—An Experimental Study. <i>Organization Science</i> , 2016, 27, 1417-1434.	3.0	9
3	Buyer power in bilateral oligopolies with advance production: Experimental evidence. <i>Journal of Economic Behavior and Organization</i> , 2016, 122, 31-42.	1.0	7
4	Diminished-dimensional political economy. <i>European Economic Review</i> , 2016, 83, 213-219.	1.2	2
5	Impulse Balance and Multiple-Period Feedback in the Newsvendor Game. <i>Production and Operations Management</i> , 2015, 24, 1901-1906.	2.1	12
6	How Werner G��th's ultimatum game shaped our understanding of social behavior. <i>Journal of Economic Behavior and Organization</i> , 2014, 108, 292-318.	1.0	49
7	Impulse balance in the newsvendor game. <i>Games and Economic Behavior</i> , 2014, 86, 237-247.	0.4	52
8	Bounded-Rationality Models: Tasks to Become Intellectually Competitive. <i>Journal of Economic Literature</i> , 2013, 51, 496-511.	4.5	67
9	Fusing enacted and expected mimicry generates a winning strategy that promotes the evolution of cooperation. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2013, 110, 10229-10233.	3.3	35
10	Learning in experimental games. <i>Games and Economic Behavior</i> , 2012, 76, 44-73.	0.4	36
11	The agencies method for coalition formation in experimental games. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2012, 109, 20358-20363.	3.3	28
12	Dealing with Dynamic Decision Problems when Knowledge of the Environment Is Limited: An Approach Based on Goal Systems. <i>Journal of Behavioral Decision Making</i> , 2012, 25, 443-457.	1.0	30
13	Exchange rate determination: a theory of the decisive role of central bank cooperation and conflict. <i>International Economics and Economic Policy</i> , 2012, 9, 13-51.	1.0	2
14	Stationary Concepts for Experimental 2 � 2 Games: Reply. <i>American Economic Review</i> , 2011, 101, 1041-1044.	4.0	23
15	Risk in a simple temporal framework for expected utility theory and for SKAT, the Stages of Knowledge Ahead Theory. <i>Risk and Decision Analysis</i> , 2010, 2, 5-32.	0.4	6
16	Experimental investigation of stationary concepts in cyclic duopoly games. <i>Experimental Economics</i> , 2009, 12, 253-271.	1.0	8
17	Stationary Concepts for Experimental 2x2-Games. <i>American Economic Review</i> , 2008, 98, 938-966.	4.0	116
18	Blowing the Whistle. <i>Economic Theory</i> , 2007, 31, 143-166.	0.5	124

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19	Educational effects in an experiment with the management game SINTO-Market. Central European Journal of Operations Research, 2007, 15, 301-308.	1.1	7
20	Individual behavior of first-price auctions: The importance of information feedback in computerized experimental markets. Games and Economic Behavior, 2006, 54, 183-204.	0.4	88
21	Mitglieder schätzen Märkte besser aus ? Empirische Evidenz anhand des Unternehmensplanspiels SINTO-Markt. Perspektiven Der Wirtschaftspolitik, 2006, 7, 445-458.	0.2	2
22	Learning Direction Theory and the Winner's Curse. Experimental Economics, 2005, 8, 5-20.	1.0	95
23	Experimentally observed imitation and cooperation in price competition on the circle. Games and Economic Behavior, 2005, 51, 171-192.	0.4	57
24	Impulse balance equilibrium and feedback in first price auctions. Games and Economic Behavior, 2005, 51, 155-170.	0.4	115
25	Boundedly Rational Qualitative Reasoning on Comparative Statics. , 2004, , 1-8.		6
26	The Fisherman's Problem: Exploring the tension between cooperative and non-cooperative concepts in a simple game. Journal of Economic Psychology, 2003, 24, 425-445.	1.1	6
27	How to play (3-3)-games.. Games and Economic Behavior, 2003, 45, 19-37.	0.4	45
28	Bounded Rationality Modeling. SSRN Electronic Journal, 2003, , .	0.4	0
29	Emergence and Future of Experimental Economics. , 2003, , 63-70.		3
30	The Management Game SINTO-Market " Report on Some Recent Experiments. , 2003, , 453-458.		1
31	Cyclic Games: An Introduction and Some Examples. Games and Economic Behavior, 2001, 34, 138-152.	0.4	3
32	An Experiment on the Hypothesis of Involuntary Truth-Signalling in Bargaining. Games and Economic Behavior, 2000, 33, 90-116.	0.4	52
33	Lernrichtungstheorie. , 2000, , 11-18.		1
34	Axiomatic Characterization of the Quadratic Scoring Rule. Experimental Economics, 1998, 1, 43-61.	1.0	180
35	Aspiration Adaptation Theory. Journal of Mathematical Psychology, 1998, 42, 191-214.	1.0	198
36	An experimental solidarity game. Journal of Economic Behavior and Organization, 1998, 34, 517-539.	1.0	237

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37	Features of experimentally observed bounded rationality. <i>European Economic Review</i> , 1998, 42, 413-436.	1.2	167
38	Game Theory, Experience, Rationality. , 1998, , 9-34.		9
39	Axiomatic characterization of the quadratic scoring rule. <i>Experimental Economics</i> , 1998, 1, 43-62.	1.0	54
40	Duopoly Strategies Programmed by Experienced Players. <i>Econometrica</i> , 1997, 65, 517.	2.6	155
41	Descriptive Approaches to Cooperation. , 1997, , 289-328.		5
42	The work of John F. Nash Jr. in game theory: Nobel Seminar, 8 December 1994. <i>Duke Mathematical Journal</i> , 1995, 81, 1.	0.8	15
43	An axiomatic theory of a risk dominance measure for bipolar games with linear incentives. <i>Games and Economic Behavior</i> , 1995, 8, 213-263.	0.4	45
44	Chapter 28 Game theory and evolutionary biology. <i>Handbook of Game Theory With Economic Applications</i> , 1994, , 929-993.	1.3	90
45	Demand commitment bargaining in three-person quota game experiments. <i>International Journal of Game Theory</i> , 1993, 22, 261-277.	0.5	8
46	A Demand Commitment Model of Coalition Bargaining. , 1992, , 245-282.		16
47	Evolution, learning, and economic behavior. <i>Games and Economic Behavior</i> , 1991, 3, 3-24.	0.4	177
48	Properties of a measure of predictive success. <i>Mathematical Social Sciences</i> , 1991, 21, 153-167.	0.3	157
49	Anticipatory Learning in Two-Person Games. , 1991, , 98-154.		30
50	Original or Fake " A Bargaining Game with Incomplete Information. , 1991, , 186-229.		0
51	Evolutionary stability in extensive two-person games - correction and further development. <i>Mathematical Social Sciences</i> , 1988, 16, 223-266.	0.3	93
52	Bargaining under Incomplete Information a Numerical Example. <i>Theory and Decision Library Series C, Game Theory, Mathematical Programming and Operations Research</i> , 1988, , 217-246.	0.2	0
53	Selected Bibliography of the Participant's Contributions to Experimental Economics. <i>Lecture Notes in Economics and Mathematical Systems</i> , 1988, , 353-362.	0.3	0
54	Equity and coalition bargaining in experimental three-person games. , 1987, , 42-98.		41

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55	End behavior in sequences of finite Prisoner's Dilemma supergames A learning theory approach. Journal of Economic Behavior and Organization, 1986, 7, 47-70.	1.0	597
56	Gaps in Harley's argument on evolutionarily stable learning rules and in the logic of "tit for tat". Behavioral and Brain Sciences, 1984, 7, 115-116.	0.4	92
57	Evolutionary stability in extensive two-person games. Mathematical Social Sciences, 1983, 5, 269-363.	0.3	177
58	Subjunctive Conditionals in Decision and Game Theory. Studies in Contemporary Economics, 1982, , 191-200.	0.1	6
59	Equilibrium Selection in a Wage Bargaining Situation with Incomplete Information. , 1982, , 185-202.		3
60	A note on evolutionarily stable strategies in asymmetric animal conflicts. Journal of Theoretical Biology, 1980, 84, 93-101.	0.8	436
61	The chain store paradox. Theory and Decision, 1978, 9, 127-159.	0.5	768
62	A Generalized Nash Solution for Two-Person Bargaining Games with Incomplete Information. Management Science, 1972, 18, 80-106.	2.4	489
63	Blowing the Whistle. SSRN Electronic Journal, 0, , .	0.4	30
64	Learning in Experimental 2 X 2 Games. SSRN Electronic Journal, 0, , .	0.4	0