

Marek Pycia

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12160474/publications.pdf>

Version: 2024-02-01

16
papers

403
citations

1163117

8
h-index

1281871

11
g-index

16
all docs

16
docs citations

16
times ranked

235
citing authors

#	ARTICLE	IF	CITATIONS
1	Stability and Preference Alignment in Matching and Coalition Formation. <i>Econometrica</i> , 2012, 80, 323-362.	4.2	109
2	Incentive compatible allocation and exchange of discrete resources. <i>Theoretical Economics</i> , 2017, 12, 287-329.	0.8	88
3	Vouchers for Future Kidney Transplants to Overcome "Chronological Incompatibility" Between Living Donors and Recipients. <i>Transplantation</i> , 2017, 101, 2115-2119.	1.0	44
4	Ordinal Efficiency, Fairness, and Incentives in Large Markets. <i>SSRN Electronic Journal</i> , 2011, , .	0.4	35
5	A Pseudo-Market Approach to Allocation with Priorities. <i>American Economic Journal: Microeconomics</i> , 2018, 10, 272-314.	1.2	24
6	Decomposing random mechanisms. <i>Journal of Mathematical Economics</i> , 2015, 61, 21-33.	0.8	23
7	Manipulability of Stable Mechanisms. <i>American Economic Journal: Microeconomics</i> , 2016, 8, 202-214.	1.2	22
8	Matching with Externalities. <i>SSRN Electronic Journal</i> , 0, , .	0.4	17
9	Obvious Dominance and Random Priority. <i>SSRN Electronic Journal</i> , 0, , .	0.4	11
10	Median stable matchings in two-sided markets. <i>Games and Economic Behavior</i> , 2016, 97, 64-69.	0.8	10
11	A Theory of Simplicity in Games and Mechanism Design. <i>SSRN Electronic Journal</i> , 0, , .	0.4	8
12	Matching with Externalities. <i>Review of Economic Studies</i> , 2023, 90, 948-974.	5.4	5
13	Swaps on Networks. <i>SSRN Electronic Journal</i> , 2016, , .	0.4	4
14	Foundations of pseudomarkets: Walrasian equilibria for discrete resources. <i>Journal of Economic Theory</i> , 2021, 196, 105303.	1.1	3
15	Quantile Stable Mechanisms. <i>Games</i> , 2021, 12, 43.	0.6	0
16	Technological Change and Market Design. <i>Studies in Economic Design</i> , 2019, , 535-539.	0.0	0