

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
citations

430442

18
h-index

552369

26
g-index

33
all docs

33
docs citations

33
times ranked

1052
citing authors

#	ARTICLE	IF	CITATIONS
1	Toward Meaningful Engagement: A Framework for Design and Research of Gamified Information Systems. MIS Quarterly: Management Information Systems, 2017, 41, 1011-1034.	3.1	306
2	Friendship in Online Peer-to-Peer Lending: Pipes, Prisms, and Relational Herding. MIS Quarterly: Management Information Systems, 2015, 39, 729-742.	3.1	213
3	Research Note "Gamification of Technology-Mediated Training: Not All Competitions Are the Same. Information Systems Research, 2016, 27, 453-465.	2.2	158
4	Digital Games and Beyond: What Happens When Players Compete. MIS Quarterly: Management Information Systems, 2013, 37, 111-124.	3.1	158
5	Ex Ante Information and the Design of Keyword Auctions. Information Systems Research, 2010, 21, 133-153.	2.2	96
6	Auctioning Keywords in Online Search. Journal of Marketing, 2009, 73, 125-141.	7.0	94
7	The Role of Provision Points in Online Crowdfunding. Journal of Management Information Systems, 2018, 35, 117-144.	2.1	82
8	Designing online auctions with past performance information. Decision Support Systems, 2006, 42, 1307-1320.	3.5	67
9	Simple association rules (SAR) and the SAR-based rule discovery. Computers and Industrial Engineering, 2002, 43, 721-733.	3.4	39
10	The Interaction Between Knowledge Codification and Knowledge-Sharing Networks. Information Systems Research, 2010, 21, 892-906.	2.2	39
11	Effect of Crowd Voting on Participation in Crowdsourcing Contests. Journal of Management Information Systems, 2020, 37, 510-535.	2.1	37
12	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.	2.2	29
13	Optimal Design of Consumer Contests. Journal of Marketing, 2007, 71, 140-155.	7.0	28
14	GAMESIT: A gamified system for information technology training. Computers and Education, 2019, 142, 103643.	5.1	28
15	Economic Analysis of Reward Advertising. Production and Operations Management, 2019, 28, 2413-2430.	2.1	27
16	Information Asymmetry and Hybrid Advertising. Journal of Marketing Research, 2014, 51, 609-624.	3.0	24
17	Product engagement and identity signaling: The role of likes in social commerce for fashion products. Information and Management, 2019, 56, 143-154.	3.6	24
18	Introduction to the special issue on Crowdfunding and FinTech. Financial Innovation, 2017, 3, .	3.6	23

#	ARTICLE	IF	CITATIONS
19	Pure and hybrid crowds in crowdfunding markets. <i>Financial Innovation</i> , 2016, 2, .	3.6	14
20	Multi-attribute procurement auctions with risk averse suppliers. <i>Economics Letters</i> , 2012, 115, 408-411.	0.9	10
21	Optimal keyword auctions for optimal user experiences. <i>Decision Support Systems</i> , 2013, 56, 450-461.	3.5	10
22	Ingredients for successful badges: evidence from a field experiment in bike commuting. <i>European Journal of Information Systems</i> , 2020, 29, 688-703.	5.5	9
23	Preserving Bidder Privacy in Assignment Auctions: Design and Measurement. <i>Management Science</i> , 2020, 66, 3162-3182.	2.4	4
24	Current Issues in Keyword Auctions (Book Chapter). <i>SSRN Electronic Journal</i> , 0, , .	0.4	3
25	Allocation and Pricing of Substitutable Goods: Theory and Algorithm. <i>Production and Operations Management</i> , 2017, 26, 767-783.	2.1	3
26	Information Asymmetry and Hybrid Advertising. <i>Journal of Marketing Research</i> , 2013, 50, 609-624.	3.0	2
27	Auctioning IT Contracts with Renegotiable Scope. <i>Management Science</i> , 2022, 68, 6003-6023.	2.4	2
28	The role of expertise in herding behaviors: evidence from a crowdfunding market. <i>Electronic Commerce Research</i> , 0, , .	3.0	1
29	Assimilate or Differentiate? Contributors' Choice of Subjects in User-Generated Content. <i>Decision Sciences</i> , 2020, 51, 1265-1287.	3.2	0
30	Optimal Keyword Auctions with Shadow Costs. <i>SSRN Electronic Journal</i> , 0, , .	0.4	0
31	A Class of Nonlinear Allocation Problems with Heterogeneous Substitution. <i>SSRN Electronic Journal</i> , 0, , .	0.4	0