

# Joseph Tao-yi Wang

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/854907/publications.pdf>

Version: 2024-02-01

17  
papers

1,386  
citations

933447

10  
h-index

996975

15  
g-index

18  
all docs

18  
docs citations

18  
times ranked

1030  
citing authors

#	ARTICLE	IF	CITATIONS
1	The Wick in the Candle of Learning. <i>Psychological Science</i> , 2009, 20, 963-973.	3.3	580
2	Pinocchio's Pupil: Using Eyetracking and Pupil Dilation to Understand Truth Telling and Deception in Sender-Receiver Games. <i>American Economic Review</i> , 2010, 100, 984-1007.	8.5	274
3	Overcommunication in strategic information transmission games. <i>Games and Economic Behavior</i> , 2006, 56, 7-36.	0.8	239
4	Studying Learning in Games Using Eye-Tracking. <i>Journal of the European Economic Association</i> , 2009, 7, 388-398.	3.5	69
5	Testing Game Theory in the Field: Swedish LUPU Lottery Games. <i>American Economic Journal: Microeconomics</i> , 2011, 3, 1-33.	1.2	55
6	Artificial Intelligence, the Missing Piece of Online Education?. <i>IEEE Engineering Management Review</i> , 2018, 46, 25-28.	1.3	47
7	Confucianism and preferences: Evidence from lab experiments in Taiwan and China. <i>Journal of Economic Behavior and Organization</i> , 2014, 104, 106-122.	2.0	43
8	An experimental analysis of multidimensional cheap talk. <i>Games and Economic Behavior</i> , 2015, 91, 114-144.	0.8	24
9	Evidence of general economic principles of bargaining and trade from 2,000 classroom experiments. <i>Nature Human Behaviour</i> , 2020, 4, 917-927.	12.0	18
10	Lowest unique bid auctions with population uncertainty. <i>Economics Letters</i> , 2015, 134, 53-57.	1.9	16
11	A window of cognition: Eyetracking the reasoning process in spatial beauty contest games. <i>Games and Economic Behavior</i> , 2018, 111, 143-158.	0.8	8
12	The Informational Theory of Legislative Committees: An Experimental Analysis. <i>American Political Science Review</i> , 2019, 113, 55-76.	3.7	6
13	A modified Monty Hall problem. <i>Theory and Decision</i> , 2020, 89, 151-156.	1.0	3
14	Learning by similarity-weighted imitation in winner-takes-all games. <i>Games and Economic Behavior</i> , 2020, 120, 225-245.	0.8	2
15	Use of Strategy Methods in Experimental Pivotal Voting Game. <i>Pacific Economic Review</i> , 2014, 19, 387-400.	1.4	1
16	Cheap Talk Games: Comparing Direct and Simplified Replications. <i>Research in Experimental Economics</i> , 2016, , 19-38.	0.2	1
17	Justice, what money can buy: a lab experiment on primary social goods and the Rawlsian difference principle. <i>Constitutional Political Economy</i> , 2020, 31, 45-69.	1.1	0