

# Marco Slikker

## List of Publications by Year in descending order

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69  
papers

1,229  
citations

394421

19  
h-index

434195

31  
g-index

69  
all docs

69  
docs citations

69  
times ranked

564  
citing authors

#	ARTICLE	IF	CITATIONS
1	On the core of multi-attribute games. <i>Production and Operations Management</i> , 2022, 31, 1770-1787.	3.8	2
2	Core Nonemptiness of Stratified Pooling Games: A Structured Markov Decision Process Approach. <i>Mathematics of Operations Research</i> , 2020, 45, 1445-1465.	1.3	4
3	Intermodal Hinterland Network Design Games. <i>Transportation Science</i> , 2020, 54, 1272-1287.	4.4	4
4	Implementation of optimal schedules in outsourcing with identical suppliers. <i>Mathematical Methods of Operations Research</i> , 2019, 89, 173-187.	1.0	6
5	Gain-sharing in urban consolidation centers. <i>European Journal of Operational Research</i> , 2019, 279, 380-392.	5.7	18
6	A selfish allocation heuristic in scheduling: Equilibrium and inefficiency bound analysis. <i>European Journal of Operational Research</i> , 2019, 273, 634-645.	5.7	2
7	Pooling of critical, low-utilization resources with unavailability. <i>OR Spectrum</i> , 2018, 40, 233-263.	3.4	2
8	Collaborative replenishment in the presence of intermediaries. <i>European Journal of Operational Research</i> , 2018, 266, 135-146.	5.7	16
9	Designing Incentive Systems for Truthful Forecast Information Sharing Within a Firm. <i>Management Science</i> , 2018, 64, 3690-3713.	4.1	46
10	On stability of collaborative supplier selection. <i>Operations Research Letters</i> , 2018, 46, 514-517.	0.7	1
11	A note on maximal covering location games. <i>Operations Research Letters</i> , 2017, 45, 98-103.	0.7	7
12	Cost allocation rules for elastic single-attribute situations. <i>Naval Research Logistics</i> , 2017, 64, 271-286.	2.2	7
13	Probabilistic resource pooling games. <i>Naval Research Logistics</i> , 2017, 64, 531-546.	2.2	6
14	The Position Value for Partition Function Form Network Games. <i>Journal of Public Economic Theory</i> , 2016, 18, 226-247.	1.1	0
15	Setting the right incentives for global planning and operations. <i>European Journal of Operational Research</i> , 2016, 253, 441-455.	5.7	8
16	A competitive solution for cooperative truckload delivery. <i>OR Spectrum</i> , 2016, 38, 51-80.	3.4	37
17	Resource Pooling and Cost Allocation Among Independent Service Providers. <i>Operations Research</i> , 2015, 63, 476-488.	1.9	51
18	Sequencing situations with Just-in-Time arrival, and related games. <i>Mathematical Methods of Operations Research</i> , 2014, 80, 285-305.	1.0	6

#	ARTICLE	IF	CITATIONS
19	DOMAIN EXTENSIONS OF THE ERLANG LOSS FUNCTION: THEIR SCALABILITY AND ITS APPLICATIONS TO COOPERATIVE GAMES. <i>Probability in the Engineering and Informational Sciences</i> , 2014, 28, 473-488.	0.8	11
20	On characterization of the core of lane covering games via dual solutions. <i>Operations Research Letters</i> , 2014, 42, 505-508.	0.7	8
21	Batch sequencing and cooperation. <i>Journal of Scheduling</i> , 2013, 16, 405-415.	1.9	10
22	An axiomatic characterization of the position value for network situations. <i>Mathematical Social Sciences</i> , 2012, 64, 266-271.	0.5	21
23	Inventory pooling games for expensive, low-demand spare parts. <i>Naval Research Logistics</i> , 2012, 59, 311-324.	2.2	30
24	Cooperative Newsvendor Games: A Review. <i>Profiles in Operations Research</i> , 2012, , 137-162.	0.4	5
25	A collaborative decentralized distribution system with demand forecast updates. <i>European Journal of Operational Research</i> , 2012, 216, 573-583.	5.7	33
26	Stability and monotonicity in newsvendor situations. <i>European Journal of Operational Research</i> , 2012, 218, 416-425.	5.7	9
27	Internal slackening scoring methods. <i>Theory and Decision</i> , 2012, 72, 445-462.	1.0	2
28	The monoclus of a coalitional game. <i>Games and Economic Behavior</i> , 2011, 71, 420-435.	0.8	0
29	On the convexity of newsvendor games. <i>International Journal of Production Economics</i> , 2011, 133, 35-42.	8.9	14
30	A Value for Games Restricted by Augmenting Systems. <i>SIAM Journal on Discrete Mathematics</i> , 2010, 24, 992-1010.	0.8	12
31	A COOPERATIVE APPROACH TO QUEUE ALLOCATION OF INDIVISIBLE OBJECTS. <i>International Game Theory Review</i> , 2009, 11, 215-227.	0.5	0
32	A general framework for cooperation under uncertainty. <i>Operations Research Letters</i> , 2009, 37, 148-154.	0.7	9
33	Cooperation Between Multiple Newsvendors with Warehouses. <i>Manufacturing and Service Operations Management</i> , 2008, 10, 311-324.	3.7	69
34	Bidding for surplus in network allocation problems. <i>Journal of Economic Theory</i> , 2007, 137, 493-511.	1.1	28
35	Balancedness of multiple machine sequencing games revisited. <i>European Journal of Operational Research</i> , 2006, 174, 1944-1949.	5.7	9
36	Relaxed sequencing games have a nonempty core. <i>Naval Research Logistics</i> , 2006, 53, 235-242.	2.2	25

#	ARTICLE	IF	CITATIONS
37	Directed networks, allocation properties and hierarchy formation. <i>Mathematical Social Sciences</i> , 2005, 49, 55-80.	0.5	16
38	Distribution center consolidation games. <i>Operations Research Letters</i> , 2005, 33, 285-288.	0.7	10
39	A characterization of the position value*. <i>International Journal of Game Theory</i> , 2005, 33, 505-514.	0.5	64
40	Cooperation between multiple news-vendors with transshipments. <i>European Journal of Operational Research</i> , 2005, 167, 370-380.	5.7	126
41	Balancedness of Sequencing Games with Multiple Parallel Machines. <i>Annals of Operations Research</i> , 2005, 137, 177-189.	4.1	17
42	On the Convexity of Newsvendor Games. <i>SSRN Electronic Journal</i> , 2005, , .	0.4	6
43	LINK MONOTONIC ALLOCATION SCHEMES. <i>International Game Theory Review</i> , 2005, 07, 473-489.	0.5	28
44	Cooperation between Multiple Newsvendors with Warehouses. <i>SSRN Electronic Journal</i> , 2004, , .	0.4	6
45	Symmetric Convex Games and Stable Structures. <i>SSRN Electronic Journal</i> , 2004, , .	0.4	0
46	On two new social choice correspondences. <i>Mathematical Social Sciences</i> , 2004, 47, 51-68.	0.5	3
47	Incomplete stable structures in symmetric convex games. <i>Games and Economic Behavior</i> , 2004, 48, 171-200.	0.8	3
48	INFORMATION SHARING GAMES. <i>International Game Theory Review</i> , 2003, 05, 1-12.	0.5	14
49	Network Formation Models With Costs for Establishing Links. , 2003, , 233-262.		11
50	An Iterative Procedure for Evaluating Digraph Competitions. <i>Annals of Operations Research</i> , 2002, 109, 61-75.	4.1	21
51	On a New Class of Parallel Sequencing Situations and Related Games. <i>Annals of Operations Research</i> , 2002, 109, 265-277.	4.1	28
52	Network Formation, Costs, and Potential Games. , 2002, , 223-246.		2
53	A One-Stage Model of Link Formation and Payoff Division. <i>Games and Economic Behavior</i> , 2001, 34, 153-175.	0.8	62
54	Coalition Formation and Potential Games. <i>Games and Economic Behavior</i> , 2001, 37, 436-448.	0.8	14

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55	Social and Economic Networks in Cooperative Game Theory. Theory and Decision Library Series C, Game Theory, Mathematical Programming and Operations Research, 2001, , .	0.2	111
56	Potential maximizers and network formation. Mathematical Social Sciences, 2000, 39, 55-70.	0.5	26
57	The egalitarian solution for convex games: some characterizations. Mathematical Social Sciences, 2000, 40, 111-121.	0.5	25
58	Inheritance of properties in communication situations. International Journal of Game Theory, 2000, 29, 241-268.	0.5	6
59	Communication situations with asymmetric players. Mathematical Methods of Operations Research, 2000, 52, 39-56.	1.0	5
60	Network formation models with costs for establishing links. Review of Economic Design, 2000, 5, 333-362.	0.3	69
61	Directed Communication Networks. SSRN Electronic Journal, 2000, , .	0.4	0
62	Characterizations of a multi-choice value. International Journal of Game Theory, 1999, 28, 521-532.	0.5	36
63	A Collaborative Decentralized Distribution System with Demand Forecast Updates. SSRN Electronic Journal, 0, , .	0.4	0
64	The Position Value for Partition Function Form Network Games. SSRN Electronic Journal, 0, , .	0.4	0
65	Preparation Sequencing Situations and Related Games. SSRN Electronic Journal, 0, , .	0.4	2
66	A General Framework for Cooperation Under Uncertainty. SSRN Electronic Journal, 0, , .	0.4	0
67	The Monoculus of a Coalitional Game. SSRN Electronic Journal, 0, , .	0.4	0
68	Batch Sequencing and Cooperation. SSRN Electronic Journal, 0, , .	0.4	0
69	Cost Allocation Rules for Elastic Single-Attribute Situations. SSRN Electronic Journal, 0, , .	0.4	0