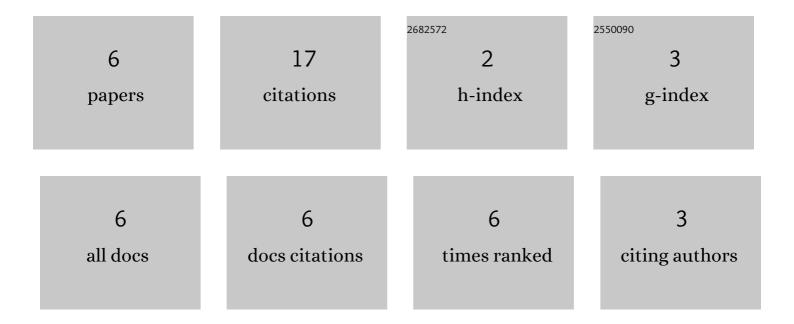
## Sheida Etemadidavan

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/9689890/publications.pdf

Version: 2024-02-01



#	Article	IF	CITATIONS
1	Interactive Agent-Based Simulation for Experimentation: A Case Study with Cooperative Game Theory. Modelling, 2021, 2, 425-447.	1.4	6
2	Generating Empirical Core Size Distributions of Hedonic Games Using a Monte Carlo Method. International Game Theory Review, 2022, 24, .	0.5	4
3	A Human Experiment Using a Hybrid Agent-Based Model. , 2020, , .		3
4	Computerized agents versus human agents in finding core coalition in glove games. Simulation, 2022, 98, 807-821.	1.8	3
5	An Empirical Distribution of the Number of Subsets in the Core Partitions of Hedonic Games. SN Operations Research Forum, 2021, 2, 1.	1.0	1
6	Human Decision-making of Coalition Formation: An Experiment Using a Hybrid Agent-Based Model. SSRN Electronic Journal, 0, , .	0.4	0