

Incentive Mechanism for Mobile Crowdsourcing Using

IEEE Journal on Selected Areas in Communications

35, 880-892

DOI: [10.1109/jsac.2017.2680798](https://doi.org/10.1109/jsac.2017.2680798)

Citation Report

#	ARTICLE	IF	CITATIONS
1	Pricing for Opportunistic Data Sharing via Personal Hotspot. , 2017, , .		1
2	Efficient resource allocation in wireless network virtualization: A joint design of adverse selection and moral hazard. , 2017, , .		1
3	Optimal Computing Resource Management Based on Utility Maximization in Mobile Crowdsourcing. Wireless Communications and Mobile Computing, 2017, 2017, 1-13.	0.8	4
4	Empirical Study on Reform Model of College English Teaching Model Based on Computer and Big Data. , 2018, , .		8
5	Design of Evaluation Model of English Teaching Achievement in Microcourse. , 2018, , .		1
6	Response driven efficient task load assignment in mobile crowdsourcing. , 2018, , .		0
7	Three-Layered Incentive Framework for Mobile Crowdsourcing. , 2018, , .		3
8	Contour reconstruction of three-dimensional spiral CT damage image. Journal of Innovative Optical Health Sciences, 2018, 11, 1850028.	0.5	0
9	Design of Intelligent Detection System for Food Spoilage. , 2018, , .		3
10	Incentive Mechanism Design for Crowdsourcing-Based Indoor Localization. IEEE Access, 2018, 6, 54042-54051.	2.6	30
11	Game-Theoretic Design of Optimal Two-Sided Rating Protocols for Service Exchange Dilemma in Crowdsourcing. IEEE Transactions on Information Forensics and Security, 2018, 13, 2801-2815.	4.5	27
12	Optimal Pricing of User-Initiated Data-Plan Sharing in a Roaming Market. IEEE Transactions on Wireless Communications, 2018, 17, 5929-5944.	6.1	12
13	Modeling on Guiding Effect of Microcourse on English Learning Interest. , 2018, , .		0
14	Multi-Level Two-Sided Rating Protocol Design for Service Exchange Contest Dilemma in Crowdsensing. IEEE Access, 2019, 7, 78391-78405.	2.6	3
15	Secure Data Aggregation of Lightweight E-Healthcare IoT Devices With Fair Incentives. IEEE Internet of Things Journal, 2019, 6, 8714-8726.	5.5	83
16	Network Intrusion Feature Map Node Equalization Algorithm Based on Modified Variable Step-Size Constant Modulus. International Journal of Pattern Recognition and Artificial Intelligence, 2019, 33, 1955015.	0.7	2
17	A Blockchain-Powered Crowdsourcing Method With Privacy Preservation in Mobile Environment. IEEE Transactions on Computational Social Systems, 2019, 6, 1407-1419.	3.2	116
18	An Incentive Mechanism Based on a Bayesian Game for Spatial Crowdsourcing. IEEE Access, 2019, 7, 14340-14352.	2.6	6

#	ARTICLE	IF	CITATIONS
19	Optimal Contract-Based Mechanisms for Online Data Trading Markets. IEEE Internet of Things Journal, 2019, 6, 7800-7810.	5.5	22
20	A Quality-Aware Reverse Auction-Based Incentive Model for Mobile Crowdsourcing. , 2019, , .		0
21	Study on Teaching Mode Selection Model Based on Big Data. , 2019, , .		0
22	A Multi-Objective Crowdsourcing Method for Mobile Video Streaming. , 2019, , .		1
23	Online Quality-Aware Incentive Mechanism for Mobile Crowd Sensing with Extra Bonus. IEEE Transactions on Mobile Computing, 2019, 18, 2589-2603.	3.9	57
24	LOCI: A Mobile Q&A System with Multimodal Motivation Scheme for Local Intent Questions in Dynamic Social Networks. , 2020, , .		0
25	DefenseChain: Consortium Blockchain for Cyber Threat Intelligence Sharing and Defense. , 2020, , .		9
26	Towards Personalized Privacy-Preserving Incentive for Truth Discovery in Crowdsourced Binary-Choice Question Answering. , 2020, , .		22
27	A Comprehensive Survey of Enabling and Emerging Technologies for Social Distancingâ€”Part II: Emerging Technologies and Open Issues. IEEE Access, 2020, 8, 154209-154236.	2.6	71
28	Selection of Optimal Packaging Methods for Different Food Based on Big Data Analysis. , 2020, , .		0
29	Design of Interactive Experience Platform for Cultural and Creative Products from Multiple Perspectives. , 2020, , .		0
30	A Multi-Dimensional Contract Approach for Data Rewarding in Mobile Networks. IEEE Transactions on Wireless Communications, 2020, 19, 5779-5793.	6.1	27
31	Crowd-Based Cooperative Task Allocation via Multicriteria Optimization and Decision-Making. IEEE Systems Journal, 2020, 14, 3904-3915.	2.9	16
32	A Crowdsourcing Framework for On-Device Federated Learning. IEEE Transactions on Wireless Communications, 2020, 19, 3241-3256.	6.1	175
33	Online Rating Protocol Using Endogenous and Incremental Learning Design for Mobile Crowdsensing. IEEE Transactions on Vehicular Technology, 2020, 69, 3190-3201.	3.9	5
34	An optimal service selection approach for service-oriented business collaboration using crowd-based cooperative computing. Applied Soft Computing Journal, 2020, 92, 106270.	4.1	19
35	Extortion and Cooperation in Rating Protocol Design for Competitive Crowdsourcing. IEEE Transactions on Computational Social Systems, 2021, 8, 246-259.	3.2	8
36	An incentive mechanism for crowdsourcing markets with social welfare maximization in cloudâ€”edge computing. Concurrency Computation Practice and Experience, 2021, 33, 1-1.	1.4	12

#	ARTICLE	IF	CITATIONS
37	A Game-Theoretical Approach for Secure Crowdsourcing-Based Indoor Navigation System With Reputation Mechanism. IEEE Internet of Things Journal, 2022, 9, 5524-5536.	5.5	7
38	Deep Learning for Mobile Crowdsourcing Techniques, Methods, and Challenges: A Survey. Mobile Information Systems, 2021, 2021, 1-11.	0.4	0
39	Network Teaching Technology Based on Big Data Mining and Information Fusion. Security and Communication Networks, 2021, 2021, 1-9.	1.0	19
40	Contract-Theoretic Pricing for Security Deposits in Sharded Blockchain With Internet of Things (IoT). IEEE Internet of Things Journal, 2021, 8, 10052-10070.	5.5	18
41	Toward Collaborative Mobile Crowdsourcing. IEEE Internet of Things Magazine, 2021, 4, 88-94.	2.0	12
42	Communication network array signal synchronous transmission method based on Gaussian fuzzy algorithm. Wireless Networks, 2022, 28, 2289-2298.	2.0	5
43	A Pricing Incentive Mechanism for Mobile Crowd Sensing in Edge Computing. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 184-197.	0.2	0
45	Deformation Monitoring Method of Railway Buildings Based on 3D Laser Scanning Technology. Advances in Intelligent Systems and Computing, 2021, , 9-16.	0.5	0
46	A Green Stackelberg-game Incentive Mechanism for Multi-service Exchange in Mobile Crowdsensing. ACM Transactions on Internet Technology, 2022, 22, 1-29.	3.0	9
47	Algorithm for Motion Video Based on Basketball Image. Advances in Intelligent Systems and Computing, 2020, , 792-799.	0.5	0
48	GAIMMO: A Grade-Driven Auction-Based Incentive Mechanism With Multiple Objectives for Crowdsourcing Managed by Blockchain. IEEE Internet of Things Journal, 2022, 9, 17488-17502.	5.5	14
49	Research on the Tournament Incentive Mechanism of the Safety Behavior for Construction Workers: Considering Multiple Heterogeneity. Frontiers in Psychology, 2021, 12, 796295.	1.1	10
50	Dynamic Task Pricing in Mobile Crowdsensing: An Age-of-Information-Based Queueing Game Scheme. IEEE Internet of Things Journal, 2022, 9, 21278-21291.	5.5	3
51	On Dynamically Pricing Crowdsourcing Tasks. ACM Transactions on Knowledge Discovery From Data, 2023, 17, 1-27.	2.5	1
52	SIoT Selection, Clustering, and Routing for Federated Learning with Privacy-Preservation. , 2022, , .		0
53	Psychological Game Analysis for Crowdsourcing with Reciprocity. , 2022, , .		1
54	Crowdsourced product returns in C2B e-commerce: a post-pandemic no-contact consumer incentive-based model. Journal of Global Operations and Strategic Sourcing, 2023, 16, 311-336.	3.4	1
55	Cyber Threat Intelligence Sharing for Co-Operative Defense in Multi-Domain Entities. IEEE Transactions on Dependable and Secure Computing, 2023, 20, 4273-4290.	3.7	5

#	ARTICLE	IF	CITATIONS
56	Towards personalized privacy preference aware data trading: A contract theory based approach. Computer Networks, 2023, 224, 109637.	3.2	4
57	Truthful Auction Mechanism for Data Trading with Share-Averse Data Consumers. , 2022, , .		1
61	Mobile Crowdsourcing App Design: Managing Waste Through Waste Bank in Rural Area of Indonesia. , 2023, , .		0