

Authors	Title	Year	Journal
Economides, N., Katsamakas, E.	Two-sided competition of proprietary vs. open source technology platforms and the implications for the software industry	2006	Management Science
Rietveld, J., Schilling, M.A.	Platform Competition: A Systematic and Interdisciplinary Review of the Literature	2021	Journal of Management
Tan, B., Anderson, E.G., Jr., Parker, G.G.	Platform pricing and investment to drive third-party value creation in two-sided networks	2020	Information Systems Research
Zhou, Y.	Bayesian estimation of a dynamic model of two-sided markets: Application to the u.s. video game industry	2017	Management Science
Jung, D., Kim, B.C., Park, M., Straub, D.W.	Innovation and policy support for two-sided market platforms: Can government policy makers and executives optimize both societal value and profits?	2019	Information Systems Research
Dushnitsky, G., Piva, E., Rossi-Lamastra, C.	Investigating the mix of strategic choices and performance of transaction platforms: Evidence from the crowdfunding setting	2020	Strategic Management Journal
Evans	Some empirical aspects of multi-sided platform industries	2003	Review of Network Economics
Evans	The antitrust economics of multi-sided platform markets	2003	Yale Journal of Regulations
Parker, G.G., Van Alstyne, M.W.	Two-sided network effects: A theory of information product design	2005	Management Science
Rochet & Tirole	Platform competition in two-sided markets	2003	Journal of the European Economic Association
Rochet & Tirole	Two-sided markets: an overview	2004	The RAND Journal of Economics
Eisenmann, T., Parker, G., Van Alstyne, M.W.	Strategies for two-sided markets	2006	Harvard Business Review
Gallaughier, J.M., Wang, Y.-M.	Understanding network effects in software markets: Evidence from Web server pricing	2002	MIS Quarterly: Management Information Systems
Hagiu, A.	Strategic decisions for multisided platforms	2014	MIT Sloan Management Review
Farell & Klemperer	Coordination and lock-in: Competition with switching costs and network effects	2007	Handbook of Industrial Organization
Clements & Ohashi	INDIRECT NETWORK EFFECTS AND THE PRODUCT CYCLE: VIDEO GAMES IN THE US, 1994–2002*	2005	The Journal of Industrial Economics
Caillaud & Jullien	Chicken & Egg: Competition among Intermediation Service Providers	2003	The RAND Journal of Economics