

Chandramallika Basak

List of Publications by Year in descending order

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Version: 2024-02-01

40
papers

6,144
citations

304743

22
h-index

330143

37
g-index

40
all docs

40
docs citations

40
times ranked

7962
citing authors

#	ARTICLE	IF	CITATIONS
1	Exercise training increases size of hippocampus and improves memory. Proceedings of the National Academy of Sciences of the United States of America, 2011, 108, 3017-3022.	7.1	3,427
2	Can training in a real-time strategy video game attenuate cognitive decline in older adults?. Psychology and Aging, 2008, 23, 765-777.	1.6	683
3	Plasticity of brain networks in a randomized intervention trial of exercise training in older adults. Frontiers in Aging Neuroscience, 2010, 2, .	3.4	444
4	Ageing and Switching of the Focus of Attention in Working Memory: Results from a Modified N-Back Task. Quarterly Journal of Experimental Psychology Section A: Human Experimental Psychology, 2005, 58, 134-154.	2.3	162
5	Striatal Volume Predicts Level of Video Game Skill Acquisition. Cerebral Cortex, 2010, 20, 2522-2530.	2.9	123
6	Selling points: What cognitive abilities are tapped by casual video games?. Acta Psychologica, 2013, 142, 74-86.	1.5	122
7	A Working Memory Workout: How to Expand the Focus of Serial Attention From One to Four Items in 10 Hours or Less.. Journal of Experimental Psychology: Learning Memory and Cognition, 2004, 30, 1322-1337.	0.9	102
8	Caudate Nucleus Volume Mediates the Link between Cardiorespiratory Fitness and Cognitive Flexibility in Older Adults. Journal of Aging Research, 2012, 2012, 1-11.	0.9	85
9	Effects of training strategies implemented in a complex videogame on functional connectivity of attentional networks. NeuroImage, 2012, 59, 138-148.	4.2	85
10	Transfer of skill engendered by complex task training under conditions of variable priority. Acta Psychologica, 2010, 135, 349-357.	1.5	78
11	Regional differences in brain volume predict the acquisition of skill in a complex real-time strategy videogame. Brain and Cognition, 2011, 76, 407-414.	1.8	76
12	Different slopes for different folks: Alpha and delta <sc>EEG</sc> power predict subsequent video game learning rate and improvements in cognitive control tasks. Psychophysiology, 2012, 49, 1558-1570.	2.4	74
13	Videogame training strategy-induced change in brain function during a complex visuomotor task. Behavioural Brain Research, 2012, 232, 348-357.	2.2	67
14	Performance gains from directed training do not transfer to untrained tasks. Acta Psychologica, 2012, 139, 146-158.	1.5	60
15	Differential effects of cognitive training modules in healthy aging and mild cognitive impairment: A comprehensive meta-analysis of randomized controlled trials.. Psychology and Aging, 2020, 35, 220-249.	1.6	56
16	Subitizing speed, subitizing range, counting speed, the Stroop effect, and aging: Capacity differences and speed equivalence.. Psychology and Aging, 2003, 18, 240-249.	1.6	53
17	Brain activation during dual-task processing is associated with cardiorespiratory fitness and performance in older adults. Frontiers in Aging Neuroscience, 2015, 7, 154.	3.4	52
18	Ageing and Switching the Focus of Attention in Working Memory: Age Differences in Item Availability But Not in Item Accessibility. Journals of Gerontology - Series B Psychological Sciences and Social Sciences, 2011, 66B, 519-526.	3.9	44

#	ARTICLE	IF	CITATIONS
19	Aging and Working Memory Inside and Outside the Focus of Attention: Dissociations of Availability and Accessibility. <i>Aging, Neuropsychology, and Cognition</i> , 2008, 15, 703-724.	1.3	43
20	Cognitive Interventions. , 2011, , 153-171.		33
21	Effects of task complexity and age-differences on task-related functional connectivity of attentional networks. <i>Neuropsychologia</i> , 2018, 114, 50-64.	1.6	32
22	Aging and Varieties of Cognitive Control: A Review of Meta-Analyses on Resistance to Interference, Coordination, and Task Switching, and an Experimental Exploration of Age-Sensitivity in the Newly Identified Process of Focus Switching. , 2005, , 160-189.		29
23	Aging, Task Complexity, and Efficiency Modes: The Influence of Working Memory Involvement on Age Differences in Response Times for Verbal and Visuospatial Tasks. <i>Aging, Neuropsychology, and Cognition</i> , 2006, 13, 254-280.	1.3	29
24	Three layers of working memory: Focus-switch costs and retrieval dynamics as revealed by the N-count task. <i>Journal of Cognitive Psychology</i> , 2011, 23, 204-219.	0.9	27
25	Age-related differences in BOLD modulation to cognitive control costs in a multitasking paradigm: Global switch, local switch, and compatibility-switch costs. <i>NeuroImage</i> , 2018, 172, 146-161.	4.2	26
26	To Switch or Not to Switch: Role of Cognitive Control in Working Memory Training in Older Adults. <i>Frontiers in Psychology</i> , 2016, 7, 230.	2.1	21
27	Examining neural correlates of skill acquisition in a complex videogame training program. <i>Frontiers in Human Neuroscience</i> , 2012, 6, 115.	2.0	20
28	Evaluating the relationship between white matter integrity, cognition, and varieties of video game learning. <i>Restorative Neurology and Neuroscience</i> , 2017, 35, 437-456.	0.7	19
29	Age-related differences in brain activation during working memory updating: An fMRI study. <i>Neuropsychologia</i> , 2020, 138, 107335.	1.6	19
30	Functional magnetic neuroimaging data on age-related differences in task switching accuracy and reverse brain-behavior relationships. <i>Data in Brief</i> , 2018, 19, 997-1007.	1.0	9
31	The Relationship between Intelligence and Training Gains Is Moderated by Training Strategy. <i>PLoS ONE</i> , 2015, 10, e0123259.	2.5	7
32	Illusory conjunctions in visual short-term memory: Individual differences in corpus callosum connectivity and splitting attention between the two hemifields. <i>Psychophysiology</i> , 2016, 53, 1639-1650.	2.4	6
33	Tracking Changes in Frontal Lobe Hemodynamic Response in Individual Adults With Developmental Language Disorder Following HD tDCS Enhanced Phonological Working Memory Training: An fNIRS Feasibility Study. <i>Frontiers in Human Neuroscience</i> , 2020, 14, 362.	2.0	6
34	Editorial: Effects of Game and Game-Like Training on Neurocognitive Plasticity. <i>Frontiers in Human Neuroscience</i> , 2016, 10, 123.	2.0	5
35	Virtual cognitive training in healthy aging and mild cognitive impairment. , 2018, , 215-235.		5
36	Past Gaming Experience and Cognition as Selective Predictors of Novel Game Learning Across Different Gaming Genres. <i>Frontiers in Psychology</i> , 2020, 11, 786.	2.1	5

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37	Influence of Multiple Cardiovascular Risk Factors on Task-Switching in Older Adults: An fMRI Study. <i>Frontiers in Human Neuroscience</i> , 2020, 14, 561877.	2.0	3
38	Comparing the Effects of Two Cardiovascular Health Factors on Working Memory Capacity in Healthy Aging: Separate and Combined Effects of Arterial Elasticity and Physical Fitness. <i>Journals of Gerontology - Series B Psychological Sciences and Social Sciences</i> , 2022, 77, 94-103.	3.9	3
39	Are the advantages of chess expertise on visuo-spatial working-memory capacity domain specific or domain general?. <i>Memory and Cognition</i> , 2021, 49, 1600-1616.	1.6	3
40	Fitness and arterial stiffness in healthy aging: Modifiable cardiovascular risk factors contribute to altered default mode network patterns during executive function. <i>Neuropsychologia</i> , 2022, , 108269.	1.6	1