

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 | 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 |
| 2 | 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 |
| 3 | 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 |
| 4 | Age-related differences in brain activation during working memory updating: An fMRI study. <i>Neuropsychologia</i> , 2020, 138, 107335. | 1.6 | 19 |
| 5 | 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 |
| 6 | 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 |
| 7 | 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 |
| 8 | Differential effects of cognitive training modules in healthy aging and mild cognitive impairment: A comprehensive meta-analysis of randomized controlled trials.. <i>Psychology and Aging</i> , 2020, 35, 220-249. | 1.6 | 56 |
| 9 | 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 |
| 10 | 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 |
| 11 | 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 |
| 12 | Virtual cognitive training in healthy aging and mild cognitive impairment. , 2018, , 215-235. | | 5 |
| 13 | 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 |
| 14 | Editorial: Effects of Game and Game-Like Training on Neurocognitive Plasticity. <i>Frontiers in Human Neuroscience</i> , 2016, 10, 123. | 2.0 | 5 |
| 15 | 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 |
| 16 | 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 |
| 17 | Brain activation during dual-task processing is associated with cardiorespiratory fitness and performance in older adults. <i>Frontiers in Aging Neuroscience</i> , 2015, 7, 154. | 3.4 | 52 |
| 18 | The Relationship between Intelligence and Training Gains Is Moderated by Training Strategy. <i>PLoS ONE</i> , 2015, 10, e0123259. | 2.5 | 7 |

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|----|---|-----|-----------|
| 19 | Selling points: What cognitive abilities are tapped by casual video games?. <i>Acta Psychologica</i> , 2013, 142, 74-86. | 1.5 | 122 |
| 20 | Caudate Nucleus Volume Mediates the Link between Cardiorespiratory Fitness and Cognitive Flexibility in Older Adults. <i>Journal of Aging Research</i> , 2012, 2012, 1-11. | 0.9 | 85 |
| 21 | Videogame training strategy-induced change in brain function during a complex visuomotor task. <i>Behavioural Brain Research</i> , 2012, 232, 348-357. | 2.2 | 67 |
| 22 | Different slopes for different folks: Alpha and delta ^{EEG} power predict subsequent video game learning rate and improvements in cognitive control tasks. <i>Psychophysiology</i> , 2012, 49, 1558-1570. | 2.4 | 74 |
| 23 | Effects of training strategies implemented in a complex videogame on functional connectivity of attentional networks. <i>NeuroImage</i> , 2012, 59, 138-148. | 4.2 | 85 |
| 24 | Examining neural correlates of skill acquisition in a complex videogame training program. <i>Frontiers in Human Neuroscience</i> , 2012, 6, 115. | 2.0 | 20 |
| 25 | Performance gains from directed training do not transfer to untrained tasks. <i>Acta Psychologica</i> , 2012, 139, 146-158. | 1.5 | 60 |
| 26 | Three layers of working memory: Focus-switch costs and retrieval dynamics as revealed by the <i>N</i> -count task. <i>Journal of Cognitive Psychology</i> , 2011, 23, 204-219. | 0.9 | 27 |
| 27 | Regional differences in brain volume predict the acquisition of skill in a complex real-time strategy videogame. <i>Brain and Cognition</i> , 2011, 76, 407-414. | 1.8 | 76 |
| 28 | Ageing and Switching the Focus of Attention in Working Memory: Age Differences in Item Availability But Not in Item Accessibility. <i>Journals of Gerontology - Series B Psychological Sciences and Social Sciences</i> , 2011, 66B, 519-526. | 3.9 | 44 |
| 29 | Exercise training increases size of hippocampus and improves memory. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2011, 108, 3017-3022. | 7.1 | 3,427 |
| 30 | Cognitive Interventions. , 2011, , 153-171. | | 33 |
| 31 | Plasticity of brain networks in a randomized intervention trial of exercise training in older adults. <i>Frontiers in Aging Neuroscience</i> , 2010, 2, . | 3.4 | 444 |
| 32 | Transfer of skill engendered by complex task training under conditions of variable priority. <i>Acta Psychologica</i> , 2010, 135, 349-357. | 1.5 | 78 |
| 33 | Striatal Volume Predicts Level of Video Game Skill Acquisition. <i>Cerebral Cortex</i> , 2010, 20, 2522-2530. | 2.9 | 123 |
| 34 | Can training in a real-time strategy video game attenuate cognitive decline in older adults?. <i>Psychology and Aging</i> , 2008, 23, 765-777. | 1.6 | 683 |
| 35 | Ageing 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 |
| 36 | Ageing, 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 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | 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 |
| 38 | 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 |
| 39 | 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 |
| 40 | 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 |