

Justin W Bonny

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3162234/publications.pdf>

Version: 2024-02-01

15
papers

497
citations

1307594

7
h-index

1199594

12
g-index

15
all docs

15
docs citations

15
times ranked

440
citing authors

#	ARTICLE	IF	CITATIONS
1	The approximate number system and its relation to early math achievement: Evidence from the preschool years. <i>Journal of Experimental Child Psychology</i> , 2013, 114, 375-388.	1.4	186
2	Nonsymbolic number and cumulative area representations contribute shared and unique variance to symbolic math competence. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2012, 109, 18737-18742.	7.1	166
3	Representations of numerical and non-numerical magnitude both contribute to mathematical competence in children. <i>Developmental Science</i> , 2017, 20, e12418.	2.4	33
4	Children and Adults Use Physical Size and Numerical Alliances in Third-Party Judgments of Dominance. <i>Frontiers in Psychology</i> , 2016, 6, 2050.	2.1	24
5	Number processing ability is connected to longitudinal changes in multiplayer online battle arena skill. <i>Computers in Human Behavior</i> , 2017, 66, 377-387.	8.5	20
6	Using an International Gaming Tournament to Study Individual Differences in MOBA Expertise and Cognitive Skills. , 2016, , .		18
7	Individual differences in children's approximations of area correlate with competence in basic geometry. <i>Learning and Individual Differences</i> , 2015, 44, 16-24.	2.7	17
8	Impact of the Arrangement of Game Information on Recall Performance of Multiplayer Online Battle Arena Players. <i>Applied Cognitive Psychology</i> , 2016, 30, 664-671.	1.6	11
9	Measuring human perceptions of developing room fires: The influence of situational and dispositional factors. <i>Fire and Materials</i> , 2021, 45, 451-461.	2.0	7
10	Hip Hop Dance Experience Linked to Sociocognitive Ability. <i>PLoS ONE</i> , 2017, 12, e0169947.	2.5	7
11	Variations in psychological factors and experience-dependent changes in team-based video game performance. <i>Intelligence</i> , 2020, 80, 101450.	3.0	5
12	Preliminary Evaluation of a Brief Team Cohesion Manikin Scale. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2018, 62, 747-751.	0.3	1
13	To Triumph or to Socialize? The Role of Gaming Motivations in Multiplayer Online Battle Arena Gameplay Preferences. <i>Simulation and Gaming</i> , 0, , 104687812110706.	1.9	1
14	Self-report and facial expression indicators of team cohesion development. <i>Behavior Research Methods</i> , 2023, 55, 1-15.	4.0	1
15	Hand Movement Enhances 3D Non-symbolic Number Perception. , 2018, , .		0