

Cleotilde Gonzalez

List of Publications by Year in descending order

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Version: 2024-02-01

117
papers

4,181
citations

147801

31
h-index

133252

59
g-index

125
all docs

125
docs citations

125
times ranked

2489
citing authors

#	ARTICLE	IF	CITATIONS
1	SpeedyIBL: A comprehensive, precise, and fast implementation of instance-based learning theory. Behavior Research Methods, 2023, 55, 1734-1757.	4.0	5
2	Theory of Mind From Observation in Cognitive Models and Humans. Topics in Cognitive Science, 2022, 14, 665-686.	1.9	17
3	Learning and Dynamic Decision Making. Topics in Cognitive Science, 2022, 14, 14-30.	1.9	9
4	Patterns of choice adaptation in dynamic risky environments. Memory and Cognition, 2022, 50, 864-881.	1.6	6
5	Designing effective masking strategies for cyberdefense through human experimentation and cognitive models. Computers and Security, 2022, 117, 102671.	6.0	7
6	An instance-based-learning simulation model to predict knowledge assets evolution involved in potential digital transformation projects. Knowledge Management Research and Practice, 2022, 20, 843-864.	4.1	1
7	Choice adaptation to changing environments: trends, feedback, and observability of change. Memory and Cognition, 2022, 50, 1486-1512.	1.6	3
8	Rock-Paper-Scissors Play: Beyond the Win-Stay/Lose-Change Strategy. Games, 2021, 12, 52.	0.6	6
9	Towards a Cognitive Theory of Cyber Deception. Cognitive Science, 2021, 45, e13013.	1.7	11
10	How to use a multicriteria comparison procedure to improve modeling competitions: A comment on Erev et al. (2017).. Psychological Review, 2021, 128, 995-1005.	3.8	4
11	A Social Interpolation Model of Group Problem Solving. Cognitive Science, 2021, 45, e13066.	1.7	4
12	The impact of variability and prechoice experience on taking safety measures: The case of security updates. Journal of Behavioral Decision Making, 2020, 33, 3-14.	1.7	3
13	Learning About the Effects of Alert Uncertainty in Attack and Defend Decisions via Cognitive Modeling. Human Factors, 2020, , 001872082094542.	3.5	0
14	Selfish algorithm and emergence of collective intelligence. Journal of Complex Networks, 2020, 8, .	1.8	6
15	Toward Personalized Deceptive Signaling for Cyber Defense Using Cognitive Models. Topics in Cognitive Science, 2020, 12, 992-1011.	1.9	19
16	Update now or later? Effects of experience, cost, and risk preference on update decisions. Translational Research in Oral Oncology, 2020, 6, .	3.3	12
17	Learning to Signal in the Goldilocks Zone: Improving Adversary Compliance in Security Games. Lecture Notes in Computer Science, 2020, , 725-740.	1.3	8
18	An Exploratory Study of a Masking Strategy of Cyberdeception Using CyberVAN. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 446-450.	0.3	6

#	ARTICLE	IF	CITATIONS
19	Design of Dynamic and Personalized Deception: A Research Framework and New Insights. , 2020, , .		11
20	Adaptive Cyber Deception: Cognitively Informed Signaling for Cyber Defense. , 2020, , .		17
21	What Attackers Know and What They Have to Lose: Framing Effects on Cyber-attacker Decision Making. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 456-460.	0.3	4
22	Math matters: mathematical knowledge plays an essential role in Chinese undergraduates' stock and flow task performance. System Dynamics Review, 2019, 35, 208-231.	1.9	7
23	Training to Detect Phishing Emails: Effects of the Frequency of Experienced Phishing Emails. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 453-457.	0.3	17
24	A study of dynamic information display and decision-making in abstract trust games. International Journal of Human Computer Studies, 2018, 113, 1-14.	5.6	7
25	Maximizing Scales Do Not Reliably Predict Maximizing Behavior in Decisions from Experience. Journal of Behavioral Decision Making, 2018, 31, 402-414.	1.7	4
26	Sociometrics and observational assessment of teaming and leadership in a cyber security defense competition. Computers and Security, 2018, 73, 114-136.	6.0	25
27	Creative Persuasion: A Study on Adversarial Behaviors and Strategies in Phishing Attacks. Frontiers in Psychology, 2018, 9, 135.	2.1	41
28	Phishing attempts among the dark triad: Patterns of attack and vulnerability. Computers in Human Behavior, 2018, 87, 174-182.	8.5	41
29	Human Factors in Cyber Security Defense. , 2018, , 85-104.		2
30	Graphical features of flow behavior and the stock and flow failure. System Dynamics Review, 2017, 33, 59-70.	1.9	10
31	Dynamic Decision Making: Learning Processes and New Research Directions. Human Factors, 2017, 59, 713-721.	3.5	46
32	Dynamics of Decision Making in Cyber Defense: Using Multi-agent Cognitive Modeling to Understand CyberWar. Lecture Notes in Computer Science, 2017, , 113-127.	1.3	7
33	Modeling the effects of amount and timing of deception in simulated network scenarios. , 2017, , .		6
34	Security under Uncertainty: Adaptive Attackers Are More Challenging to Human Defenders than Random Attackers. Frontiers in Psychology, 2017, 8, 982.	2.1	9
35	Categorization of Events in Security Scenarios. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 274-278.	0.3	1
36	Mission Command in the Age of Network-Enabled Operations: Social Network Analysis of Information Sharing and Situation Awareness. Frontiers in Psychology, 2016, 7, 937.	2.1	16

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37	Framing From Experience: Cognitive Processes and Predictions of Risky Choice. Cognitive Science, 2016, 40, 1163-1191.	1.7	16
38	Looking from the hacker's perspective: Role of deceptive strategies in cyber security. , 2016, , .		7
39	Cyber-Security: Role of Deception in Cyber-Attack Detection. Advances in Intelligent Systems and Computing, 2016, , 85-96.	0.6	19
40	Role of Intrusion-Detection Systems in Cyber-Attack Detection. Advances in Intelligent Systems and Computing, 2016, , 97-109.	0.6	6
41	Managing the Budget: Stockâ€œFlow Reasoning and the <sc>CO</sc>₂ Accumulation Problem. Topics in Cognitive Science, 2016, 8, 138-159.	1.9	27
42	Making Sense of Dynamic Systems: How Our Understanding of Stocks and Flows Depends on a Global Perspective. Cognitive Science, 2016, 40, 496-512.	1.7	28
43	Integrating Trends in Decision-Making Research. Journal of Cognitive Engineering and Decision Making, 2016, 10, 120-122.	2.3	6
44	Effects of Information Availability on Command-and-Control Decision Making. Human Factors, 2016, 58, 301-321.	3.5	58
45	Unpacking the explorationâ€œexploitation tradeoff: A synthesis of human and animal literatures.. Decision, 2015, 2, 191-215.	0.5	216
46	Training for the Unknown: The Role of Feedback and Similarity in Detecting Zero-day Attacks. Procedia Manufacturing, 2015, 3, 1088-1095.	1.9	3
47	Mathematical knowledge is related to understanding stocks and flows: results from two nations. System Dynamics Review, 2015, 31, 97-114.	1.9	17
48	Allais from Experience: Choice Consistency, Rare Events, and Common Consequences in Repeated Decisions. Journal of Behavioral Decision Making, 2015, 28, 369-381.	1.7	26
49	Modeling trust dynamics in strategic interaction.. Journal of Applied Research in Memory and Cognition, 2015, 4, 197-211.	1.1	20
50	Effects of cyber security knowledge on attack detection. Computers in Human Behavior, 2015, 48, 51-61.	8.5	173
51	How analytic reasoning style and global thinking relate to understanding stocks and flows. Journal of Operations Management, 2015, 39-40, 23-30.	5.2	31
52	A Cognitive Model of Dynamic Cooperation With Varied Interdependency Information. Cognitive Science, 2015, 39, 457-495.	1.7	34
53	The Descriptionâ€œExperience Gap in Risky and Ambiguous Gambles. Journal of Behavioral Decision Making, 2014, 27, 316-327.	1.7	19
54	A Descriptionâ€œExperience Gap in Social Interactions: Information about Interdependence and Its Effects on Cooperation. Journal of Behavioral Decision Making, 2014, 27, 349-362.	1.7	38

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55	Decisions from experience: How groups and individuals adapt to change. <i>Memory and Cognition</i> , 2014, 42, 1384-1397.	1.6	29
56	How people do relational reasoning? Role of problem complexity and domain familiarity. <i>Computers in Human Behavior</i> , 2014, 41, 319-326.	8.5	0
57	Developing trust: First impressions and experience. <i>Journal of Economic Psychology</i> , 2014, 43, 16-29.	2.2	41
58	Cognition and Technology. <i>Advances in Information Security</i> , 2014, , 93-117.	1.2	23
59	Reducing the Linear Perception of Nonlinearity: Use of a Physical Representation. <i>Journal of Behavioral Decision Making</i> , 2013, 26, 51-67.	1.7	12
60	Practice Makes Improvement: How Adults with Autism Out-Perform Others in a Naturalistic Visual Search Task. <i>Journal of Autism and Developmental Disorders</i> , 2013, 43, 2259-2268.	2.7	28
61	Observed Variability and Values Matter: Toward a Better Understanding of Information Search and Decisions from Experience. <i>Journal of Behavioral Decision Making</i> , 2013, 27, n/a-n/a.	1.7	9
62	Reciprocal trust mediates deep transfer of learning between games of strategic interaction. <i>Organizational Behavior and Human Decision Processes</i> , 2013, 120, 206-215.	2.5	25
63	Validating instance-based learning mechanisms outside of ACT-R. <i>Journal of Computational Science</i> , 2013, 4, 262-268.	2.9	5
64	The effects of time delay in reciprocity games. <i>Journal of Economic Psychology</i> , 2013, 34, 20-35.	2.2	48
65	The boundaries of instance-based learning theory for explaining decisions from experience. <i>Progress in Brain Research</i> , 2013, 202, 73-98.	1.4	31
66	Dissociation of S-R compatibility and Simon effects with mixed tasks and mappings.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2013, 39, 593-609.	0.9	25
67	Learning to Stand in the Other's Shoes. <i>Social Science Computer Review</i> , 2013, 31, 236-243.	4.2	22
68	Cognitive architectures combine formal and heuristic approaches. <i>Behavioral and Brain Sciences</i> , 2013, 36, 285-286.	0.7	3
69	Cyber Situation Awareness. <i>Human Factors</i> , 2013, 55, 605-618.	3.5	79
70	The Impact of Target Base Rate on Training and Transfer of Learning in Airline Luggage Screening: An Examination of Three Base Rate Scenarios. <i>Applied Cognitive Psychology</i> , 2013, 27, 263-273.	1.6	0
71	Enabling Eco-Friendly Choices by Relying on the Proportional-Thinking Heuristic. <i>Sustainability</i> , 2013, 5, 357-371.	3.2	3
72	From Individual Decisions from Experience to Behavioral Game Theory: Lessons for Cybersecurity. <i>Advances in Information Security</i> , 2013, , 73-86.	1.2	7

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73	Cognitive Science: An Introduction. , 2013, , 61-67.		4
74	Refuting data aggregation arguments and how the instance-based learning model stands criticism: A reply to Hills and Hertwig (2012).. Psychological Review, 2012, 119, 893-898.	3.8	29
75	Perspectives on the Role of Cognition in Cyber Security. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 268-271.	0.3	26
76	Training Decisions from Experience with Decision-Making Games. , 2012, , 167-178.		7
77	The Role of Inertia in Modeling Decisions from Experience with Instance-Based Learning. Frontiers in Psychology, 2012, 3, 177.	2.1	25
78	Understanding stocks and flows through analogy. System Dynamics Review, 2012, 28, 3-27.	1.9	37
79	Why Do We Want to Delay Actions on Climate Change? Effects of Probability and Timing of Climate Consequences. Journal of Behavioral Decision Making, 2012, 25, 154-164.	1.7	19
80	Instance-based Learning: A General Model of Repeated Binary Choice. Journal of Behavioral Decision Making, 2012, 25, 143-153.	1.7	87
81	Action diversity in a simulation of the Israeli-Palestinian conflict. Computers in Human Behavior, 2012, 28, 233-240.	8.5	5
82	Making Instance-based Learning Theory usable and understandable: The Instance-based Learning Tool. Computers in Human Behavior, 2012, 28, 1227-1240.	8.5	26
83	How choice ecology influences search in decisions from experience. Cognition, 2012, 124, 334-342.	2.2	75
84	Decisions from experience reduce misconceptions about climate change. Journal of Environmental Psychology, 2012, 32, 19-29.	5.1	44
85	Human control of climate change. Climatic Change, 2012, 111, 497-518.	3.6	28
86	Cyber Situation Awareness through Instance-Based Learning. , 2012, , 125-140.		3
87	Instance-based learning: Integrating sampling and repeated decisions from experience.. Psychological Review, 2011, 118, 523-551.	3.8	221
88	Scaling up Instance-Based Learning Theory to Account for Social Interactions. Negotiation and Conflict Management Research, 2011, 4, 110-128.	1.0	7
89	Effects of feedback and complexity on repeated decisions from description. Organizational Behavior and Human Decision Processes, 2011, 116, 286-295.	2.5	92
90	A generic dynamic control task for behavioral research and education. Computers in Human Behavior, 2011, 27, 1904-1914.	8.5	26

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91	Effects of training with added difficulties on RADAR detection. <i>Applied Cognitive Psychology</i> , 2011, 25, 395-407.	1.6	11
92	Preparing for novelty with diverse training. <i>Applied Cognitive Psychology</i> , 2011, 25, 682-691.	1.6	8
93	A cognitive modeling account of simultaneous learning and fatigue effects. <i>Cognitive Systems Research</i> , 2011, 12, 19-32.	2.7	51
94	A Loser Can Be a Winner: Comparison of Two Instance-based Learning Models in a Market Entry Competition. <i>Games</i> , 2011, 2, 136-162.	0.6	22
95	Intergroup Prisoner's Dilemma with Intragroup Power Dynamics. <i>Games</i> , 2011, 2, 21-51.	0.6	13
96	Diversity during training enhances detection of novel stimuli. <i>Journal of Cognitive Psychology</i> , 2011, 23, 342-350.	0.9	22
97	Effects of domain experience in the stock flow failure. <i>System Dynamics Review</i> , 2010, 26, 347-354.	1.9	35
98	Measuring and Predicting Shared Situation Awareness in Teams. <i>Journal of Cognitive Engineering and Decision Making</i> , 2009, 3, 280-308.	2.3	51
99	Convergence and Constraints Revealed in a Qualitative Model Comparison. <i>Journal of Cognitive Engineering and Decision Making</i> , 2009, 3, 131-155.	2.3	11
100	Why don't well-educated adults understand accumulation? A challenge to researchers, educators, and citizens. <i>Organizational Behavior and Human Decision Processes</i> , 2009, 108, 116-130.	2.5	263
101	Effects of Automatic Detection on Dynamic Decision Making. <i>Journal of Cognitive Engineering and Decision Making</i> , 2008, 2, 328-348.	2.3	3
102	Situation Awareness in Dynamic Decision Making: Effects of Practice and Working Memory. <i>Journal of Cognitive Engineering and Decision Making</i> , 2007, 1, 56-74.	2.3	34
103	Understanding the building blocks of dynamic systems. <i>System Dynamics Review</i> , 2007, 23, 1-17.	1.9	84
104	A Cognitive Approach to Game Usability and Design: Mental Model Development in Novice Real-Time Strategy Gamers. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006, 9, 361-366.	2.2	17
105	Task Workload and Cognitive Abilities in Dynamic Decision Making. <i>Human Factors</i> , 2005, 47, 92-101.	3.5	65
106	The framing effect and risky decisions: Examining cognitive functions with fMRI. <i>Journal of Economic Psychology</i> , 2005, 26, 1-20.	2.2	185
107	The use of microworlds to study dynamic decision making. <i>Computers in Human Behavior</i> , 2005, 21, 273-286.	8.5	175
108	Decision support for real-time, dynamic decision-making tasks. <i>Organizational Behavior and Human Decision Processes</i> , 2005, 96, 142-154.	2.5	116

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109	The relationships between cognitive ability and dynamic decision making. <i>Intelligence</i> , 2005, 33, 169-186.	3.0	63
110	Learning to Make Decisions in Dynamic Environments: Effects of Time Constraints and Cognitive Abilities. <i>Human Factors</i> , 2004, 46, 449-460.	3.5	91
111	Learning in Dynamic Decision Making: The Recognition Process. <i>Computational and Mathematical Organization Theory</i> , 2003, 9, 287-304.	2.0	20
112	Instance-based learning in dynamic decision making. <i>Cognitive Science</i> , 2003, 27, 591-635.	1.7	364
113	Verbal Protocols in Real-Time Dynamic Decision-Making. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2003, 47, 293-296.	0.3	3
114	Instance-based learning in dynamic decision making. <i>Cognitive Science</i> , 2003, 27, 591-635.	1.7	24
115	Impact of numerical and graphical formats on dynamic decision making performance. , 2003, , .		1
116	Animation in User Interfaces Designed for Decision Support Systems: The Effects of Image Abstraction, Transition, and Interactivity on Decision Quality. <i>Decision Sciences</i> , 1997, 28, 793-823.	4.5	24
117	Does animation in user interfaces improve decision making?. , 1996, , .		57