

C Shawn Green

List of Publications by Year in descending order

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Version: 2024-02-01

51
papers

5,859
citations

304743

22
h-index

182427

51
g-index

56
all docs

56
docs citations

56
times ranked

4204
citing authors

#	ARTICLE	IF	CITATIONS
1	Modulation of compatibility effects in response to experience: Two tests of initial and sequential learning. <i>Attention, Perception, and Psychophysics</i> , 2021, 83, 837-852.	1.3	4
2	Individual difference predictors of learning and generalization in perceptual learning. <i>Attention, Perception, and Psychophysics</i> , 2021, 83, 2241-2255.	1.3	17
3	No Evidence for Expectation Effects in Cognitive Training Tasks. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2021, 5, 296-310.	1.6	8
4	Assessing the Impact of Expectations in Cognitive Training and Beyond. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2021, 5, 502-518.	1.6	7
5	Researchers' commercial video game knowledge associated with differences in beliefs about the impact of gaming on human behavior. <i>Entertainment Computing</i> , 2021, 38, 100406.	2.9	3
6	Learning to identify visual signals of intentionality. <i>Journal of Vision</i> , 2021, 21, 2248.	0.3	0
7	Emotion perception in habitual players of action video games.. <i>Emotion</i> , 2021, 21, 1324-1339.	1.8	12
8	Action video game play facilitates "learning to learn". <i>Communications Biology</i> , 2021, 4, 1154.	4.4	16
9	New Directions in Training Designs. , 2021, , 25-40.		3
10	Trajectories of performance change indicate multiple dissociable links between working memory and fluid intelligence. <i>Npj Science of Learning</i> , 2021, 6, 33.	2.8	9
11	Testimony bias lingers across development under uncertainty.. <i>Developmental Psychology</i> , 2021, 57, 2150-2164.	1.6	4
12	Assessing the functions underlying learning using by-trial and by-participant models: Evidence from two visual perceptual learning paradigms. <i>Journal of Vision</i> , 2021, 21, 5.	0.3	9
13	Interventions to Do Real-World Good: Generalization and Persistence. <i>Psychological Science in the Public Interest: A Journal of the American Psychological Society</i> , 2020, 21, 43-49.	10.7	3
14	Perceptual Learning of Appendicitis Diagnosis in Radiological Images. <i>Journal of Vision</i> , 2020, 20, 16.	0.3	12
15	Auditory cognition and perception of action video game players. <i>Scientific Reports</i> , 2020, 10, 14410.	3.3	10
16	Load effects in attention: Comparing tasks and age groups. <i>Attention, Perception, and Psychophysics</i> , 2020, 82, 3072-3084.	1.3	5
17	Cognitive Training: How Evidence, Controversies, and Challenges Inform Education Policy. <i>Policy Insights From the Behavioral and Brain Sciences</i> , 2020, 7, 80-86.	2.4	14
18	A new look at the cognitive neuroscience of video game play. <i>Annals of the New York Academy of Sciences</i> , 2020, 1464, 192-203.	3.8	54

#	ARTICLE	IF	CITATIONS
19	Cognitive abilities of action video game and role-playing video game players: Data from a massive open online course.. <i>Psychology of Popular Media</i> , 2020, 9, 347-358.	1.4	22
20	Enhancing Attentional Control: Lessons from Action Video Games. <i>Neuron</i> , 2019, 104, 147-163.	8.1	112
21	Fluid intelligence is related to capacity in memory as well as attention: Evidence from middle childhood and adulthood. <i>PLoS ONE</i> , 2019, 14, e0221353.	2.5	21
22	Improving Methodological Standards in Behavioral Interventions for Cognitive Enhancement. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2019, 3, 2-29.	1.6	149
23	“Approximate number system” training: A perceptual learning approach. <i>Attention, Perception, and Psychophysics</i> , 2019, 81, 621-636.	1.3	10
24	Cognitive and Behavioral Correlates of Achievement in a Complex Multi-Player Video Game. <i>Media and Communication</i> , 2019, 7, 198-212.	1.9	16
25	Expertise and generalization: lessons from action video games. <i>Current Opinion in Behavioral Sciences</i> , 2018, 20, 169-173.	3.9	25
26	Probability Learning: Changes in Behavior Across Time and Development. <i>Child Development</i> , 2018, 89, 205-218.	3.0	15
27	Individual differences in exploration and persistence: Grit and beliefs about ability and reward. <i>PLoS ONE</i> , 2018, 13, e0203131.	2.5	17
28	Meta-analysis of action video game impact on perceptual, attentional, and cognitive skills.. <i>Psychological Bulletin</i> , 2018, 144, 77-110.	6.1	434
29	Perceptual Learning Generalization from Sequential Perceptual Training as a Change in Learning Rate. <i>Current Biology</i> , 2017, 27, 840-846.	3.9	45
30	The Changing Face of Video Games and Video Gamers: Future Directions in the Scientific Study of Video Game Play and Cognitive Performance. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2017, 1, 280-294.	1.6	66
31	Playing Some Video Games but Not Others Is Related to Cognitive Abilities: A Critique of Unsworth et al. (2015). <i>Psychological Science</i> , 2017, 28, 679-682.	3.3	43
32	Internet Gaming Disorder in Children and Adolescents. <i>Pediatrics</i> , 2017, 140, S81-S85.	2.1	148
33	Associations Between Avid Action and Real-Time Strategy Game Play and Cognitive Performance: a Pilot Study. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2017, 1, 295-317.	1.6	27
34	Trial-dependent psychometric functions accounting for perceptual learning in 2-AFC discrimination tasks. <i>Journal of Vision</i> , 2017, 17, 3.	0.3	21
35	Games for Health for Children—Current Status and Needed Research. <i>Games for Health Journal</i> , 2016, 5, 1-12.	2.0	203
36	Transfer in Rule-Based Category Learning Depends on the Training Task. <i>PLoS ONE</i> , 2016, 11, e0165260.	2.5	6

#	ARTICLE	IF	CITATIONS
37	Methods to Test Visual Attention Online. <i>Journal of Visualized Experiments</i> , 2015, , .	0.3	10
38	Differences in perceptual learning transfer as a function of training task. <i>Journal of Vision</i> , 2015, 15, 5.	0.3	31
39	Role-Playing and Real-Time Strategy Games Associated with Greater Probability of Internet Gaming Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 480-485.	3.9	102
40	Orientation Transfer in Vernier and Stereoacuity Training. <i>PLoS ONE</i> , 2015, 10, e0145770.	2.5	6
41	Task-Specific Response Strategy Selection on the Basis of Recent Training Experience. <i>PLoS Computational Biology</i> , 2014, 10, e1003425.	3.2	18
42	On methodological standards in training and transfer experiments. <i>Psychological Research</i> , 2014, 78, 756-772.	1.7	156
43	Memory abilities in action video game players. <i>Computers in Human Behavior</i> , 2014, 34, 69-78.	8.5	88
44	Action video game play facilitates the development of better perceptual templates. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2014, 111, 16961-16966.	7.1	151
45	Brain Plasticity Through the Life Span: Learning to Learn and Action Video Games. <i>Annual Review of Neuroscience</i> , 2012, 35, 391-416.	10.7	394
46	The effect of action video game experience on task-switching. <i>Computers in Human Behavior</i> , 2012, 28, 984-994.	8.5	167
47	Changes in search rate but not in the dynamics of exogenous attention in action videogame players. <i>Attention, Perception, and Psychophysics</i> , 2011, 73, 2399-2412.	1.3	101
48	Improved Probabilistic Inference as a General Learning Mechanism with Action Video Games. <i>Current Biology</i> , 2010, 20, 1573-1579.	3.9	277
49	Increasing Speed of Processing With Action Video Games. <i>Current Directions in Psychological Science</i> , 2009, 18, 321-326.	5.3	373
50	Effect of action video games on the spatial distribution of visuospatial attention.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2006, 32, 1465-1478.	0.9	534
51	Action video game modifies visual selective attention. <i>Nature</i> , 2003, 423, 534-537.	27.8	1,875