

Stephen M Fiore

List of Publications by Year in descending order

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Version: 2024-02-01

144
papers

4,109
citations

159585

30
h-index

144013

57
g-index

153
all docs

153
docs citations

153
times ranked

3338
citing authors

#	ARTICLE	IF	CITATIONS
1	The science of team science: A review of the empirical evidence and research gaps on collaboration in science.. American Psychologist, 2018, 73, 532-548.	4.2	257
2	A Multi-Level Systems Perspective for the Science of Team Science. Science Translational Medicine, 2010, 2, 49cm24.	12.4	239
3	Interdisciplinarity as Teamwork. Small Group Research, 2008, 39, 251-277.	2.7	216
4	Toward an Understanding of Macrocognition in Teams: Predicting Processes in Complex Collaborative Contexts. Human Factors, 2010, 52, 203-224.	3.5	168
5	Advancing the Science of Collaborative Problem Solving. Psychological Science in the Public Interest: A Journal of the American Psychological Society, 2018, 19, 59-92.	10.7	158
6	Distributed coordination space: Toward a theory of distributed team process and performance. Theoretical Issues in Ergonomics Science, 2003, 4, 340-364.	1.8	138
7	Facilitating Innovation in Diverse Science Teams Through Integrative Capacity. Small Group Research, 2012, 43, 527-558.	2.7	135
8	Developing the Future Workforce: An Approach for Integrating Interpersonal Skills Into the MBA Classroom. Academy of Management Learning and Education, 2014, 13, 171-186.	2.5	124
9	Trust Development in Swift Starting Action Teams. Group and Organization Management, 2012, 37, 137-170.	4.4	117
10	Mapping a research agenda for the science of team science. Research Evaluation, 2011, 20, 143-156.	2.6	112
11	Title is missing!. Instructional Science, 2002, 30, 433-464.	2.0	98
12	Virtual experiments and environmental policy. Journal of Environmental Economics and Management, 2009, 57, 65-86.	4.7	95
13	Toward understanding social cues and signals in human-robot interaction: effects of robot gaze and proxemic behavior. Frontiers in Psychology, 2013, 4, 859.	2.1	82
14	Emerging themes in distance learning research and practice: some food for thought. International Journal of Management Reviews, 2002, 4, 135-153.	8.3	80
15	Technology as Teammate: Examining the Role of External Cognition in Support of Team Cognitive Processes. Frontiers in Psychology, 2016, 7, 1531.	2.1	77
16	At a Loss From Words: Verbal Overshadowing of Perceptual Memories. Psychology of Learning and Motivation - Advances in Research and Theory, 1997, , 291-340.	1.1	76
17	The Role of Shared Cognition in Enabling Shared Leadership and Team Adaptability. , 2003, , 103-122.		75
18	Towards an understanding of macrocognition in teams: developing and defining complex collaborative processes and products. Theoretical Issues in Ergonomics Science, 2010, 11, 250-271.	1.8	71

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19	The Team Science Toolkit. <i>American Journal of Preventive Medicine</i> , 2013, 45, 787-789.	3.0	64
20	Fostering constructive cognitive and metacognitive activity in computer-based complex task training environments. <i>Computers in Human Behavior</i> , 2004, 20, 225-241.	8.5	62
21	A picture is worth a thousand connections: the facilitative effects of diagrams on mental model development and task performance. <i>Computers in Human Behavior</i> , 2003, 19, 185-199.	8.5	61
22	Collaborative problem-solving education for the twenty-first-century workforce. <i>Nature Human Behaviour</i> , 2018, 2, 367-369.	12.0	61
23	Problem-solving Phase Transitions During Team Collaboration. <i>Cognitive Science</i> , 2018, 42, 129-167.	1.7	59
24	The Making of a Dream Team: When Expert Teams Do Best. , 2006, , 439-454.		55
25	Why we need team cognition.. , 2004, , 235-248.		52
26	Process mapping and shared cognition: Teamwork and the development of shared problem models.. , 2004, , 133-152.		51
27	Accelerated Expertise. , 0, , .		40
28	Training individuals for distributed teams: problem solving assessment for distributed mission research. <i>Computers in Human Behavior</i> , 2002, 18, 729-744.	8.5	38
29	Team cognition and expert teams: Developing insights from cross-disciplinary analysis of exceptional teams. <i>International Journal of Sport and Exercise Psychology</i> , 2006, 4, 369-375.	2.1	38
30	Charting a course for collaboration: a multiteam perspective. <i>Translational Behavioral Medicine</i> , 2012, 2, 487-494.	2.4	37
31	The impact of architecture on collective behaviour. <i>Nature Ecology and Evolution</i> , 2017, 1, 111.	7.8	37
32	Learning and Performance Across Disciplines: An Epilogue for Moving Multidisciplinary Research Toward an Interdisciplinary Science of Expertise. <i>Military Psychology</i> , 2008, 20, S155-S170.	1.1	35
33	How did you get here from there? Verbal overshadowing of spatial mental models. <i>Applied Cognitive Psychology</i> , 2002, 16, 897-910.	1.6	31
34	Multiscale movement coordination dynamics in collaborative team problem solving. <i>Applied Ergonomics</i> , 2019, 79, 143-151.	3.1	31
35	Social Cognitive and Affective Neuroscience in Human-machine Systems: A Roadmap for Improving Training, Human-robot Interaction, and Team Performance. <i>IEEE Transactions on Human-Machine Systems</i> , 2014, 44, 779-787.	3.5	30
36	Perceptual (Re)learning: A Leverage Point for Human-Centered Computing. <i>IEEE Intelligent Systems</i> , 2007, 22, 79-83.	4.0	29

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37	The Play Experience Scale. <i>Human Factors</i> , 2012, 54, 214-225.	3.5	29
38	Enabling robotic social intelligence by engineering human social-cognitive mechanisms. <i>Cognitive Systems Research</i> , 2017, 43, 190-207.	2.7	29
39	The importance of shared mental models and shared situation awareness for transforming robots from tools to teammates. <i>Proceedings of SPIE</i> , 2012, , .	0.8	28
40	Establishing team knowledge coordination from a learning perspective. <i>Human Performance</i> , 2016, 29, 33-53.	2.4	25
41	Cognition and Technology: Interdisciplinarity and the Impact of Cognitive Engineering Research on Organizational Productivity. , 0, , 1306-1322.		24
42	Differential impact of two types of metacognitive prompting provided during simulation-based training. <i>Computers in Human Behavior</i> , 2012, 28, 696-702.	8.5	23
43	Perceptual training for visual search. <i>Ergonomics</i> , 2013, 56, 1101-1115.	2.1	23
44	Interdisciplinary approaches for uncovering the impacts of architecture on collective behaviour. <i>Philosophical Transactions of the Royal Society B: Biological Sciences</i> , 2018, 373, 20170232.	4.0	23
45	Supporting Artificial Social Intelligence With Theory of Mind. <i>Frontiers in Artificial Intelligence</i> , 2022, 5, 750763.	3.4	23
46	Prospects for direct social perception: a multi-theoretical integration to further the science of social cognition. <i>Frontiers in Human Neuroscience</i> , 2014, 8, 1007.	2.0	22
47	Shifting the paradigm of music instruction: implications of embodiment stemming from an augmented reality guitar learning system. <i>Frontiers in Psychology</i> , 2014, 5, 471.	2.1	20
48	Human Experience Modeler: Context-Driven Cognitive Retraining to Facilitate Transfer of Learning. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006, 9, 183-187.	2.2	19
49	Accelerated Learning (?). <i>IEEE Intelligent Systems</i> , 2009, 24, 18-22.	4.0	19
50	A Team Cognitive Readiness Framework for Small-Unit Training. <i>Journal of Cognitive Engineering and Decision Making</i> , 2012, 6, 325-349.	2.3	18
51	Towards Modeling Social-Cognitive Mechanisms in Robots to Facilitate Human-Robot Teaming. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2013, 57, 1278-1282.	0.3	17
52	Complex Collaborative Problem-Solving Processes in Mission Control. <i>Aviation, Space, and Environmental Medicine</i> , 2014, 85, 456-461.	0.5	17
53	Organizational and training factors that promote team science: A qualitative analysis and application of theory to the National Institutes of Health's BIRCWH career development program. <i>Journal of Clinical and Translational Science</i> , 2017, 1, 101-107.	0.6	17
54	Augmenting team cognition in human-automation teams performing in complex operational environments. <i>Aviation, Space, and Environmental Medicine</i> , 2007, 78, B63-70.	0.5	17

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55	Knowledge Management Revisited. IEEE Intelligent Systems, 2008, 23, 84-88.	4.0	15
56	Training to Be a (Team) Scientist. , 2019, , 421-444.		14
57	Understanding Performance and Cognitive Efficiency when Training for X-Ray Security Screening. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 2610-2614.	0.3	13
58	Cognition, Competition, and Coordination: The "Why" and the "How" of the Relevance of the Sports Sciences to Learning and Performance in the Military. Military Psychology, 2008, 20, S1-S9.	1.1	13
59	Linguistic correlates of self in deceptive oral autobiographical narratives. Consciousness and Cognition, 2011, 20, 547-555.	1.5	13
60	Effects of Robot Gaze and Proxemic Behavior on Perceived Social Presence during a Hallway Navigation Scenario. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 1273-1277.	0.3	13
61	Metrics and mechanisms: Measuring the unmeasurable in the science of science. Journal of Informetrics, 2022, 16, 101290.	2.9	13
62	Human-Robot Teams Collaborating Socially, Organizationally, and Culturally. Proceedings of the Human Factors and Ergonomics Society, 2011, 55, 465-469.	0.3	12
63	Application of Cognitive Load Theory to Develop a Measure of Team Cognitive Efficiency. Military Psychology, 2013, 25, 252-265.	1.1	12
64	A Transdisciplinary Perspective on Hedonomic Sustainability Design. Ergonomics in Design, 2014, 22, 22-29.	0.7	12
65	Effects of Robotic Social Cues on Interpersonal Attributions and Assessments of Robot Interaction Behaviors. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 801-805.	0.3	12
66	Expertise and Naturalistic Decision Making in Organizations: Mechanisms of Effective Decision Making. , 2008, , .		12
67	Supporting Human-Robot Teams in Social Dynamicism: an overview of the Metaphoric Inference Framework. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 1718-1722.	0.3	11
68	Enhancing Unmanned Aerial System Training: A Taxonomy of Knowledge, Skills, Attitudes, and Methods. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 1903-1907.	0.3	10
69	Narrative-Based Collaboration Systems for Distributed Teams: Nine Research Questions for Information Managers. Information Systems Management, 2009, 26, 28-38.	5.7	10
70	Leveraging Social Judgment Theory to Examine the Relationship between Social Cues and Signals in Human-Robot Interactions. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 1336-1340.	0.3	10
71	Conflict, Trust, and Cohesion: Examining Affective and Attitudinal Factors in Science Teams. Research on Managing Groups and Teams, 2015, , 271-301.	0.6	10
72	Similarity, Complementarity, and Agency in HRI. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1230-1234.	0.3	10

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73	Applying Research in the Cognitive Sciences to the Design and Delivery of Instruction in Virtual Reality Learning Environments. Lecture Notes in Computer Science, 2015, , 280-291.	1.3	10
74	A Dual-Process Approach to Understanding Human-Robot Interaction. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 1263-1267.	0.3	9
75	Effects of Social Cues on Social Signals in Human-Robot Interaction During a Hallway Navigation Task. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 1128-1132.	0.3	9
76	Macrocognition in Teams and Metacognition: Developing Instructional Strategies for Complex Collaborative Problem Solving. Research on Managing Groups and Teams, 2018, , 33-54.	0.6	9
77	Emerging multi-disciplinary theoretical perspectives in team cognition: an overview. Theoretical Issues in Ergonomics Science, 2010, 11, 245-249.	1.8	8
78	Picking Up STEAM: Educational Implications for Teaching with an Augmented Reality Guitar Learning System. Lecture Notes in Computer Science, 2013, , 170-178.	1.3	8
79	Developing a Scale of Environmental Efficacy. International Journal of Sustainability Policy and Practice, 2014, 8, 169-195.	0.1	7
80	Sustainable and User-Centered. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 550-554.	0.3	6
81	Innovation in Team Interaction: New Methods for Assessing Collaboration Between Brains and Bodies Using a Multi-level Framework. Methodology of Educational Measurement and Assessment, 2017, , 51-64.	0.4	6
82	Towards a computational model of social norms. PLoS ONE, 2018, 13, e0195331.	2.5	6
83	Human Centric Environmentalism: Opportunities for the Human Factors Community to Contribute to Global Environmental Solutions. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 793-797.	0.3	5
84	Towards Triadic Interactions in Autism and Beyond: Transitional Objects, Joint Attention, and Social Robotics. Proceedings of the Human Factors and Ergonomics Society, 2011, 55, 1486-1490.	0.3	5
85	What can Training Researchers Gain from Examination of Methods for Active-Learning (PBL, TBL, and) Tj ETQq1 1 0,784314 rgBT /Ove	0.3	5
86	Enhancing learning outcomes in computer-based training via self-generated elaboration. Instructional Science, 2014, 42, 839-859.	2.0	5
87	Training for Collaborative Problem Solving. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 1154-1158.	0.3	5
88	Problems and possibilities: Strategically pursuing a science of learning in distributed environments.. , 2007, , 237-264.		5
89	Convergence or Divergence of Expert Mental Models: The Utility of Knowledge Structure Assessment in Training Research. Proceedings of the Human Factors and Ergonomics Society, 2000, 44, 427-430.	0.3	4
90	The Facilitative Effects of Diagrams on Scaffolding Knowledge Acquisition and Metacognition in Low Verbal Ability Learners. Proceedings of the Human Factors and Ergonomics Society, 2001, 45, 936-940.	0.3	4

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91	Scientific genius: In different guises. <i>Nature</i> , 2013, 494, 430-430.	27.8	4
92	Reading the Mind in Robots: How Theory of Mind Ability Alters Mental State Attributions During Human-Robot Interactions. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019, 63, 1550-1554.	0.3	4
93	Processes in Complex Team Problem-solving: Parsing and Defining the Theoretical Problem Space. , 2017, , 143-163.		4
94	Shared Mental Models at the Intra- and Inter-Team Level: Applications to Counter-Terrorism and Crisis Response for Homeland Security. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2003, 47, 439-443.	0.3	3
95	Embedding Metacognitive Prompts during SBT to Improve Knowledge Acquisition. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2009, 53, 1939-1943.	0.3	3
96	Embodied Cognitive Fidelity and the Advancement of Human Robot Team Simulations. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2011, 55, 1506-1510.	0.3	3
97	Integrating Principles of Environmental Sustainability into Human Factors Education: A Recommendation. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2012, 56, 1832-1836.	0.3	3
98	No Time, No Problem. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2014, 58, 1341-1345.	0.3	3
99	An External Cognition Framework for Visualizing Uncertainty in Support of Situation Awareness. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2017, 61, 1198-1202.	0.3	3
100	Developing Theory and Methods to Understand and Improve Collaboration in Open Source Software Development on GitHub. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2018, 62, 1118-1122.	0.3	3
101	Examining Training Comprehension and External Cognition in Evaluations of Uncertainty Visualizations to Support Decision Making. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019, 63, 1654-1658.	0.3	3
102	Narrative theory and distributed training: Using the narrative form for debriefing distributed simulation-based exercises.. , 2007, , 119-145.		3
103	Team Situation Assessment Training for Adaptive Coordination. , 2004, , 55-1-55-8.		3
104	From Data, to Information, to Knowledge: Measuring Knowledge Building in the Context of Collaborative Cognition. , 2018, , 179-200.		3
105	Examining Enhanced Learning Diagnostics in Virtual Reality Flight Trainers. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020, 64, 1476-1480.	0.3	3
106	Impact of Multimedia Presentation on Knowledge Acquisition for Complex Training. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2003, 47, 2042-2044.	0.3	2
107	Using Guided Learner-Generated Instructional Strategies to Transform Learning into a Constructive Cognitive and Metacognitive Activity. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2004, 48, 1049-1053.	0.3	2
108	Conceptualizing the Training Space: Constructing Hierarchies to Integrate Time and Space for Distributed Debriefings. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2004, 48, 2562-2566.	0.3	2

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109	Investigating Individual Differences and Instructional Efficiency in Computer-Based Training Environments. Proceedings of the Human Factors and Ergonomics Society, 2005, 49, 1251-1255.	0.3	2
110	Complexity in Collaboration: Developing an Understanding of Macrocognition in Teams through Examination of Task Complexity. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 1425-1429.	0.3	2
111	Advancing the Science of Training in Simulation-Based Training. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 1932-1934.	0.3	2
112	Accelerated Learning: Prospects, Issues and Applications. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 399-402.	0.3	2
113	Towards a Quantification Scheme for External Representations in Team Cognition Research. Proceedings of the Human Factors and Ergonomics Society, 2011, 55, 1437-1441.	0.3	2
114	Conceptualizing Cognition at Multiple Levels in Support of Training Team Cognitive Readiness. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 448-452.	0.3	2
115	An interdisciplinary taxonomy of social cues and signals in the service of engineering robotic social intelligence. Proceedings of SPIE, 2014, , .	0.8	2
116	Clustering social cues to determine social signals: developing learning algorithms using the "n-most likely states" approach. Proceedings of SPIE, 2016, , .	0.8	2
117	Of Mental States and Machine Learning. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1362-1366.	0.3	2
118	Developing A Theoretical Framework of Task Complexity for Research on Visualization in Support of Decision Making Under Uncertainty. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 1193-1197.	0.3	2
119	Collaborative Problem-Solving and Team Development: Extending the Macrocognition in Teams Model through Considerations of the Team Life Cycle. Research on Managing Groups and Teams, 2017, , 189-208.	0.6	2
120	Examining the Impact of Training and Feedback on Visualization-Supported Decision Making under Uncertainty. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 1449-1453.	0.3	2
121	Determining the Effect of Training on Uncertainty Visualization Evaluations. Advances in Intelligent Systems and Computing, 2019, , 141-152.	0.6	2
122	Analyzing the Productivity of GitHub Teams based on Formation Phase Activity. , 2020, , .		2
123	EveryBOTy Counts: Examining Humanâ€“Machine Teams in Open Source Software Development. Topics in Cognitive Science, 2022, , .	1.9	2
124	Similarity and Priority of the Submarine Officer of the Deck: Assessing Knowledge Structures. Proceedings of the Human Factors and Ergonomics Society, 2003, 47, 297-301.	0.3	1
125	Computer Based Training and Multimedia Design: The Role of Spatial Aptitudes in Learning. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 1231-1235.	0.3	1
126	Using Visual Attention Video Games and Traditional Interventions to Improve Baggage Screening. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 1493-1497.	0.3	1

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127	Component versus Holistic Visual Search Training for Improvised Explosive Detection. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 1635-1639.	0.3	1
128	Human Factors in Commercial Human Space Operations. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 16-20.	0.3	1
129	From Cognitive Theory to Operational Transition: One Program's Path Across the Valley of Death. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 163-167.	0.3	1
130	Expertise and Complexity as Mediators of Knowledge Loss in Open Source Software Development. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 1580-1584.	0.3	1
131	Designing Learner-Centered Multimedia Technology. , 2009, , 1059-1064.		1
132	What's the Difference? Reconciling Knowledge Structure Concepts to Aid AI Development for Human-Machine Teaming. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 1110-1114.	0.3	1
133	Me, Myself, and the (Virtual) World: A Review of Learning Research in 4E Cognition and Immersive Virtual Reality. Lecture Notes in Computer Science, 2022, , 59-73.	1.3	1
134	Perceptual and Conceptual Processing in Expert Cue Pattern Recognition. Proceedings of the Human Factors and Ergonomics Society, 1999, 43, 138-142.	0.3	0
135	Enhancing Learners' Cognitive and Metacognitive Processes via Self-Generated Elaboration. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 1968-1972.	0.3	0
136	Cultural Evolution in Team Problem Solving. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 1774-1778.	0.3	0
137	Cognitive architecture for perception-reaction intelligent computer agents (CAPRICA). , 2009, , .		0
138	Adopting the Training Cycle for Trust Training in Swift Starting Action Teams. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 1913-1917.	0.3	0
139	Insights from empirical metacognitive research. , 2010, , .		0
140	The Mediating Effect of Perceived Task Complexity on Perceived Team Sharedness and Performance. Proceedings of the Human Factors and Ergonomics Society, 2011, 55, 242-246.	0.3	0
141	The Application and Extension of the Human-Animal Team Model to Better Understand Human-Robot Interaction: Recommendations for Further Research. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1225-1229.	0.3	0
142	Influence Dynamics Among Narratives. Lecture Notes in Computer Science, 2021, , 204-213.	1.3	0
143	Promoting Feedback Processes in Multicultural Teams: Avenues for Future Research. Proceedings - Academy of Management, 2020, 2020, 13568.	0.1	0
144	A Meta-Review of Learning Research in Immersive Virtual Reality. Proceedings of the Human Factors and Ergonomics Society, 2021, 65, 894-898.	0.3	0