

Sanjay Chandrasekharan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10450488/publications.pdf>

Version: 2024-02-01

34
papers

582
citations

840776

11
h-index

752698

20
g-index

35
all docs

35
docs citations

35
times ranked

260
citing authors

#	ARTICLE	IF	CITATIONS
1	Expertise as Sensorimotor Tuning: Perceptual Navigation Patterns Mark Representational Competence in Science. <i>Research in Science Education</i> , 2022, 52, 725-747.	2.3	5
2	Rethinking correspondence: how the process of constructing models leads to discoveries and transfer in the bioengineering sciences. <i>Synthese</i> , 2021, 198, 1-30.	1.1	6
3	Touchy feely vectors: A compensatory design approach to support model-based reasoning in developing country classrooms. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 446-474.	5.1	4
4	Quality of concept maps is affected by map building strategies. <i>Biochemistry and Molecular Biology Education</i> , 2021, 49, 129-139.	1.2	2
5	Seeding Embodied Environmental Sensibilities: Lessons from a School Terrace-Farm in Mumbai, India. <i>Case Studies in the Environment</i> , 2019, 3, 1-7.	0.7	2
6	Touchy Feely Affordances of Digital Technology for Embodied Interactions Can Enhance 'Epistemic Access'. , 2019, , .		1
7	Recombinant Enaction: Manipulatives Generate New Procedures in the Imagination, by Extending and Recombining Action Spaces. <i>Cognitive Science</i> , 2018, 42, 370-415.	1.7	7
8	Beyond Efficiency: Engineering for Sustainability Requires Solving for Pattern. <i>Engineering Studies</i> , 2018, 10, 12-37.	1.3	22
9	Doing to being: farming actions in a community coalesce into pro-environment motivations and values. <i>Environmental Education Research</i> , 2018, 24, 1192-1210.	2.9	12
10	Augmenting the Textbook for Enaction: Designing Media for Participatory Learning in Classrooms. <i>Lecture Notes in Computer Science</i> , 2017, , 336-339.	1.3	3
11	Representational competence: towards a distributed and embodied cognition account. <i>Studies in Science Education</i> , 2017, 53, 1-43.	5.4	40
12	Beyond Telling: Where New Computational Media is Taking Model-Based Reasoning. <i>Studies in Applied Philosophy, Epistemology and Rational Ethics</i> , 2016, , 471-487.	0.3	4
13	Active Pathways. , 2016, , .		32
14	Building Cognition: The Construction of Computational Representations for Scientific Discovery. <i>Cognitive Science</i> , 2015, 39, 1727-1763.	1.7	54
15	Eye-Tracking in STEM Education Research: Limitations, Experiences and Possible Extensions. , 2014, , .		7
16	The Enactive equation: Exploring How Multiple External Representations are Integrated, Using a Fully Controllable Interface and Eye-Tracking. , 2014, , .		7
17	The cognitive science of Feynmen. <i>Metascience</i> , 2013, 22, 647-652.	0.3	4
18	Turning Experiments into Objects: The Cognitive Processes Involved in the Design of a Lab-on-a-Chip Device. <i>Journal of Engineering Education</i> , 2013, 102, 117-140.	3.0	39

#	ARTICLE	IF	CITATIONS
19	Factors that affect action possibility judgments: The assumed abilities of other people. Acta Psychologica, 2013, 143, 235-244.	1.5	9
20	Recognising your self in virtual avatars. International Journal of Arts and Technology, 2013, 6, 83.	0.1	3
21	Factors that affect action possibility judgements: Recent experience with the action and the current body state. Quarterly Journal of Experimental Psychology, 2012, 65, 976-993.	1.1	13
22	Sum, quorum, tether. Pragmatics and Cognition, 2012, 20, 447-482.	0.4	10
23	Kinesthetic pathways. , 2011, , .		38
24	Embodying Self in Virtual Worlds. Springer Series in Immersive Environments, 2011, , 129-151.	0.2	0
25	Ideomotor design. Pragmatics and Cognition, 2010, 18, 313-339.	0.4	36
26	Rethinking Situatedness. Theory and Psychology, 2010, 20, 171-207.	1.2	16
27	I'm in the game. , 2010, , .		56
28	Hybrid analogies in conceptual innovation in science. Cognitive Systems Research, 2009, 10, 178-188.	2.7	53
29	Building to Discover: A Common Coding Model. Cognitive Science, 2009, 33, 1059-1086.	1.7	50
30	The Origin of Epistemic Structures and Proto-Representations. Adaptive Behavior, 2007, 15, 329-353.	1.9	23
31	Counterfactuals in science and engineering. Behavioral and Brain Sciences, 2007, 30, 454-455.	0.7	3
32	Money as epistemic structure. Behavioral and Brain Sciences, 2006, 29, 183-184.	0.7	1
33	Becoming Knowledge: Cognitive and Neural Mechanisms That Support Scientific Intuition. , 0, , 307-337.		12
34	The Socio-Technical Connection is Plastic, but Only When Design Starts from Need Formulation. , 0, , .		3