

# Hyunkyu Lee

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11735185/publications.pdf>

Version: 2024-02-01

16  
papers

664  
citations

840776

11  
h-index

940533

16  
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16  
all docs

16  
docs citations

16  
times ranked

951  
citing authors

#	ARTICLE	IF	CITATIONS
1	Selling points: What cognitive abilities are tapped by casual video games?. Acta Psychologica, 2013, 142, 74-86.	1.5	122
2	Cognitive training with casual video games: points to consider. Frontiers in Psychology, 2014, 4, 1010.	2.1	88
3	Transfer of skill engendered by complex task training under conditions of variable priority. Acta Psychologica, 2010, 135, 349-357.	1.5	78
4	Principles of Neuroplasticity-Based Rehabilitation. Progress in Brain Research, 2013, 207, 141-171.	1.4	75
5	Videogame training strategy-induced change in brain function during a complex visuomotor task. Behavioural Brain Research, 2012, 232, 348-357.	2.2	67
6	Performance gains from directed training do not transfer to untrained tasks. Acta Psychologica, 2012, 139, 146-158.	1.5	60
7	Predicting Individuals' Learning Success from Patterns of Pre-Learning MRI Activity. PLoS ONE, 2011, 6, e16093.	2.5	40
8	Parietal plasticity after training with a complex video game is associated with individual differences in improvements in an untrained working memory task. Frontiers in Human Neuroscience, 2014, 8, 169.	2.0	40
9	Online Social Cognition Training in Schizophrenia: A Double-Blind, Randomized, Controlled Multi-Site Clinical Trial. Schizophrenia Bulletin, 2021, 47, 108-117.	4.3	31
10	Examining neural correlates of skill acquisition in a complex videogame training program. Frontiers in Human Neuroscience, 2012, 6, 115.	2.0	20
11	The effects of video-game training on broad cognitive transfer in multiple sclerosis: A pilot randomized controlled trial. Journal of Clinical and Experimental Neuropsychology, 2015, 37, 285-302.	1.3	11
12	Examining the Roles of Reasoning and Working Memory in Predicting Casual Game Performance across Extended Gameplay. Frontiers in Psychology, 2017, 8, 203.	2.1	8
13	Object-based control of attention is sensitive to recent experience.. Journal of Experimental Psychology: Human Perception and Performance, 2012, 38, 314-325.	0.9	7
14	The Relationship between Intelligence and Training Gains Is Moderated by Training Strategy. PLoS ONE, 2015, 10, e0123259.	2.5	7
15	Bridging across cognitive training and brain plasticity: a neurally inspired computational model of interactive skill learning. Wiley Interdisciplinary Reviews: Cognitive Science, 2013, 4, 225-236.	2.8	6
16	Spatial short-term memory assists in maintaining occluded objects. Psychonomic Bulletin and Review, 2010, 17, 846-852.	2.8	4