

Wai-Tat Fu

List of Publications by Year in descending order

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42
papers

1,040
citations

687363

13
h-index

477307

29
g-index

42
all docs

42
docs citations

42
times ranked

666
citing authors

#	ARTICLE	IF	CITATIONS
1	Bridging behavioral and naturalistic decision-making research by computational cognitive models.. Journal of Applied Research in Memory and Cognition, 2018, 7, 16-18.	1.1	1
2	An Intelligent Educational Platform for Training Spatial Visualization Skills. , 2018, , .		1
3	Cognitive modeling of age-related differences in information search behavior. Journal of the Association for Information Science and Technology, 2017, 68, 2328-2337.	2.9	4
4	An Interactive Retrieval Framework for Online Health Information. , 2016, , .		0
5	Adult age differences in information foraging in an interactive reading environment.. Psychology and Aging, 2016, 31, 211-223.	1.6	8
6	Communication Patterns in a Collaborative Medication Scheduling Task among Older Adults. , 2016, , .		1
7	The Central Role of Heuristic Search in Cognitive Computation Systems. Minds and Machines, 2016, 26, 103-123.	4.8	2
8	Interfacing Mind and Environment: The Central Role of Search in Cognition. Topics in Cognitive Science, 2015, 7, 384-390.	1.9	4
9	Age differences in information search. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 85-89.	0.3	23
10	Information Foraging Across the Life Span: Search and Switch in Unknown Patches. Topics in Cognitive Science, 2015, 7, 428-450.	1.9	18
11	External tools for collaborative medication scheduling. Cognition, Technology and Work, 2013, 15, 121-131.	3.0	7
12	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
13	Effects of Communication Methods on Communication Patterns and Performance in a Remote Spatial Orientation Task. Spatial Cognition and Computation, 2013, 13, 150-180.	1.2	2
14	Establishing the Micro-to-Macro Link in Cognitive Engineering: Multilevel Models of Socio-Computer Interaction. , 2013, , .		0
15	Collaborative Indexing and Knowledge Exploration: A Social Learning Model. IEEE Intelligent Systems, 2012, 27, 39-46.	4.0	27
16	Interactive Skills and Dual Learning Processes. , 2012, , 1612-1615.		3
17	A Dynamic Context Model of Interactive Behavior. Cognitive Science, 2011, 35, 874-904.	1.7	6
18	Collaborative Tools in a Simulated Patient-Provider Medication Scheduling Task. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 1936-1940.	0.3	3

#	ARTICLE	IF	CITATIONS
19	Facilitating Knowledge Exploration in Folksonomies: Expertise Ranking by Link and Semantic Structures. , 2010, , .		4
20	To Customize or Not to Customize? the Use of a Customization Tool to Augment Information Indexing in a Computer Desktop Environment. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 605-609.	0.3	0
21	Interactive effects of age and interface differences on search strategies and performance. , 2010, , .		29
22	Facilitating exploratory search by model-based navigational cues. , 2010, , .		12
23	Semantic imitation in social tagging. ACM Transactions on Computer-Human Interaction, 2010, 17, 1-37.	5.7	53
24	Effects of spatial locations and luminance on finding and re-finding information in a desktop environment. , 2009, , .		2
25	Adaptive information search. , 2009, , .		34
26	A Semantic Imitation Model of Social Tag Choices. , 2009, , .		27
27	Where Is My Stuff? Augmenting Finding and Re-finding Information by Spatial Locations and Icon Luminance. Lecture Notes in Computer Science, 2009, , 58-67.	1.3	1
28	Conformity out of Diversity: Dynamics of Information Needs and Social Influence of Tags in Exploratory Information Search. Lecture Notes in Computer Science, 2009, , 155-164.	1.3	3
29	Solving the credit assignment problem: explicit and implicit learning of action sequences with probabilistic outcomes. Psychological Research, 2008, 72, 321-330.	1.7	46
30	Is a Single-Bladed Knife Enough to Dissect Human Cognition? Commentary on Griffiths et al.. Cognitive Science, 2008, 32, 155-161.	1.7	5
31	A Situated Cognitive Model of the Routine Evolution of Skills. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 935-939.	0.3	1
32	The microstructures of social tagging. , 2008, , .		45
33	Dual learning processes in interactive skill acquisition.. Journal of Experimental Psychology: Applied, 2008, 14, 179-191.	1.2	16
34	The Role of Temporal Sequence Learning in Guiding Visual Attention Allocation. Proceedings of the Human Factors and Ergonomics Society, 2007, 51, 1368-1372.	0.3	2
35	The soft constraints hypothesis: A rational analysis approach to resource allocation for interactive behavior.. Psychological Review, 2006, 113, 461-482.	3.8	262
36	From recurrent choice to skill learning: A reinforcement-learning model.. Journal of Experimental Psychology: General, 2006, 135, 184-206.	2.1	113

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37	Toward a real-time model-based training system. <i>Interacting With Computers</i> , 2006, 18, 1215-1241.	1.5	7
38	Suboptimal tradeoffs in information seeking. <i>Cognitive Psychology</i> , 2006, 52, 195-242.	2.2	118
39	Soft constraints in interactive behavior: the case of ignoring perfect knowledge in-the-world for imperfect knowledge in-the-head*,**. <i>Cognitive Science</i> , 2004, 28, 359-382.	1.7	41
40	Resolving the paradox of the active user: stable suboptimal performance in interactive tasks. <i>Cognitive Science</i> , 2004, 28, 901-935.	1.7	58
41	Resolving the paradox of the active user: stable suboptimal performance in interactive tasks. <i>Cognitive Science</i> , 2004, 28, 901-935.	1.7	28
42	ACT-PRO action protocol analyzer: A tool for analyzing discrete action protocols. <i>Behavior Research Methods</i> , 2001, 33, 149-158.	1.3	17