

Ling Rothrock

List of Publications by Year in descending order

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Version: 2024-02-01

54
papers

682
citations

687363

13
h-index

610901

24
g-index

56
all docs

56
docs citations

56
times ranked

493
citing authors

#	ARTICLE	IF	CITATIONS
1	Agent-based simulation of affordance-based human behaviors in emergency evacuation. <i>Simulation Modelling Practice and Theory</i> , 2013, 32, 99-115.	3.8	111
2	Review and reappraisal of adaptive interfaces: Toward biologically inspired paradigms. <i>Theoretical Issues in Ergonomics Science</i> , 2002, 3, 47-84.	1.8	70
3	Integrating Compensatory and Noncompensatory Decision-Making Strategies in Dynamic Task Environments. <i>Springer Optimization and Its Applications</i> , 2008, , 125-141.	0.9	45
4	Using the Analytic Hierarchy Process to Examine Judgment Consistency in a Complex Multiattribute Task. <i>IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans</i> , 2010, 40, 1105-1115.	2.9	36
5	Using finite state automata (FSA) for formal modelling of affordances in human-machine cooperative manufacturing systems. <i>International Journal of Production Research</i> , 2010, 48, 1303-1320.	7.5	28
6	A theoretical framework and quantitative architecture to assess team task complexity in dynamic environments. <i>Theoretical Issues in Ergonomics Science</i> , 2005, 6, 157-171.	1.8	27
7	Using Time Windows to Evaluate Operator Performance. <i>International Journal of Cognitive Ergonomics</i> , 2001, 5, 1-21.	0.2	23
8	Structural models of extraversion, communication, and team performance. <i>International Journal of Industrial Ergonomics</i> , 2014, 44, 82-91.	2.6	22
9	A formal control-theoretic model of a human-automation interactive manufacturing system control. <i>International Journal of Production Research</i> , 2006, 44, 4273-4295.	7.5	21
10	Feedback augmentation and part-task practice in training dynamic decision-making skills.. , 1998, , 91-113.		21
11	Impact of response delay and training on user performance with text-based and graphical user interfaces for engineering design. <i>Research in Engineering Design - Theory, Applications, and Concurrent Engineering</i> , 2007, 18, 49-65.	2.1	19
12	A Highway-Driving System Design Viewpoint Using an Agent-Based Modeling of an Affordance-Based Finite State Automata. <i>IEEE Access</i> , 2018, 6, 2193-2205.	4.2	18
13	Using Signal Detection Theory and Time Window-based Human-In-The-Loop simulation as a tool for assessing the effectiveness of different qualitative shapes in continuous monitoring tasks. <i>Applied Ergonomics</i> , 2014, 45, 693-705.	3.1	15
14	Systematic analysis of framing bias in missile defense: Implications toward visualization design. <i>European Journal of Operational Research</i> , 2007, 182, 1383-1398.	5.7	14
15	Applying the proximity compatibility and the control-display compatibility principles to engineering design interfaces. <i>Human Factors and Ergonomics in Manufacturing</i> , 2006, 16, 61-81.	2.7	13
16	Investigating Performance of Command Team Structures in the NATO Problem-Approach Space. <i>IEEE Transactions on Human-Machine Systems</i> , 2015, 45, 702-713.	3.5	13
17	Evaluating Alternate Visualization Techniques for Overview Displays in Process Control. <i>IEEE Transactions on Occupational Ergonomics and Human Factors</i> , 2014, 2, 152-168.	0.4	12
18	Analyses of team performance in a dynamic task environment. <i>Applied Ergonomics</i> , 2009, 40, 699-706.	3.1	11

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19	Performance assessment in an interactive call center workforce simulation. <i>Simulation Modelling Practice and Theory</i> , 2011, 19, 227-238.	3.8	11
20	A rule-based lens model. <i>International Journal of Industrial Ergonomics</i> , 2006, 36, 499-509.	2.6	10
21	Statistical evaluation and analysis of safety intervention in the determination of an effective resource allocation strategy. <i>Journal of Loss Prevention in the Process Industries</i> , 2010, 23, 585-593.	3.3	10
22	A modelling formalism for human-machine cooperative systems. <i>International Journal of Production Research</i> , 2011, 49, 4263-4273.	7.5	9
23	Investigating information-processing performance of different command team structures in the NATO Problem Space. <i>Ergonomics</i> , 2015, 58, 2078-2100.	2.1	9
24	An evaluation of touchscreen versus keyboard/mouse interaction for large screen process control displays. <i>Applied Ergonomics</i> , 2017, 64, 1-13.	3.1	9
25	Human Behavioral Simulation Using Affordance-Based Agent Model. <i>Lecture Notes in Computer Science</i> , 2011, , 368-377.	1.3	9
26	Graphical User Interfaces for Engineering Design: Impact of Response Delay and Training on User Performance. , 2004, , .		9
27	The effects of Gamification on engineering lab activities. , 2016, , .		8
28	Time windows-based team performance measures: a framework to measure team performance in dynamic environments. <i>Cognition, Technology and Work</i> , 2007, 9, 99-108.	3.0	7
29	An affordance-based formalism for modeling human-involvement in complex systems for prospective control. , 2010, , .		7
30	Potential benefits of eye tracking within process control monitoring tasks. <i>Human Factors and Ergonomics in Manufacturing</i> , 2021, 31, 316-326.	2.7	7
31	Graphical and text-based design interfaces for parameter design of an I-beam, desk lamp, aircraft wing, and job shop manufacturing system. <i>Engineering With Computers</i> , 2007, 23, 93-107.	6.1	6
32	Investigating the Effects of Metacognition in Dynamic Control Tasks. <i>Lecture Notes in Computer Science</i> , 2011, , 378-387.	1.3	6
33	Applying Fuzzy Linear Regression to Understand Metacognitive Judgments in a Human-in-the-Loop Simulation Environment. <i>IEEE Transactions on Human-Machine Systems</i> , 2016, 46, 360-369.	3.5	6
34	The Presentation of Risk and Uncertainty in the Context of National Missile Defense Simulations. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2003, 47, 562-566.	0.3	5
35	Metamodel-Driven Interfaces for Engineering Design: Impact of Delay and Problem Size on User Performance. , 2005, , .		5
36	Affordance-based computational model of driver behavior on highway systems: A Colored Petri Net approach. , 2007, , .		5

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37	Towards an interdisciplinary perspective of training intervention for negotiations: Developing strategic negotiation support contents. <i>Decision Support Systems</i> , 2010, 49, 213-221.	5.9	5
38	A Visualization Framework for Bounding Physical Activities – Towards a Quantification of Gibsonian-Based Fields. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2005, 49, 397-401.	0.3	3
39	Framing, Loss Aversion, and Visualization of Risk for a Dynamic Simulation Environment. <i>Journal of Cognitive Engineering and Decision Making</i> , 2011, 5, 294-308.	2.3	3
40	Aiding decision makers to reopening of places of worship. <i>Human Factors and Ergonomics in Manufacturing</i> , 2021, 31, 349-359.	2.7	3
41	Validating an abnormal situation prediction model for smart manufacturing in the oil refining industry. <i>Applied Ergonomics</i> , 2022, 101, 103697.	3.1	3
42	Editorial Special Issue on Computational Human Performance Modeling. <i>IEEE Transactions on Human-Machine Systems</i> , 2019, 49, 470-473.	3.5	2
43	Performance Measurement and Evaluation in Human-in-the-Loop Simulations. , 2011, , 15-53.		2
44	Using Ga-Based Intelligent Control Means to Enhance Human-Machine Interfaces. <i>Intelligent Automation and Soft Computing</i> , 2005, 11, 123-140.	2.1	1
45	Time Windows-based Team Performance Measures: Design and Implementation. , 2006, , .		1
46	Human Factors in Advanced Applications for Process Control. <i>IIE Transactions on Occupational Ergonomics and Human Factors</i> , 2014, 2, 119-120.	0.4	1
47	Developing Metacognitive Models for Team-Based Dynamic Environment Using Fuzzy Cognitive Mapping. <i>Lecture Notes in Computer Science</i> , 2013, , 325-334.	1.3	1
48	Experimentation Framework for Investigating Compensatory and Noncompensatory Decision-Making. , 2006, , .		0
49	An Eye-Tracking Evaluation of Gauge Shapes in Process Control. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019, 63, 2201-2205.	0.3	0
50	Modeling and Analysis of Human Task-Performing Process in Manufacturing Systems With Human Task and Error Classifications. , 2004, , .		0
51	Team-in-the-Loop Simulations. , 2006, , .		0
52	Inferring Fast and Frugal Heuristics from Human Judgment Data. , 2009, , 131-148.		0
53	An Inductive Inference Model to Elicit Noncompensatory Judgment Strategies. <i>Lecture Notes in Computer Science</i> , 2011, , 414-422.	1.3	0
54	An Investigation of Placement of Textual and Graphical Information Using Human Performance and Eye Tracking Data. <i>Lecture Notes in Computer Science</i> , 2019, , 122-136.	1.3	0