

Dario D Salvucci

List of Publications by Year in descending order

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Version: 2024-02-01

60
papers

4,758
citations

331670

21
h-index

477307

29
g-index

63
all docs

63
docs citations

63
times ranked

3224
citing authors

#	ARTICLE	IF	CITATIONS
1	Identifying fixations and saccades in eye-tracking protocols. , 2000, , .		1,171
2	Threaded cognition: An integrated theory of concurrent multitasking.. Psychological Review, 2008, 115, 101-130.	3.8	468
3	Modeling Driver Behavior in a Cognitive Architecture. Human Factors, 2006, 48, 362-380.	3.5	424
4	A Two-Point Visual Control Model of Steering. Perception, 2004, 33, 1233-1248.	1.2	336
5	The time course of a lane change: Driver control and eye-movement behavior. Transportation Research Part F: Traffic Psychology and Behaviour, 2002, 5, 123-132.	3.7	230
6	An integrated model of eye movements and visual encoding. Cognitive Systems Research, 2001, 1, 201-220.	2.7	175
7	Predicting the effects of in-car interface use on driver performance: an integrated model approach. International Journal of Human Computer Studies, 2001, 55, 85-107.	5.6	168
8	Predictive human performance modeling made easy. , 2004, , .		151
9	Toward a unified theory of the multitasking continuum. , 2009, , .		134
10	Toward an Integrated Model of Driver Behavior in Cognitive Architecture. Transportation Research Record, 2001, 1779, 9-16.	1.9	132
11	Automated Eye-Movement Protocol Analysis. Human-Computer Interaction, 2001, 16, 39-86.	4.4	114
12	Predicting the effects of cellular-phone dialing on driver performance. Cognitive Systems Research, 2002, 3, 95-102.	2.7	96
13	A Multitasking General Executive for Compound Continuous Tasks. Cognitive Science, 2005, 29, 457-492.	1.7	85
14	Lane-Change Detection Using a Computational Driver Model. Human Factors, 2007, 49, 532-542.	3.5	85
15	Intelligent gaze-added interfaces. , 2000, , .		76
16	Inferring Driver Intent: A Case Study in Lane-Change Detection. Proceedings of the Human Factors and Ergonomics Society, 2004, 48, 2228-2231.	0.3	73
17	Inferring intent in eye-based interfaces. , 1999, , .		58
18	Multitasking and monotasking. , 2010, , .		57

#	ARTICLE	IF	CITATIONS
19	Focus on driving. , 2009, , .		48
20	Integrating analogical mapping and general problem solving: the path-mapping theory. Cognitive Science, 2001, 25, 67-110.	1.7	47
21	Effects of Memory Rehearsal on Driver Performance: Experiment and Theoretical Account. Human Factors, 2008, 50, 834-844.	3.5	47
22	iPod distraction. , 2007, , .		46
23	Simple cognitive modeling in a complex cognitive architecture. , 2003, , .		45
24	Rapid prototyping and evaluation of in-vehicle interfaces. ACM Transactions on Computer-Human Interaction, 2009, 16, 1-33.	5.7	44
25	Distract-R. , 2005, , .		42
26	Deciding when to switch tasks in time-critical multitasking. Cognitive Systems Research, 2005, 6, 41-49.	2.7	32
27	Modeling visual sampling on in-car displays: The challenge of predicting safety-critical lapses of control. International Journal of Human Computer Studies, 2015, 79, 66-78.	5.6	32
28	Multipurpose Prototypes for Assessing User Interfaces in Pervasive Computing Systems. IEEE Pervasive Computing, 2005, 4, 27-34.	1.3	31
29	Predicting the effects of in-car interfaces on driver behavior using a cognitive architecture. , 2001, , .		30
30	Sleep loss and driver performance: Quantitative predictions with zero free parameters. Cognitive Systems Research, 2011, 12, 154-163.	2.7	29
31	The effects of time constraints on user behavior for deferrable interruptions. , 2011, , .		24
32	On reconstruction of task context after interruption. , 2010, , .		23
33	An egocentric account of the visual guidance of locomotion. Trends in Cognitive Sciences, 2001, 5, 6-7.	7.8	22
34	A cognitive constraint model of dual-task trade-offs in a highly dynamic driving task. , 2007, , .		21
35	Toward a Unified View of Cognitive Control. Topics in Cognitive Science, 2011, 3, 227-230.	1.9	21
36	Integration and Reuse in Cognitive Skill Acquisition. Cognitive Science, 2013, 37, 829-860.	1.7	21

#	ARTICLE	IF	CITATIONS
37	An interactive model-based environment for eye-movement protocol analysis and visualization. , 2000, , .		15
38	Multitasking and interruptions. , 2012, , .		15
39	Distraction beyond the driver. , 2013, , .		12
40	Shared Input Multimodal Mobile Interfaces: Interaction Modality Effects on Menu Selection in Single-Task and Dual-Task Environments. Interacting With Computers, 2013, 25, 386-403.	1.5	9
41	A Process-Model Account of Task Interruption and Resumption: When Does Encoding of the Problem State Occur?. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 799-803.	0.3	8
42	Integrating analogical mapping and general problem solving: the path-mapping theory. Cognitive Science, 2001, 25, 67-110.	1.7	8
43	Integrated Models of Driver Behavior. , 2007, , 356-367.		8
44	A Cognitive Constraint Model of the Effects of Portable Music-Player Use on Driver Performance. Proceedings of the Human Factors and Ergonomics Society, 2007, 51, 1531-1535.	0.3	6
45	Evaluating the distraction potential of connected vehicles. , 2012, , .		6
46	An Empirical Investigation into Dual-Task Trade-offs while Driving and Dialing. , 2007, , .		5
47	Modeling Tools for Predicting Driver Distraction. Proceedings of the Human Factors and Ergonomics Society, 2005, 49, 1149-1152.	0.3	4
48	Multitasking. , 2013, , .		4
49	Modeling Driver Distraction from Cognitive Tasks. , 2019, , 792-797.		4
50	Finding canonical behaviors in user protocols. , 2009, , .		2
51	Cognitive Architectures for Modeling Driver Behavior. , 2011, , .		2
52	A Saliency-Based Search Model. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 1933-1937.	0.3	2
53	Interpreting eye movements with process models. , 1998, , .		1
54	Computational Modeling of Driver Distraction by Integrating Cognitive and Agent-Based Traffic Simulation Models. , 2014, , .		1

#	ARTICLE	IF	CITATIONS
55	The 2011 Benjamin Franklin Medal in computer and cognitive science presented to John R. Anderson. Journal of the Franklin Institute, 2014, 351, 98-102.	3.4	1
56	Canonical Patterns of Oriented Topologies. , 2010, , .		0
57	ACT-R and Beyond. , 2014, , .		0
58	A Model of Visual Location Learning. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 717-721.	0.3	0
59	Interactive Grounding and Inference in Learning by Instruction. Topics in Cognitive Science, 2021, 13, 488-498.	1.9	0
60	On Computing Canonical Subsets of Graph-Based Behavioral Representations. Lecture Notes in Computer Science, 2009, , 215-222.	1.3	0