

Samantha E A Gregory

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3641336/publications.pdf>

Version: 2024-02-01

13
papers

160
citations

1684188

5
h-index

1199594

12
g-index

15
all docs

15
docs citations

15
times ranked

192
citing authors

#	ARTICLE	IF	CITATIONS
1	Exploring the theoretical foundations of visual art programmes for people living with dementia. <i>Dementia</i> , 2018, 17, 702-727.	2.0	38
2	Joint attention enhances visual working memory.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2017, 43, 237-249.	0.9	37
3	Understanding the impact of visual arts interventions for people living with dementia: a realist review protocol. <i>Systematic Reviews</i> , 2014, 3, 91.	5.3	20
4	A memory advantage for past-oriented over future-oriented performance feedback.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2018, 44, 1864-1879.	0.9	14
5	Barriers block the effect of joint attention on working memory: Perspective taking matters.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2019, 45, 795-806.	0.9	14
6	EEG alpha and theta signatures of socially and non-socially cued working memory in virtual reality. <i>Social Cognitive and Affective Neuroscience</i> , 2022, 17, 531-540.	3.0	7
7	Weak memory for future-oriented feedback: investigating the roles of attention and improvement focus. <i>Memory</i> , 2020, 28, 216-236.	1.7	6
8	Increased perceptual distraction and task demand enhances gaze and non-biological cuing effects. <i>Quarterly Journal of Experimental Psychology</i> , 2021, 74, 221-240.	1.1	6
9	Investigating facilitatory versus inhibitory effects of dynamic social and non-social cues on attention in a realistic space. <i>Psychological Research</i> , 2022, 86, 1578-1590.	1.7	6
10	A cross-cultural investigation into the influence of eye gaze on working memory for happy and angry faces. <i>Cognition and Emotion</i> , 2020, 34, 1561-1572.	2.0	5
11	A dataset of EEG recordings from 47 participants collected during a virtual reality working memory task where attention was cued by a social avatar and non-social stick cue. <i>Data in Brief</i> , 2022, 41, 107827.	1.0	4
12	Selective memory searching does not explain the poor recall of future-oriented feedback.. <i>Journal of Applied Research in Memory and Cognition</i> , 2021, 10, 467-478.	1.1	2
13	Look Into my "Virtual" Eyes: What Dynamic Virtual Agents add to the Realistic Study of Joint Attention. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	3.7	1