

# Matthew S Cain

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3978169/publications.pdf>

Version: 2024-02-01

68  
papers

1,803  
citations

304743

22  
h-index

276875

41  
g-index

70  
all docs

70  
docs citations

70  
times ranked

1663  
citing authors

#	ARTICLE	IF	CITATIONS
1	Ensemble perception during multiple-object tracking. <i>Attention, Perception, and Psychophysics</i> , 2021, 83, 1263-1274.	1.3	6
2	Axis of rotation as a basic feature in visual search. <i>Attention, Perception, and Psychophysics</i> , 2020, 82, 31-43.	1.3	5
3	Ensemble Perception during Multiple Object Tracking. <i>Journal of Vision</i> , 2020, 20, 122.	0.3	0
4	Guidance and selection history in hybrid foraging visual search. <i>Attention, Perception, and Psychophysics</i> , 2019, 81, 637-653.	1.3	27
5	Human perception and prediction of robot swarm motion. , 2019, , .		0
6	The Effect of Extended Target Concealment on Motion Extrapolation. <i>Journal of Vision</i> , 2019, 19, 12.	0.3	2
7	Extrapolation of concealed ensemble motion. <i>Journal of Vision</i> , 2019, 19, 194a.	0.3	0
8	The Influence of Context Representations on Cognitive Control States. <i>Journal of Vision</i> , 2019, 19, 281c.	0.3	0
9	Structural and Functional Connectivity Changes Beyond Visual Cortex in a Later Phase of Visual Perceptual Learning. <i>Scientific Reports</i> , 2018, 8, 5186.	3.3	17
10	Hybrid value foraging: How the value of targets shapes human foraging behavior. <i>Attention, Perception, and Psychophysics</i> , 2018, 80, 609-621.	1.3	14
11	Satisfaction at last: evidence for the 'satisfaction' account for multiple-target search errors. , 2018, , .		7
12	A Texture Representation Account of Ensemble Perception. <i>Journal of Vision</i> , 2018, 18, 618.	0.3	2
13	Understanding Visual Search and Foraging in Cognitive Development. <i>Journal of Vision</i> , 2018, 18, 635.	0.3	4
14	Individual Differences in Visual Search and Foraging in children. <i>Journal of Vision</i> , 2018, 18, 637.	0.3	3
15	Hybrid Foraging Performance is Related to Fluid Intelligence. <i>Journal of Vision</i> , 2018, 18, 291.	0.3	0
16	Hybrid foraging meets navigation: Can augmented reality improve performance in real world search tasks?. <i>Journal of Vision</i> , 2018, 18, 6.	0.3	6
17	Ensemble perception of centers of inferred shapes vs. centers of item positions. <i>Journal of Vision</i> , 2018, 18, 77.	0.3	0
18	An individual differences approach to multiple-target visual search errors: How search errors relate to different characteristics of attention. <i>Vision Research</i> , 2017, 141, 258-265.	1.4	20

#	ARTICLE	IF	CITATIONS
19	Masked priming for the comparative evaluation of camouflage conspicuity. <i>Applied Ergonomics</i> , 2017, 48, 259-267.	3.1	9
20	Trait anxiety is associated with increased multiple-target visual search errors. <i>Journal of Vision</i> , 2017, 17, 687.	0.3	1
21	When does visual search move on?: Using the color wheel to measure the dynamics of foraging search. <i>Journal of Vision</i> , 2017, 17, 86.	0.3	1
22	Media multitasking in adolescence. <i>Psychonomic Bulletin and Review</i> , 2016, 23, 1932-1941.	2.8	110
23	Hybrid foraging search: Searching for multiple instances of multiple types of target. <i>Vision Research</i> , 2016, 119, 50-59.	1.4	34
24	Fitting two target templates into the focus of attention in a hybrid foraging task. <i>Journal of Vision</i> , 2016, 16, 1288.	0.3	1
25	Precise Guided Search. <i>Journal of Vision</i> , 2016, 16, 1284.	0.3	0
26	Satisfaction at last: Evidence for the "satisfaction" hypothesis for multiple-target search errors. <i>Visual Cognition</i> , 2015, 23, 821-825.	1.6	6
27	Targets Need Their Own Personal Space: Effects of Clutter on Multiple-Target Search Accuracy. <i>Perception</i> , 2015, 44, 1203-1214.	1.2	24
28	Frequent Video Game Players Resist Perceptual Interference. <i>PLoS ONE</i> , 2015, 10, e0120011.	2.5	19
29	Cognitive Training Can Reduce Civilian Casualties in a Simulated Shooting Environment. <i>Psychological Science</i> , 2015, 26, 1164-1176.	3.3	49
30	Multiple-Target Visual Search Errors. <i>Policy Insights From the Behavioral and Brain Sciences</i> , 2015, 2, 121-128.	2.4	19
31	Guided Search 5.0: Meeting the challenge of hybrid search and multiple-target foraging. <i>Journal of Vision</i> , 2015, 15, 1106.	0.3	13
32	When is stereopsis useful in visual search?. <i>Journal of Vision</i> , 2015, 15, 1361.	0.3	0
33	Keep on rolling: Visual search asymmetries in 3D scenes with motion-defined targets. <i>Journal of Vision</i> , 2015, 15, 1365.	0.3	0
34	An individual differences approach to multiple-target search errors: Errors correlate with attentional deficits. <i>Journal of Vision</i> , 2015, 15, 1372.	0.3	0
35	Improved control of exogenous attention in action video game players. <i>Frontiers in Psychology</i> , 2014, 5, 69.	2.1	50
36	Context matters: The structure of task goals affects accuracy in multiple-target visual search. <i>Applied Ergonomics</i> , 2014, 45, 528-533.	3.1	17

#	ARTICLE	IF	CITATIONS
37	A little bit of history repeating: Splitting up multiple-target visual searches decreases second-target miss errors.. Journal of Experimental Psychology: Applied, 2014, 20, 112-125.	1.2	23
38	When Does the Aardvark Move to the Next Anthill? Foraging search with moving targets. Journal of Vision, 2014, 14, 919-919.	0.3	2
39	Action video game playing is associated with improved visual sensitivity, but not alterations in visual sensory memory. Attention, Perception, and Psychophysics, 2013, 75, 1161-1167.	1.3	60
40	Memory for found targets interferes with subsequent performance in multiple-target visual search.. Journal of Experimental Psychology: Human Perception and Performance, 2013, 39, 1398-1408.	0.9	61
41	Self-Induced Attentional Blink. Psychological Science, 2013, 24, 2569-2574.	3.3	54
42	A taxonomy of errors in multiple-target visual search. Visual Cognition, 2013, 21, 899-921.	1.6	76
43	Assessing visual search performance differences between Transportation Security Administration Officers and nonprofessional visual searchers. Visual Cognition, 2013, 21, 330-352.	1.6	63
44	Visual Expertise: Insights Gained by Comparing Professional Populations. Journal of Vision, 2013, 13, 300-300.	0.3	0
45	Improving visual cognition through stroboscopic training. Journal of Vision, 2013, 13, 603-603.	0.3	1
46	Hemifield-specific offline learning of coherent motion detection. Journal of Vision, 2013, 13, 562-562.	0.3	0
47	Do video game players resist interference with perceptual learning by training on a new task?. Journal of Vision, 2013, 13, 559-559.	0.3	0
48	Self-induced attentional blink: A cause of errors in multiple-target visual search. Visual Cognition, 2012, 20, 1003-1007.	1.6	2
49	A Bayesian Optimal Foraging Model of Human Visual Search. Psychological Science, 2012, 23, 1047-1054.	3.3	105
50	Stroboscopic visual training improves information encoding in short-term memory. Attention, Perception, and Psychophysics, 2012, 74, 1681-1691.	1.3	54
51	What is the identity of a sports spectator?. Personality and Individual Differences, 2012, 52, 422-427.	2.9	11
52	Action video game experience reduces the cost of switching tasks. Attention, Perception, and Psychophysics, 2012, 74, 641-647.	1.3	121
53	Overcoming Hurdles in Translating Visual Search Research Between the Lab and the Field. Nebraska Symposium on Motivation, 2012, 59, 147-181.	0.9	27
54	What eye-tracking can tell us about multiple-target visual search. Journal of Vision, 2012, 12, 1010-1010.	0.3	3

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55	Visual search at the airport: Testing TSA officers. <i>Journal of Vision</i> , 2012, 12, 720-720.	0.3	2
56	Targets Need Their Own Personal Space. <i>Journal of Vision</i> , 2012, 12, 1148-1148.	0.3	2
57	Improved Visual Cognition through Stroboscopic Training. <i>Frontiers in Psychology</i> , 2011, 2, 276.	2.1	74
58	Distractor Filtering in Media Multitaskers. <i>Perception</i> , 2011, 40, 1183-1192.	1.2	111
59	Anticipatory Anxiety Hinders Detection of a Second Target in Dual-Target Search. <i>Psychological Science</i> , 2011, 22, 866-871.	3.3	40
60	Interactions between Reward, Feedback, and Timing Structures on Dual-Target Search Performance. <i>Journal of Vision</i> , 2011, 11, 207-207.	0.3	3
61	Accuracy in dual-target visual search is hindered by anticipatory anxiety. <i>Journal of Vision</i> , 2011, 11, 1339-1339.	0.3	0
62	Simulating a vigilance task: Extensible technology for baggage security assessment and training. , 2010, , ,		3
63	Distractor filtering in media multitaskers. <i>Journal of Vision</i> , 2010, 10, 260-260.	0.3	2
64	Neural Activity Is Modulated by Trial History: A Functional Magnetic Resonance Imaging Study of the Effects of a Previous Antisaccade. <i>Journal of Neuroscience</i> , 2007, 27, 1791-1798.	3.6	70
65	Where left becomes right: A magnetoencephalographic study of sensorimotor transformation for antisaccades. <i>NeuroImage</i> , 2007, 36, 1313-1323.	4.2	74
66	Rostral and dorsal anterior cingulate cortex make dissociable contributions during antisaccade error commission. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2005, 102, 15700-15705.	7.1	178
67	A failure of sleep-dependent procedural learning in chronic, medicated schizophrenia. <i>Biological Psychiatry</i> , 2004, 56, 951-956.	1.3	111
68	Perception and Human Information Processing in Visual Search. , 0, , 199-217.		3