

Cleotilde Gonzalez

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

114
papers

2,922
citations

26
h-index

50
g-index

125
ext. papers

3,533
ext. citations

2.9
avg, IF

5.69
L-index

| # | Paper | IF | Citations |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----------|
| 114 | Instance-based learning in dynamic decision making. <i>Cognitive Science</i> , 2003 , 27, 591-635 | 2.2 | 259 |
| 113 | Why don't well-educated adults understand accumulation? A challenge to researchers, educators, and citizens. <i>Organizational Behavior and Human Decision Processes</i> , 2009 , 108, 116-130 | 4 | 205 |
| 112 | Instance-based learning: integrating sampling and repeated decisions from experience. <i>Psychological Review</i> , 2011 , 118, 523-51 | 6.3 | 170 |
| 111 | The framing effect and risky decisions: Examining cognitive functions with fMRI. <i>Journal of Economic Psychology</i> , 2005 , 26, 1-20 | 2.5 | 140 |
| 110 | The use of microworlds to study dynamic decision making. <i>Computers in Human Behavior</i> , 2005 , 21, 273-286 | 2.8 | 132 |
| 109 | Effects of cyber security knowledge on attack detection. <i>Computers in Human Behavior</i> , 2015 , 48, 51-61 | 7.7 | 122 |
| 108 | Unpacking the exploration-exploitation tradeoff: A synthesis of human and animal literatures.. <i>Decision</i> , 2015 , 2, 191-215 | 1.9 | 120 |
| 107 | Decision support for real-time, dynamic decision-making tasks. <i>Organizational Behavior and Human Decision Processes</i> , 2005 , 96, 142-154 | 4 | 89 |
| 106 | Understanding the building blocks of dynamic systems. <i>System Dynamics Review</i> , 2007 , 23, 1-17 | 1.6 | 74 |
| 105 | Learning to make decisions in dynamic environments: effects of time constraints and cognitive abilities. <i>Human Factors</i> , 2004 , 46, 449-60 | 3.8 | 67 |
| 104 | Cyber situation awareness: modeling detection of cyber attacks with instance-based learning theory. <i>Human Factors</i> , 2013 , 55, 605-18 | 3.8 | 60 |
| 103 | Effects of feedback and complexity on repeated decisions from description. <i>Organizational Behavior and Human Decision Processes</i> , 2011 , 116, 286-295 | 4 | 57 |
| 102 | The relationships between cognitive ability and dynamic decision making. <i>Intelligence</i> , 2005 , 33, 169-186 | 3 | 55 |
| 101 | How choice ecology influences search in decisions from experience. <i>Cognition</i> , 2012 , 124, 334-42 | 3.5 | 54 |
| 100 | Instance-based Learning: A General Model of Repeated Binary Choice. <i>Journal of Behavioral Decision Making</i> , 2012 , 25, 143-153 | 2.4 | 52 |
| 99 | Task workload and cognitive abilities in dynamic decision making. <i>Human Factors</i> , 2005 , 47, 92-101 | 3.8 | 51 |
| 98 | Measuring and Predicting Shared Situation Awareness in Teams. <i>Journal of Cognitive Engineering and Decision Making</i> , 2009 , 3, 280-308 | 2.5 | 44 |

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| 97 | A cognitive modeling account of simultaneous learning and fatigue effects. <i>Cognitive Systems Research</i> , 2011 , 12, 19-32 | 4.8 | 40 |
| 96 | Effects of Information Availability on Command-and-Control Decision Making: Performance, Trust, and Situation Awareness. <i>Human Factors</i> , 2016 , 58, 301-21 | 3.8 | 35 |
| 95 | The effects of time delay in reciprocity games. <i>Journal of Economic Psychology</i> , 2013 , 34, 20-35 | 2.5 | 35 |
| 94 | Does animation in user interfaces improve decision making? 1996 , | | 35 |
| 93 | Situation Awareness in Dynamic Decision Making: Effects of Practice and Working Memory. <i>Journal of Cognitive Engineering and Decision Making</i> , 2007 , 1, 56-74 | 2.5 | 29 |
| 92 | Decisions from experience reduce misconceptions about climate change. <i>Journal of Environmental Psychology</i> , 2012 , 32, 19-29 | 6.7 | 28 |
| 91 | Understanding stocks and flows through analogy. <i>System Dynamics Review</i> , 2012 , 28, 3-27 | 1.6 | 28 |
| 90 | Phishing attempts among the dark triad: Patterns of attack and vulnerability. <i>Computers in Human Behavior</i> , 2018 , 87, 174-182 | 7.7 | 27 |
| 89 | Developing trust: First impressions and experience. <i>Journal of Economic Psychology</i> , 2014 , 43, 16-29 | 2.5 | 27 |
| 88 | Dynamic Decision Making: Learning Processes and New Research Directions. <i>Human Factors</i> , 2017 , 59, 713-721 | 3.8 | 26 |
| 87 | A cognitive model of dynamic cooperation with varied interdependency information. <i>Cognitive Science</i> , 2015 , 39, 457-95 | 2.2 | 25 |
| 86 | Effects of domain experience in the stockflow failure. <i>System Dynamics Review</i> , 2010 , 26, 347-354 | 1.6 | 25 |
| 85 | Creative Persuasion: A Study on Adversarial Behaviors and Strategies in Phishing Attacks. <i>Frontiers in Psychology</i> , 2018 , 9, 135 | 3.4 | 24 |
| 84 | Human control of climate change. <i>Climatic Change</i> , 2012 , 111, 497-518 | 4.5 | 23 |
| 83 | Practice makes improvement: how adults with autism out-perform others in a naturalistic visual search task. <i>Journal of Autism and Developmental Disorders</i> , 2013 , 43, 2259-68 | 4.6 | 23 |
| 82 | Reciprocal trust mediates deep transfer of learning between games of strategic interaction. <i>Organizational Behavior and Human Decision Processes</i> , 2013 , 120, 206-215 | 4 | 23 |
| 81 | Perspectives on the Role of Cognition in Cyber Security. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2012 , 56, 268-271 | 0.4 | 22 |
| 80 | The role of inertia in modeling decisions from experience with instance-based learning. <i>Frontiers in Psychology</i> , 2012 , 3, 177 | 3.4 | 21 |

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| 79 | Dissociation of S-R compatibility and Simon effects with mixed tasks and mappings. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2013 , 39, 593-609 | 2.6 | 21 |
| 78 | The boundaries of instance-based learning theory for explaining decisions from experience. <i>Progress in Brain Research</i> , 2013 , 202, 73-98 | 2.9 | 20 |
| 77 | A generic dynamic control task for behavioral research and education. <i>Computers in Human Behavior</i> , 2011 , 27, 1904-1914 | 7.7 | 20 |
| 76 | Refuting data aggregation arguments and how the instance-based learning model stands criticism: A reply to Hills and Hertwig (2012).. <i>Psychological Review</i> , 2012 , 119, 893-898 | 6.3 | 20 |
| 75 | Animation in User Interfaces Designed for Decision Support Systems: The Effects of Image Abstraction, Transition, and Interactivity on Decision Quality*. <i>Decision Sciences</i> , 1997 , 28, 793-823 | 3.7 | 20 |
| 74 | Cognition and Technology. <i>Advances in Information Security</i> , 2014 , 93-117 | 0.7 | 20 |
| 73 | How analytic reasoning style and global thinking relate to understanding stocks and flows. <i>Journal of Operations Management</i> , 2015 , 39-40, 23-30 | 5.2 | 19 |
| 72 | Allais from Experience: Choice Consistency, Rare Events, and Common Consequences in Repeated Decisions. <i>Journal of Behavioral Decision Making</i> , 2015 , 28, 369-381 | 2.4 | 19 |
| 71 | Instance-based learning in dynamic decision making 2003 , 27, 591 | | 18 |
| 70 | Why Do We Want to Delay Actions on Climate Change? Effects of Probability and Timing of Climate Consequences. <i>Journal of Behavioral Decision Making</i> , 2012 , 25, 154-164 | 2.4 | 17 |
| 69 | Managing the Budget: Stock-Flow Reasoning and the CO2 Accumulation Problem. <i>Topics in Cognitive Science</i> , 2016 , 8, 138-59 | 2.5 | 16 |
| 68 | Decisions from experience: how groups and individuals adapt to change. <i>Memory and Cognition</i> , 2014 , 42, 1384-97 | 2.2 | 16 |
| 67 | Making Instance-based Learning Theory usable and understandable: The Instance-based Learning Tool. <i>Computers in Human Behavior</i> , 2012 , 28, 1227-1240 | 7.7 | 16 |
| 66 | Learning to Stand in the Other's Shoes: A Computer Video Game Experience of the Israeli-Palestinian Conflict. <i>Social Science Computer Review</i> , 2013 , 31, 236-243 | 3.1 | 16 |
| 65 | Diversity during training enhances detection of novel stimuli. <i>Journal of Cognitive Psychology</i> , 2011 , 23, 342-350 | 0.9 | 16 |
| 64 | Making Sense of Dynamic Systems: How Our Understanding of Stocks and Flows Depends on a Global Perspective. <i>Cognitive Science</i> , 2016 , 40, 496-512 | 2.2 | 15 |
| 63 | Cyber Situation Awareness: Modeling the Security Analyst in a Cyber-Attack Scenario through Instance-Based Learning. <i>Lecture Notes in Computer Science</i> , 2011 , 280-292 | 0.9 | 15 |
| 62 | Modeling trust dynamics in strategic interaction. <i>Journal of Applied Research in Memory and Cognition</i> , 2015 , 4, 197-211 | 2.3 | 14 |

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| 61 | A Loser Can Be a Winner: Comparison of Two Instance-based Learning Models in a Market Entry Competition. <i>Games</i> , 2011 , 2, 136-162 | 0.9 | 14 |
| 60 | Mathematical knowledge is related to understanding stocks and flows: results from two nations. <i>System Dynamics Review</i> , 2015 , 31, 97-114 | 1.6 | 13 |
| 59 | Learning in Dynamic Decision Making: The Recognition Process. <i>Computational and Mathematical Organization Theory</i> , 2003 , 9, 287-304 | 2.1 | 13 |
| 58 | Mission Command in the Age of Network-Enabled Operations: Social Network Analysis of Information Sharing and Situation Awareness. <i>Frontiers in Psychology</i> , 2016 , 7, 937 | 3.4 | 13 |
| 57 | Sociometrics and observational assessment of teaming and leadership in a cyber security defense competition. <i>Computers and Security</i> , 2018 , 73, 114-136 | 4.9 | 13 |
| 56 | Adaptive Cyber Deception: Cognitively Informed Signaling for Cyber Defense 2020 , | | 12 |
| 55 | A Description-Experience Gap in Social Interactions: Information about Interdependence and Its Effects on Cooperation. <i>Journal of Behavioral Decision Making</i> , 2013 , 27, n/a-n/a | 2.4 | 10 |
| 54 | A cognitive approach to game usability and design: mental model development in novice real-time strategy gamers. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006 , 9, 361-6 | | 10 |
| 53 | Cyber-Security: Role of Deception in Cyber-Attack Detection. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 85-96 | 0.4 | 10 |
| 52 | Effects of training with added difficulties on RADAR detection. <i>Applied Cognitive Psychology</i> , 2011 , 25, 395-407 | 2.1 | 9 |
| 51 | Convergence and Constraints Revealed in a Qualitative Model Comparison. <i>Journal of Cognitive Engineering and Decision Making</i> , 2009 , 3, 131-155 | 2.5 | 9 |
| 50 | Intergroup Prisoner's Dilemma with Intragroup Power Dynamics. <i>Games</i> , 2011 , 2, 21-51 | 0.9 | 9 |
| 49 | Design of Dynamic and Personalized Deception: A Research Framework and New Insights 2020 , | | 9 |
| 48 | Reducing the Linear Perception of Nonlinearity: Use of a Physical Representation. <i>Journal of Behavioral Decision Making</i> , 2013 , 26, 51-67 | 2.4 | 8 |
| 47 | Toward Personalized Deceptive Signaling for Cyber Defense Using Cognitive Models. <i>Topics in Cognitive Science</i> , 2020 , 12, 992-1011 | 2.5 | 8 |
| 46 | Framing From Experience: Cognitive Processes and Predictions of Risky Choice. <i>Cognitive Science</i> , 2016 , 40, 1163-91 | 2.2 | 8 |
| 45 | Training to Detect Phishing Emails: Effects of the Frequency of Experienced Phishing Emails. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019 , 63, 453-457 | 0.4 | 8 |
| 44 | Security under Uncertainty: Adaptive Attackers Are More Challenging to Human Defenders than Random Attackers. <i>Frontiers in Psychology</i> , 2017 , 8, 982 | 3.4 | 7 |

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| 43 | The Description Experience Gap in Risky and Ambiguous Gambles. <i>Journal of Behavioral Decision Making</i> , 2013 , 27, n/a-n/a | 2.4 | 7 |
| 42 | Preparing for novelty with diverse training. <i>Applied Cognitive Psychology</i> , 2011 , 25, 682-691 | 2.1 | 7 |
| 41 | Graphical features of flow behavior and the stock and flow failure. <i>System Dynamics Review</i> , 2017 , 33, 59-70 | 1.6 | 6 |
| 40 | Training Decisions from Experience with Decision-Making Games 167-178 | | 6 |
| 39 | Learning to Signal in the Goldilocks Zone: Improving Adversary Compliance in Security Games. <i>Lecture Notes in Computer Science</i> , 2020 , 725-740 | 0.9 | 6 |
| 38 | From Individual Decisions from Experience to Behavioral Game Theory: Lessons for Cybersecurity. <i>Advances in Information Security</i> , 2013 , 73-86 | 0.7 | 6 |
| 37 | A study of dynamic information display and decision-making in abstract trust games. <i>International Journal of Human Computer Studies</i> , 2018 , 113, 1-14 | 4.6 | 5 |
| 36 | Math matters: mathematical knowledge plays an essential role in Chinese undergraduates' stock-and-flow task performance. <i>System Dynamics Review</i> , 2019 , 35, 208-231 | 1.6 | 5 |
| 35 | Dynamics of Decision Making in Cyber Defense: Using Multi-agent Cognitive Modeling to Understand CyberWar. <i>Lecture Notes in Computer Science</i> , 2017 , 113-127 | 0.9 | 5 |
| 34 | Modeling the effects of amount and timing of deception in simulated network scenarios 2017 , | | 5 |
| 33 | Scaling up Instance-Based Learning Theory to Account for Social Interactions. <i>Negotiation and Conflict Management Research</i> , 2011 , 4, 110-128 | 0.9 | 5 |
| 32 | Towards a Cognitive Theory of Cyber Deception. <i>Cognitive Science</i> , 2021 , 45, e13013 | 2.2 | 5 |
| 31 | Looking from the hacker's perspective: Role of deceptive strategies in cyber security 2016 , | | 5 |
| 30 | Update now or later? Effects of experience, cost, and risk preference on update decisions. <i>Translational Research in Oral Oncology</i> , 2020 , 6, | 3.8 | 4 |
| 29 | Maximizing Scales Do Not Reliably Predict Maximizing Behavior in Decisions from Experience. <i>Journal of Behavioral Decision Making</i> , 2018 , 31, 402-414 | 2.4 | 4 |
| 28 | Integrating Trends in Decision-Making Research. <i>Journal of Cognitive Engineering and Decision Making</i> , 2016 , 10, 120-122 | 2.5 | 4 |
| 27 | Action diversity in a simulation of the Israeli-Palestinian conflict. <i>Computers in Human Behavior</i> , 2012 , 28, 233-240 | 7.7 | 4 |
| 26 | An Exploratory Study of a Masking Strategy of Cyberdeception Using CyberVAN. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020 , 64, 446-450 | 0.4 | 4 |

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| 25 | What Attackers Know and What They Have to Lose: Framing Effects on Cyber-attacker Decision Making. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020 , 64, 456-460 | 0.4 | 4 |
| 24 | Role of Intrusion-Detection Systems in Cyber-Attack Detection. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 97-109 | 0.4 | 4 |
| 23 | Observed Variability and Values Matter: Toward a Better Understanding of Information Search and Decisions from Experience. <i>Journal of Behavioral Decision Making</i> , 2013 , 27, n/a-n/a | 2.4 | 3 |
| 22 | Validating instance-based learning mechanisms outside of ACT-R. <i>Journal of Computational Science</i> , 2013 , 4, 262-268 | 3.4 | 3 |
| 21 | Cognitive architectures combine formal and heuristic approaches. <i>Behavioral and Brain Sciences</i> , 2013 , 36, 285-6 | 0.9 | 3 |
| 20 | Cognitive Science: An Introduction 2013 , 61-67 | | 3 |
| 19 | The impact of variability and prechoice experience on taking safety measures: The case of security updates. <i>Journal of Behavioral Decision Making</i> , 2020 , 33, 3-14 | 2.4 | 3 |
| 18 | Effects of Automatic Detection on Dynamic Decision Making. <i>Journal of Cognitive Engineering and Decision Making</i> , 2008 , 2, 328-348 | 2.5 | 2 |
| 17 | Verbal Protocols in Real-Time Dynamic Decision-Making. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2003 , 47, 293-296 | 0.4 | 2 |
| 16 | Human Factors in Cyber Security Defense 2018 , 85-104 | | 2 |
| 15 | Cyber Situation Awareness through Instance-Based Learning 2012 , 125-140 | | 2 |
| 14 | Selfish algorithm and emergence of collective intelligence. <i>Journal of Complex Networks</i> , 2020 , 8, | 1.7 | 2 |
| 13 | Designing effective masking strategies for cyberdefense through human experimentation and cognitive models. <i>Computers and Security</i> , 2022 , 117, 102671 | 4.9 | 2 |
| 12 | A Social Interpolation Model of Group Problem-Solving. <i>Cognitive Science</i> , 2021 , 45, e13066 | 2.2 | 2 |
| 11 | Training for the Unknown: The Role of Feedback and Similarity in Detecting Zero-day Attacks. <i>Procedia Manufacturing</i> , 2015 , 3, 1088-1095 | 1.5 | 1 |
| 10 | Enabling Eco-Friendly Choices by Relying on the Proportional-Thinking Heuristic. <i>Sustainability</i> , 2013 , 5, 357-371 | 3.6 | 1 |
| 9 | Rock-Paper-Scissors Play: Beyond the Win-Stay/Lose-Change Strategy. <i>Games</i> , 2021 , 12, 52 | 0.9 | 1 |
| 8 | Theory of Mind From Observation in Cognitive Models and Humans. <i>Topics in Cognitive Science</i> , 2021 , | 2.5 | 1 |

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| 7 | Categorization of Events in Security Scenarios: The Role of Context and Heuristics. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2016 , 60, 274-278 | 0.4 | 1 |
| 6 | How to use a multicriteria comparison procedure to improve modeling competitions: A comment on Erev et al. (2017). <i>Psychological Review</i> , 2021 , 128, 995-1005 | 6.3 | 1 |
| 5 | Patterns of choice adaptation in dynamic risky environments.. <i>Memory and Cognition</i> , 2022 , 50, 864 | 2.2 | 0 |
| 4 | How people do relational reasoning? Role of problem complexity and domain familiarity. <i>Computers in Human Behavior</i> , 2014 , 41, 319-326 | 7.7 | |
| 3 | The Impact of Target Base Rate on Training and Transfer of Learning in Airline Luggage Screening: An Examination of Three Base Rate Scenarios. <i>Applied Cognitive Psychology</i> , 2013 , 27, 263-273 | 2.1 | |
| 2 | Learning About the Effects of Alert Uncertainty in Attack and Defend Decisions via Cognitive Modeling. <i>Human Factors</i> , 2020 , 18720820945425 | 3.8 | |
| 1 | An instance-based-learning simulation model to predict knowledge assets evolution involved in potential digital transformation projects. <i>Knowledge Management Research and Practice</i> , 1-22 | 2.1 | |