

Weimin Mou

List of Publications by Year in descending order

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47
papers

1,276
citations

623734

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35
g-index

47
all docs

47
docs citations

47
times ranked

553
citing authors

#	ARTICLE	IF	CITATIONS
1	Developing global spatial memories by one-shot across-boundary navigation.. Journal of Experimental Psychology: Learning Memory and Cognition, 2022, 48, 798-812.	0.9	2
2	When humans can fly: Imprecise vertical encoding in human 3D spatial navigation. Behavioural Brain Research, 2022, 426, 113835.	2.2	0
3	Updating headings in 3D navigation. Quarterly Journal of Experimental Psychology, 2021, 74, 889-909.	1.1	2
4	Cue combination in goal-oriented navigation. Quarterly Journal of Experimental Psychology, 2021, 74, 1981-2001.	1.1	3
5	Updating self-location by self-motion and visual cues in familiar multiscale spaces.. Journal of Experimental Psychology: Learning Memory and Cognition, 2021, 47, 1439-1452.	0.9	2
6	Unidirectional influence of vision on locomotion in multimodal spatial representations acquired from navigation. Psychological Research, 2020, 84, 1284-1303.	1.7	9
7	Effect of room size on geometry and features cue preference during reorientation: Modulating encoding strength or cue weighting. Quarterly Journal of Experimental Psychology, 2020, 73, 225-238.	1.1	7
8	Set size effects in spatial updating are independent of the online/offline updating strategy.. Journal of Experimental Psychology: Human Perception and Performance, 2020, 46, 901-911.	0.9	3
9	Cue combination used to update the navigator's self-localization, not the home location.. Journal of Experimental Psychology: Learning Memory and Cognition, 2020, 46, 2314-2339.	0.9	17
10	Boundary shapes guide selection of reference points in goal localization. Attention, Perception, and Psychophysics, 2019, 81, 2482-2498.	1.3	4
11	The effects of cue placement on the relative dominance of boundaries and landmark arrays in goal localization. Quarterly Journal of Experimental Psychology, 2019, 72, 2614-2631.	1.1	8
12	Selective resetting position and heading estimations while driving in a large-scale immersive virtual environment. Experimental Brain Research, 2019, 237, 335-350.	1.5	7
13	The limits of boundaries: unpacking localization and cognitive mapping relative to a boundary. Psychological Research, 2018, 82, 617-633.	1.7	6
14	Piloting systems reset path integration systems during position estimation.. Journal of Experimental Psychology: Learning Memory and Cognition, 2017, 43, 472-491.	0.9	16
15	Cue integration in spatial search for jointly learned landmarks but not for separately learned landmarks.. Journal of Experimental Psychology: Learning Memory and Cognition, 2017, 43, 1857-1871.	0.9	9
16	Look up: Human adults use vertical height cues in reorientation. Memory and Cognition, 2016, 44, 1277-1287.	1.6	7
17	Superior cognitive mapping through single landmark-related learning than through boundary-related learning.. Journal of Experimental Psychology: Learning Memory and Cognition, 2016, 42, 1316-1323.	0.9	7
18	Piloting and path integration within and across boundaries.. Journal of Experimental Psychology: Learning Memory and Cognition, 2015, 41, 220-234.	0.9	19

#	ARTICLE	IF	CITATIONS
19	Use of geometric properties of landmark arrays for reorientation relative to remote cities and local objects.. Journal of Experimental Psychology: Learning Memory and Cognition, 2014, 40, 476-491.	0.9	4
20	Connecting spatial memories of two nested spaces.. Journal of Experimental Psychology: Learning Memory and Cognition, 2014, 40, 191-202.	0.9	5
21	Development of Landmark Knowledge at Decision Points. Spatial Cognition and Computation, 2014, 14, 1-17.	1.2	11
22	Dissociating position and heading estimations: Rotated visual orientation cues perceived after walking reset headings but not positions. Cognition, 2014, 133, 553-571.	2.2	17
23	Reorientation in diamond-shaped environments: encoding of features and angles in enclosures versus arrays by adult humans and pigeons (Columbia livia). Animal Cognition, 2013, 16, 565-581.	1.8	6
24	Object location memory: Integration and competition between multiple context objects but not between observersâ€™ body and context objects. Cognition, 2013, 126, 181-197.	2.2	9
25	Global frames of reference organize configural knowledge of paths. Cognition, 2013, 129, 180-193.	2.2	14
26	Defining a boundary in goal localization: Infinite number of points or extended surfaces.. Journal of Experimental Psychology: Learning Memory and Cognition, 2013, 39, 1115-1127.	0.9	21
27	Selection of Spatial Reference Directions Prior to Seeing Objects. Spatial Cognition and Computation, 2012, 12, 53-69.	1.2	3
28	View combination in recognition of 3D virtual reality layouts. PsyCh Journal, 2012, 1, 82-89.	1.1	0
29	Retrieving enduring spatial representations after disorientation. Cognition, 2012, 124, 143-155.	2.2	4
30	Spatial updating according to a fixed reference direction of a briefly viewed layout. Cognition, 2011, 119, 419-429.	2.2	17
31	Describing spatial locations from perception and memory: The influence of intrinsic axes on reference object selection. Journal of Memory and Language, 2011, 65, 222-236.	2.1	17
32	Neural mechanisms of recognizing scene configurations from multiple viewpoints. Brain Research, 2010, 1363, 107-116.	2.2	7
33	Novel-view scene recognition relies on identifying spatial reference directions. Cognition, 2009, 111, 175-186.	2.2	28
34	Intrinsic orientation and study viewpoint in recognizing spatial structure of a shape. Psychonomic Bulletin and Review, 2009, 16, 518-523.	2.8	7
35	Layout geometry in encoding and retrieval of spatial memory.. Journal of Experimental Psychology: Human Perception and Performance, 2009, 35, 83-93.	0.9	39
36	Use of self-to-object and object-to-object spatial relations in locomotion.. Journal of Experimental Psychology: Learning Memory and Cognition, 2009, 35, 1137-1147.	0.9	27

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37	Intrinsic frames of reference and egocentric viewpoints in scene recognition. <i>Cognition</i> , 2008, 106, 750-769.	2.2	62
38	Reference directions and reference objects in spatial memory of a briefly viewed layout. <i>Cognition</i> , 2008, 108, 136-154.	2.2	33
39	Body- and environmental-stabilized processing of spatial knowledge.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2008, 34, 415-421.	0.9	7
40	Layout geometry in the selection of intrinsic frames of reference from multiple viewpoints.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2007, 33, 145-154.	0.9	64
41	Spatial updating during locomotion does not eliminate viewpoint-dependent visual object processing. <i>Visual Cognition</i> , 2007, 15, 402-419.	1.6	10
42	Roles of egocentric and allocentric spatial representations in locomotion and reorientation.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2006, 32, 1274-1290.	0.9	93
43	Allocentric and Egocentric Updating of Spatial Memories.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2004, 30, 142-157.	0.9	276
44	Frames of Reference in Mobile Augmented Reality Displays.. <i>Journal of Experimental Psychology: Applied</i> , 2004, 10, 238-244.	1.2	14
45	Frames of Reference in Spatial Memories Acquired From Language.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2004, 30, 171-180.	0.9	29
46	Intrinsic frames of reference in spatial memory.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2002, 28, 162-170.	0.9	321
47	A compatible chord code for inputting elements of Chinese characters. <i>Applied Ergonomics</i> , 2001, 32, 293-297.	3.1	3