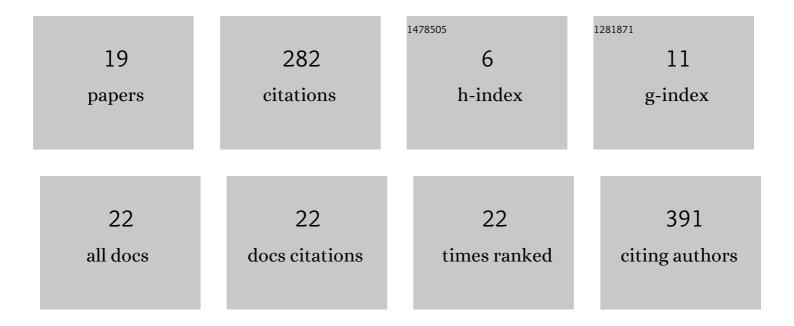
## Peter Pirolli

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6711051/publications.pdf Version: 2024-02-01



DETED DIDOLLI

#	Article	IF	CITATIONS
1	Toward a Psychology of Deep Reinforcement Learning Agents Using a Cognitive Architecture. Topics in Cognitive Science, 2022, 14, 756-779.	1.9	2
2	Scaffolding the Mastery of Healthy Behaviors with Fittle+ Systems: Evidence-Based Interventions and Theory. Human-Computer Interaction, 2021, 36, 73-106.	4.4	10
3	Mining Online Social Media to Drive Psychologically Valid Agent Models of Regional Covid-19 Mask Wearing. Lecture Notes in Computer Science, 2021, , 46-56.	1.3	2
4	Physical Exercise Recommendation and Success Prediction Using Interconnected Recurrent Neural Networks. , 2021, , .		7
5	Explaining autonomous drones: An <scp>XAI</scp> journey. Applied AI Letters, 2021, 2, e54.	2.2	5
6	Challenges for a Computational Cognitive Psychology for the New Digital Ecosystem. Human-computer Interaction Series, 2020, , 13-27.	0.6	1
7	Leveraging Self-Affirmation to Improve Behavior Change: A Mobile Health App Experiment. JMIR MHealth and UHealth, 2018, 6, e157.	3.7	14
8	Implementation Intention and Reminder Effects on Behavior Change in a Mobile Health System: A Predictive Cognitive Model. Journal of Medical Internet Research, 2017, 19, e397.	4.3	36
9	Acceptability of a team-based mobile health (mHealth) application for lifestyle self-management in individuals with chronic illnesses. , 2016, 2016, 3277-3281.		19
10	From good intentions to healthy habits: Towards integrated computational models of goal striving and habit formation. , 2016, 2016, 181-185.		4
11	A computational cognitive model of self-efficacy and daily adherence in mHealth. Translational Behavioral Medicine, 2016, 6, 496-508.	2.4	21
12	A Group-Based Mobile Application to Increase Adherence in Exercise and Nutrition Programs: A Factorial Design Feasibility Study. JMIR MHealth and UHealth, 2016, 4, e4.	3.7	49
13	Reinforcement learning and instance-based learning approaches to modeling human decision making in a prognostic foraging task. , 2015, , .		1
14	ACT-R models of information foraging in geospatial intelligence tasks. Computational and Mathematical Organization Theory, 2015, 21, 274-295.	2.0	5
15	Finding the Adaptive Sweet Spot. , 2015, , .		51
16	Counterfactual reasoning as a key for explaining adaptive behavior in a changing environment. Biologically Inspired Cognitive Architectures, 2014, 10, 24-29.	0.9	1
17	Seeking answers, making sense, changing lifestyles. , 2014, , .		1

18 Efficacy of a Smartphone System to Support Groups in Behavior Change Programs. , 2014, , .

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#	Article	IF	CITATIONS
19	A Functional Model of Sensemaking in a Neurocognitive Architecture. Computational Intelligence and Neuroscience, 2013, 2013, 1-29.	1.7	37