C Shawn Green

List of Publications by Year
in descending order

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51 papers	5,859 citations	304743 22 h-index	182427 51 g-index
56 all docs	56 docs citations	56 times ranked	4204 citing authors

#	Article	IF	Citations
1	Action video game modifies visual selective attention. Nature, 2003, 423, 534-537.	27.8	1,875
2	Effect of action video games on the spatial distribution of visuospatial attention.. Journal of Experimental Psychology: Human Perception and Performance, 2006, 32, 1465-1478.	0.9	534
3	Meta-analysis of action video game impact on perceptual, attentional, and cognitive skills.. Psychological Bulletin, 2018, 144, 77-110.	6.1	434
4	Brain Plasticity Through the Life Span: Learning to Learn and Action Video Games. Annual Review of Neuroscience, 2012, 35, 391-416.	10.7	394
5	Increasing Speed of Processing With Action Video Games. Current Directions in Psychological Science, 2009, 18, 321-326.	5.3	373
6	Improved Probabilistic Inference as a General Learning Mechanism with Action Video Games. Current Biology, 2010, 20, 1573-1579.	3.9	277
7	Games for Health for Childrenâ€"Current Status and Needed Research. Games for Health Journal, 2016, 5, 1-12.	2.0	203
8	The effect of action video game experience on task-switching. Computers in Human Behavior, 2012, 28, 984-994.	8.5	167
9	On methodological standards in training and transfer experiments. Psychological Research, 2014, 78, 756-772.	1.7	156
10	Action video game play facilitates the development of better perceptual templates. Proceedings of the National Academy of Sciences of the United States of America, 2014, 111, 16961-16966.	7.1	151
11	Improving Methodological Standards in Behavioral Interventions for Cognitive Enhancement. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2019, 3, 2-29.	1.6	149
12	Internet Gaming Disorder in Children and Adolescents. Pediatrics, 2017, 140, S81-S85.	2.1	148
13	Enhancing Attentional Control: Lessons from Action Video Games. Neuron, 2019, 104, 147-163.	8.1	112
14	Role-Playing and Real-Time Strategy Games Associated with Greater Probability of Internet Gaming Disorder. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 480-485.	3.9	102
15	Changes in search rate but not in the dynamics of exogenous attention in action videogame players. Attention, Perception, and Psychophysics, 2011, 73, 2399-2412.	1.3	101
16	Memory abilities in action video game players. Computers in Human Behavior, 2014, 34, 69-78.	8.5	88
17	The Changing Face of Video Games and Video Gamers: Future Directions in the Scientific Study of Video Game Play and Cognitive Performance. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2017, 1, 280-294.	1.6	66
18	A new look at the cognitive neuroscience of video game play. Annals of the New York Academy of Sciences, 2020, 1464, 192-203.	3.8	54

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19	Perceptual Learning Generalization from Sequential Perceptual Training as a Change in Learning Rate. Current Biology, 2017, 27, 840-846.	3.9	45
20	Playing Some Video Games but Not Others Is Related to Cognitive Abilities: A Critique of Unsworth et al. (2015). Psychological Science, 2017, 28, 679-682.	3.3	43
21	Differences in perceptual learning transfer as a function of training task. Journal of Vision, 2015, 15, 5.	0.3	31
22	Associations Between Avid Action and Real-Time Strategy Game Play and Cognitive Performance: a Pilot Study. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2017, 1, 295-317.	1.6	27
23	Expertise and generalization: lessons from action video games. Current Opinion in Behavioral Sciences, 2018, 20, 169-173.	3.9	25
24	Cognitive abilities of action video game and role-playing video game players: Data from a massive open online course.. Psychology of Popular Media, 2020, 9, 347-358.	1.4	22
25	Trial-dependent psychometric functions accounting for perceptual learning in 2-AFC discrimination tasks. Journal of Vision, 2017, 17, 3.	0.3	21
26	Fluid intelligence is related to capacity in memory as well as attention: Evidence from middle childhood and adulthood. PLoS ONE, 2019, 14, e0221353.	2.5	21
27	Task-Specific Response Strategy Selection on the Basis of Recent Training Experience. PLoS Computational Biology, 2014, 10, e1003425.	3.2	18
28	Individual differences in exploration and persistence: Grit and beliefs about ability and reward. PLoS ONE, 2018, 13, e0203131.	2.5	17
29	Individual difference predictors of learning and generalization in perceptual learning. Attention, Perception, and Psychophysics, 2021, 83, 2241-2255.	1.3	17
30	Cognitive and Behavioral Correlates of Achievement in a Complex Multi-Player Video Game. Media and Communication, 2019, 7, 198-212.	1.9	16
31	Action video game play facilitates â€œlearning to learnâ€• Communications Biology, 2021, 4, 1154.	4.4	16
32	Probability Learning: Changes in Behavior Across Time and Development. Child Development, 2018, 89, 205-218.	3.0	15
33	Cognitive Training: How Evidence, Controversies, and Challenges Inform Education Policy. Policy Insights From the Behavioral and Brain Sciences, 2020, 7, 80-86.	2.4	14
34	Perceptual Learning of Appendicitis Diagnosis in Radiological Images. Journal of Vision, 2020, 20, 16.	0.3	12
35	Emotion perception in habitual players of action video games.. Emotion, 2021, 21, 1324-1339.	1.8	12
36	Methods to Test Visual Attention Online. Journal of Visualized Experiments, 2015, , .	0.3	10

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37	â€œApproximate number systemâ€•training: A perceptual learning approach. Attention, Perception, and Psychophysics, 2019, 81, 621-636.	1.3	10
38	Auditory cognition and perception of action video game players. Scientific Reports, 2020, 10, 14410.	3.3	10
39	Trajectories of performance change indicate multiple dissociable links between working memory and fluid intelligence. Npj Science of Learning, 2021, 6, 33.	2.8	9
40	Assessing the functions underlying learning using by-trial and by-participant models: Evidence from two visual perceptual learning paradigms. Journal of Vision, 2021, 21, 5.	0.3	9
41	No Evidence for Expectation Effects in Cognitive Training Tasks. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2021, 5, 296-310.	1.6	8
42	Assessing the Impact of Expectations in Cognitive Training and Beyond. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2021, 5, 502-518.	1.6	7
43	Orientation Transfer in Vernier and Stereoacuity Training. PLoS ONE, 2015, 10, e0145770.	2.5	6
44	Transfer in Rule-Based Category Learning Depends on the Training Task. PLoS ONE, 2016, 11, e0165260.	2.5	6
45	Load effects in attention: Comparing tasks and age groups. Attention, Perception, and Psychophysics, 2020, 82, 3072-3084.	1.3	5
46	Modulation of compatibility effects in response to experience: Two tests of initial and sequential learning. Attention, Perception, and Psychophysics, 2021, 83, 837-852.	1.3	4
47	Testimony bias lingers across development under uncertainty.. Developmental Psychology, 2021, 57, 2150-2164.	1.6	4
48	Interventions to Do Real-World Good: Generalization and Persistence. Psychological Science in the Public Interest: A Journal of the American Psychological Society, 2020, 21, 43-49.	10.7	3
49	Researchers' commercial video game knowledge associated with differences in beliefs about the impact of gaming on human behavior. Entertainment Computing, 2021, 38, 100406.	2.9	3
50	New Directions in Training Designs. , 2021, , 25-40.		3
51	Learning to identify visual signals of intentionality. Journal of Vision, 2021, 21, 2248.	0.3	0