

# Fernand Gobet

## List of Publications by Year in descending order

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Version: 2024-02-01

169  
papers

7,830  
citations

53794

45  
h-index

60623

81  
g-index

181  
all docs

181  
docs citations

181  
times ranked

4304  
citing authors

#	ARTICLE	IF	CITATIONS
1	Expertise in Contemporary Dance: The Roles of Cognition, Talent, and Deliberate Practice. <i>Journal of Dance Education</i> , 2024, 24, 21-34.	0.2	0
2	CHESS RESEARCH: RECENT TRENDS. <i>Revista Mundi Engenharia Tecnologia E GestÃ£o</i> (ISSN 2525-4782), 2023, 6, .	0.0	0
3	The effect of hyperarticulation on speech comprehension under adverse listening conditions. <i>Psychological Research</i> , 2022, 86, 1535-1546.	1.7	1
4	Magnitude-sensitivity: rethinking decision-making. <i>Trends in Cognitive Sciences</i> , 2022, 26, 66-80.	7.8	14
5	Simplification of genetic programs: a literature survey. <i>Data Mining and Knowledge Discovery</i> , 2022, 36, 1279-1300.	3.7	8
6	Still no evidence that exergames improve cognitive ability: A commentary on Stanmore et al. (2017). <i>Neuroscience and Biobehavioral Reviews</i> , 2021, 123, 352-353.	6.1	17
7	On-the-fly simplification of genetic programming models. , 2021, , .		5
8	Is attentional discounting in value-based decision making magnitude sensitive?. <i>Journal of Cognitive Psychology</i> , 2021, 33, 327-336.	0.9	4
9	Early Specialization and Critical Periods in Acquiring Expertise: A Comparison of Traditional Versus Detection Talent Identification in Team GB Cycling at London 2012. <i>Journal of Motor Learning and Development</i> , 2021, 9, 296-312.	0.4	1
10	The Beginning of a New Era. <i>Swiss Psychology Open</i> , 2021, 1, .	0.8	0
11	Cognitive and academic benefits of music training with children: A multilevel meta-analysis. <i>Memory and Cognition</i> , 2020, 48, 1429-1441.	1.6	88
12	Working memory training in typically developing children: A multilevel meta-analysis. <i>Psychonomic Bulletin and Review</i> , 2020, 27, 423-434.	2.8	53
13	Modeling Value-Based Decision-Making Policies Using Genetic Programming. <i>Swiss Journal of Psychology</i> , 2020, 79, 113-121.	0.9	2
14	Understanding the cross-linguistic pattern of verb-marking error in typically developing children and children with Developmental Language Disorder. <i>Trends in Language Acquisition Research</i> , 2020, , 221-246.	0.3	2
15	How Artificial Intelligence Can Help Us Understand Human Creativity. <i>Frontiers in Psychology</i> , 2019, 10, 1401.	2.1	21
16	The impact of leisure activities on older adultsâ€™ cognitive function, physical function, and mental health. <i>PLoS ONE</i> , 2019, 14, e0225006.	2.5	76
17	The impact of shared book reading on children's language skills: A meta-analysis. <i>Educational Research Review</i> , 2019, 28, 100290.	7.8	95
18	The cognitive and academic benefits of Cogmed: A meta-analysis. <i>Educational Research Review</i> , 2019, 27, 229-243.	7.8	57

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19	A protocol analysis of use of forward and backward reasoning during valuation problem solving. <i>Property Management</i> , 2019, 37, 638-661.	0.8	3
20	Working memory training does not enhance older adults' cognitive skills: A comprehensive meta-analysis. <i>Intelligence</i> , 2019, 77, 101386.	3.0	38
21	A Study of the Interplay between Intuition and Rationality in Valuation Decision Making. <i>Journal of Property Research</i> , 2019, 36, 387-418.	2.8	8
22	Cognitive Training Does Not Enhance General Cognition. <i>Trends in Cognitive Sciences</i> , 2019, 23, 9-20.	7.8	159
23	Near and Far Transfer in Cognitive Training: A Second-Order Meta-Analysis. <i>Collabra: Psychology</i> , 2019, 5, .	1.8	109
24	Semi-Automatic Generation of Cognitive Science Theories. <i>Synthese Library</i> , 2019, , 155-171.	0.2	2
25	Video game training does not enhance cognitive ability: A comprehensive meta-analytic investigation.. <i>Psychological Bulletin</i> , 2018, 144, 111-139.	6.1	150
26	Checking the "Academic Selection" argument. Chess players outperform non-chess players in cognitive skills related to intelligence: A meta-analysis. <i>Intelligence</i> , 2017, 61, 130-139.	3.0	26
27	The neural correlates of theory of mind and their role during empathy and the game of chess: A functional magnetic resonance imaging study. <i>Neuroscience</i> , 2017, 355, 149-160.	2.3	26
28	When the music's over. Does music skill transfer to children's and young adolescents' cognitive and academic skills? A meta-analysis. <i>Educational Research Review</i> , 2017, 20, 55-67.	7.8	131
29	Allen Newell's Program of Research: The Video"Game Test. <i>Topics in Cognitive Science</i> , 2017, 9, 522-532.	1.9	4
30	Does Far Transfer Exist? Negative Evidence From Chess, Music, and Working Memory Training. <i>Current Directions in Psychological Science</i> , 2017, 26, 515-520.	5.3	182
31	Three Views on Expertise: Philosophical Implications for Rationality, Knowledge, Intuition and Education. <i>Journal of Philosophy of Education</i> , 2017, 51, 605-619.	0.8	6
32	Does chess instruction improve mathematical problem-solving ability? Two experimental studies with an active control group. <i>Learning and Behavior</i> , 2017, 45, 414-421.	1.0	26
33	Experts'™ memory superiority for domain-specific random material generalizes across fields of expertise: A meta-analysis. <i>Memory and Cognition</i> , 2017, 45, 183-193.	1.6	35
34	The Effects of Chess Instruction on Pupils' Cognitive and Academic Skills: State of the Art and Theoretical Challenges. <i>Frontiers in Psychology</i> , 2017, 8, 238.	2.1	19
35	The Relationship between Handedness and Mathematics Is Non-linear and Is Moderated by Gender, Age, and Type of Task. <i>Frontiers in Psychology</i> , 2017, 8, 948.	2.1	10
36	Computational Scientific Discovery. , 2017, , 719-734.		10

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37	What's in a Name? The Multiple Meanings of "Chunk" and "Chunking". <i>Frontiers in Psychology</i> , 2016, 7, 102.	2.1	33
38	Analysing Psychological Data by Evolving Computational Models. <i>Studies in Classification, Data Analysis, and Knowledge Organization</i> , 2016, , 587-597.	0.2	3
39	Levodopa medication improves incidental sequence learning in Parkinson's disease. <i>Neuropsychologia</i> , 2016, 93, 53-60.	1.6	21
40	The relationship between cognitive ability and chess skill: A comprehensive meta-analysis. <i>Intelligence</i> , 2016, 59, 72-83.	3.0	91
41	Becoming an expert: Ontogeny of expertise as an example of neural reuse. <i>Behavioral and Brain Sciences</i> , 2016, 39, e123.	0.7	5
42	Mood, expertise, analogy, and ritual: an experiment using the five-disk Tower of Hanoi. <i>Religion, Brain and Behavior</i> , 2016, 6, 67-87.	0.7	22
43	The effect of personal attitudes on information processing biases in religious individuals. <i>Journal of Cognitive Psychology</i> , 2016, 28, 366-373.	0.9	3
44	Computational Scientific Discovery and Cognitive Science Theories. <i>Synthese Library</i> , 2016, , 83-97.	0.2	4
45	Do the benefits of chess instruction transfer to academic and cognitive skills? A meta-analysis. <i>Educational Research Review</i> , 2016, 18, 46-57.	7.8	86
46	Understanding Expertise. , 2016, , .		44
47	From Bounded Rationality to Expertise. , 2016, , 151-166.		1
48	Vocabulary Acquisition. , 2015, , 226-231.		1
49	Chunks, Schemata, and Retrieval Structures: Past and Current Computational Models. <i>Frontiers in Psychology</i> , 2015, 6, 1785.	2.1	7
50	Risk taking in adversarial situations: Civilization differences in chess experts. <i>Cognition</i> , 2015, 141, 36-40.	2.2	12
51	Simulating the cross-linguistic pattern of Optional Infinitive errors in children's declaratives and Wh- questions. <i>Cognition</i> , 2015, 143, 61-76.	2.2	23
52	A Question of Balance. <i>Lecture Notes in Computer Science</i> , 2015, , 224-258.	1.3	1
53	The Art of Balance - Problem-Solving vs. Pattern-Recognition. , 2015, , .		2
54	"No level up!" no effects of video game specialization and expertise on cognitive performance. <i>Frontiers in Psychology</i> , 2014, 5, 1337.	2.1	18

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55	Designing a "better" brain: insights from experts and savants. <i>Frontiers in Psychology</i> , 2014, 5, 470.	2.1	8
56	Facing facts about deliberate practice. <i>Frontiers in Psychology</i> , 2014, 5, 751.	2.1	10
57	Checkmate to deliberate practice: the case of Magnus Carlsen. <i>Frontiers in Psychology</i> , 2014, 5, 878.	2.1	27
58	Cognitive Models of Gambling and Problem Gambling. , 2014, , 74-103.		0
59	Why computational models are better than verbal theories: the case of nonword repetition. <i>Developmental Science</i> , 2014, 17, 298-310.	2.4	23
60	Deliberate practice: Is that all it takes to become an expert?. <i>Intelligence</i> , 2014, 45, 34-45.	3.0	241
61	Accounting for expert performance: The devil is in the details. <i>Intelligence</i> , 2014, 45, 112-114.	3.0	36
62	The Effects of Bounding Rationality on the Performance and Learning of CHREST Agents in Tileworld. , 2014, , 149-162.		3
63	Do young children have adult-like syntactic categories? Zipf's law and the case of the determiner. <i>Cognition</i> , 2013, 127, 345-360.	2.2	90
64	What is Counterintuitive? Religious Cognition and Natural Expectation. <i>Review of Philosophy and Psychology</i> , 2013, 4, 715-749.	1.8	24
65	The Emotional and Attitudinal Consequences of Religious Hypocrisy: Experimental Evidence Using a Cognitive Dissonance Paradigm. <i>Journal of Social Psychology</i> , 2013, 153, 667-686.	1.5	32
66	ERP to chess stimuli reveal expert-novice differences in the amplitudes of N2 and P3 components. <i>Psychophysiology</i> , 2013, 50, 1023-1033.	2.4	16
67	COMMUNITY STRUCTURE DETECTION IN THE EVOLUTION OF THE UNITED STATES AIRPORT NETWORK. <i>International Journal of Modeling, Simulation, and Scientific Computing</i> , 2013, 16, 1350003.	1.4	14
68	Visual Search in Ecological and Non-Ecological Displays: Evidence for a Non-Monotonic Effect of Complexity on Performance. <i>PLoS ONE</i> , 2013, 8, e53420.	2.5	6
69	Functional cerebral reorganization: a signature of expertise? Reexamining Guida, Gobet, Tardieu, and Nicolas' (2012) two-stage framework. <i>Frontiers in Human Neuroscience</i> , 2013, 7, 590.	2.0	20
70	Evolving Non-Dominated Parameter Sets for Computational Models from Multiple Experiments. <i>Journal of Artificial General Intelligence</i> , 2013, 4, 1-30.	0.6	13
71	A theory-driven testing methodology for developing scientific software. <i>Journal of Experimental and Theoretical Artificial Intelligence</i> , 2012, 24, 421-456.	2.8	17
72	Sinuosity and the Affect Grid: A Method for Adjusting Repeated Mood Scores. <i>Perceptual and Motor Skills</i> , 2012, 114, 125-136.	1.3	10

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73	Developing systemic theories requires formal methods. <i>High Ability Studies</i> , 2012, 23, 61-63.	1.9	1
74	SPACE-INDEPENDENT COMMUNITY STRUCTURE DETECTION IN UNITED STATES AIR TRANSPORTATION. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2012, 45, 1-6.	0.4	1
75	Computational modelling of phonological acquisition: Simulating error patterns in nonword repetition tasks. <i>Language and Cognitive Processes</i> , 2012, 27, 901-946.	2.2	8
76	Neuro-cognitive model of move location in the game of Go. , 2012, , .		7
77	How chunks, long-term working memory and templates offer a cognitive explanation for neuroimaging data on expertise acquisition: A two-stage framework. <i>Brain and Cognition</i> , 2012, 79, 221-244.	1.8	110
78	Concepts without intuition lose the game: commentary on Montero and Evans (2011). <i>Phenomenology and the Cognitive Sciences</i> , 2012, 11, 237-250.	1.8	8
79	Deliberate Practice and Its Role in Expertise Development. , 2012, , 917-919.		1
80	Chunking Mechanisms and Learning. , 2012, , 541-544.		15
81	Bounded Rationality and Learning. , 2012, , 482-484.		3
82	Using Chunks to Categorise Chess Positions. , 2012, , 93-106.		13
83	A Comparison between Cognitive and AI Models of Blackjack Strategy Learning. <i>Lecture Notes in Computer Science</i> , 2012, , 143-155.	1.3	3
84	CHREST Models of Implicit Learning and Board Game Interpretation. <i>Lecture Notes in Computer Science</i> , 2012, , 148-157.	1.3	5
85	Learning in the CHREST Cognitive Architecture. , 2012, , 1920-1923.		1
86	Deliberate Practice. <i>Current Directions in Psychological Science</i> , 2011, 20, 280-285.	5.3	126
87	Measuring Chess Experts' Single-Use Sequence Knowledge: An Archival Study of Departure from "Theoretical" Openings. <i>PLoS ONE</i> , 2011, 6, e26692.	2.5	21
88	A Hypothesis about the Biological Basis of Expert Intuition. <i>Review of General Psychology</i> , 2011, 15, 198-212.	3.2	35
89	Perception in chess and beyond: Commentary on Linhares and Freitas (2010). <i>New Ideas in Psychology</i> , 2011, 29, 156-161.	1.9	8
90	The intermediate effect in clinical case recall is present in musculoskeletal physiotherapy. <i>Manual Therapy</i> , 2011, 16, 327-331.	1.6	5

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91	The L/M-Opponent Channel Provides a Distinct and Time-Dependent Contribution towards Visual Recognition. <i>Perception</i> , 2010, 39, 1185-1198.	1.2	0
92	Explaining quantitative variation in the rate of Optional Infinitive errors across languages: A comparison of MOSAIC and the Variational Learning Model. <i>Journal of Child Language</i> , 2010, 37, 643-669.	1.2	59
93	Herbert Simon's Decision-Making Approach: Investigation of Cognitive Processes in Experts. <i>Review of General Psychology</i> , 2010, 14, 354-364.	3.2	71
94	The Mechanism of the Einstellung (Set) Effect. <i>Current Directions in Psychological Science</i> , 2010, 19, 111-115.	5.3	84
95	Lexicality and Frequency in Specific Language Impairment: Accuracy and Error Data from Two Nonword Repetition Tests. <i>Journal of Speech, Language, and Hearing Research</i> , 2010, 53, 1642-1655.	1.6	39
96	The CHREST Architecture of Cognition: The Role of Perception in General Intelligence. , 2010, , .		15
97	Why are (the best) women so good at chess? Participation rates and gender differences in intellectual domains. <i>Proceedings of the Royal Society B: Biological Sciences</i> , 2009, 276, 1161-1165.	2.6	38
98	Expertise and Intuition: A Tale of Three Theories. <i>Minds and Machines</i> , 2009, 19, 151-180.	4.8	63
99	Specialization Effect and Its Influence on Memory and Problem Solving in Expert Chess Players. <i>Cognitive Science</i> , 2009, 33, 1117-1143.	1.7	53
100	They Do What They Are Told to Do: The Influence of Instruction on (Chess) Expert Perceptionâ€”Commentary on Linhares and Brum (2007). <i>Cognitive Science</i> , 2009, 33, 743-747.	1.7	2
101	Simulating the Referential Properties of Dutch, German, and English Root Infinitives in MOSAIC. <i>Language Learning and Development</i> , 2009, 5, 1-29.	1.4	44
102	Using a Cognitive Architecture for Addressing the Question of Cognitive Universals in Cross-Cultural Psychology. <i>Journal of Cross-Cultural Psychology</i> , 2009, 40, 627-648.	1.6	10
103	Attention Mechanisms in the CHREST Cognitive Architecture. <i>Lecture Notes in Computer Science</i> , 2009, , 183-196.	1.3	5
104	Computer Simulations of Developmental Change: The Contributions of Working Memory Capacity and Longâ€”Term Knowledge. <i>Cognitive Science</i> , 2008, 32, 1148-1176.	1.7	29
105	Mental imagery and chunks: Empirical and computational findings. <i>Memory and Cognition</i> , 2008, 36, 505-517.	1.6	13
106	Towards an alternative to Benner's theory of expert intuition in nursing: A discussion paper. <i>International Journal of Nursing Studies</i> , 2008, 45, 129-139.	5.6	101
107	Why good thoughts block better ones: The mechanism of the pernicious Einstellung (set) effect. <i>Cognition</i> , 2008, 108, 652-661.	2.2	178
108	Inflexibility of expertsâ€”Reality or myth? Quantifying the Einstellung effect in chess masters. <i>Cognitive Psychology</i> , 2008, 56, 73-102.	2.2	170

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109	The role of practice in chess: A longitudinal study. <i>Learning and Individual Differences</i> , 2008, 18, 446-458.	2.7	48
110	Modelling the Relationship between Visual Short-Term Memory Capacity and Recall Ability. , 2008, , .		0
111	Expert and "novice" problem solving strategies in chess: Sixty years of citing de Groot (1946). <i>Thinking and Reasoning</i> , 2008, 14, 395-408.	3.2	24
112	SEASON OF BIRTH AND CHESS EXPERTISE. <i>Journal of Biosocial Science</i> , 2008, 40, 313-316.	1.2	16
113	A Methodology for Developing Computational Implementations of Scientific Theories. , 2008, , .		0
114	LEFT LATERALIZATION IN AUTOBIOGRAPHICAL MEMORY: AN fMRI STUDY USING THE EXPERT ARCHIVAL PARADIGM. <i>International Journal of Neuroscience</i> , 2008, 118, 191-209.	1.6	16
115	Understanding the developmental dynamics of subject omission: the role of processing limitations in learning. <i>Journal of Child Language</i> , 2007, 34, 83-110.	1.2	52
116	The role of domain-specific practice, handedness, and starting age in chess.. <i>Developmental Psychology</i> , 2007, 43, 159-172.	1.6	120
117	Does chess need intelligence? " A study with young chess players. <i>Intelligence</i> , 2007, 35, 457-470.	3.0	94
118	BRAIN LOCALIZATION OF MEMORY CHUNKS IN CHESSPLAYERS. <i>International Journal of Neuroscience</i> , 2007, 117, 1641-1659.	1.6	64
119	Linking working memory and long-term memory: a computational model of the learning of new words. <i>Developmental Science</i> , 2007, 10, 853-873.	2.4	73
120	Personality profiles of young chess players. <i>Personality and Individual Differences</i> , 2007, 42, 901-910.	2.9	29
121	Automatic Generation of Cognitive Theories using Genetic Programming. <i>Minds and Machines</i> , 2007, 17, 287-309.	4.8	20
122	Integration of Perceptual Input and Visual Imagery in Chess Players: Evidence From Eye Movements. <i>Swiss Journal of Psychology</i> , 2007, 66, 201-213.	0.9	3
123	Modeling the Developmental Patterning of Finiteness Marking in English, Dutch, German, and Spanish Using MOSAIC. <i>Cognitive Science</i> , 2007, 31, 311-341.	1.7	94
124	An Ordered Chaos: How Do Order Effects Arise in a Cognitive Model?. , 2007, , 107-118.		1
125	Expertise in Chess. , 2006, , 523-538.		52
126	ADRIAAN DE GROOT: MARRIAGE OF TWO PASSIONS. <i>ICGA Journal</i> , 2006, 29, 236-243.	0.3	0



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127	Modeling the Development of Children's Use of Optional Infinitives in Dutch and English Using MOSAIC. <i>Cognitive Science</i> , 2006, 30, 277-310.	1.7	61
128	Modelling Systematic Communication Differences between Law and Science. , 2006, , 105-124.		0
129	On the resolution of ambiguities in the extraction of syntactic categories through chunking. <i>Cognitive Systems Research</i> , 2005, 6, 17-25.	2.7	13
130	Chunking models of expertise: implications for education. <i>Applied Cognitive Psychology</i> , 2005, 19, 183-204.	1.6	128
131	Structure and Stimulus Familiarity: A Study of Memory in Chess-Players with Functional Magnetic Resonance Imaging. <i>Spanish Journal of Psychology</i> , 2005, 8, 238-245.	2.1	31
132	The mind's eye in blindfold chess. <i>European Journal of Cognitive Psychology</i> , 2005, 17, 23-45.	1.3	19
133	Evolving Structure-Function Mappings in Cognitive Neuroscience Using Genetic Programming. <i>Swiss Journal of Psychology</i> , 2005, 64, 231-239.	0.9	5
134	ADAPTIVE EXPERT DECISION MAKING: SKILLED CHESS PLAYERS SEARCH MORE AND DEEPER. <i>ICGA Journal</i> , 2004, 27, 209-216.	0.3	24
135	Chunks in expert memory: Evidence for the magical number four or is it two?. <i>Memory</i> , 2004, 12, 732-747.	1.7	126
136	Developing reproducible and comprehensible computational models. <i>Artificial Intelligence</i> , 2003, 144, 251-263.	5.8	10
137	The Role of Constraints in Expert Memory.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2003, 29, 1082-1094.	0.9	48
138	Rise of human intelligence. <i>Intelligence</i> , 2002, 30, 303-311.	3.0	21
139	In search of templates. <i>Cognitive Systems Research</i> , 2002, 3, 35-44.	2.7	27
140	Visuospatial abilities of chess players. <i>British Journal of Psychology</i> , 2002, 93, 557-565.	2.3	67
141	Chunking mechanisms in human learning. <i>Trends in Cognitive Sciences</i> , 2001, 5, 236-243.	7.8	734
142	The CHREST model of active perception and its role in problem solving. <i>Behavioral and Brain Sciences</i> , 2001, 24, 892-893.	0.7	0
143	What forms the chunks in a subject's performance? Lessons from the CHREST computational model of learning. <i>Behavioral and Brain Sciences</i> , 2001, 24, 128-129.	0.7	8
144	Chunk hierarchies and retrieval structures: Comments on Saariluoma and Laine. <i>Scandinavian Journal of Psychology</i> , 2001, 42, 149-155.	1.5	5

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145	Evolving Collective Behavior in an Artificial Ecology. <i>Artificial Life</i> , 2001, 7, 191-209.	1.3	70
146	Réseaux de discrimination en psychologie: L'exemple de CHREST1. <i>Swiss Journal of Psychology</i> , 2001, 60, 264-277.	0.9	3
147	Five Seconds or Sixty? Presentation Time in Expert Memory. <i>Cognitive Science</i> , 2000, 24, 651-682.	1.7	178
148	Some shortcomings of long-term working memory. <i>British Journal of Psychology</i> , 2000, 91, 551-570.	2.3	49
149	Retrieval structures and schemata: A brief reply to Ericsson and Kintsch. <i>British Journal of Psychology</i> , 2000, 91, 591-594.	2.3	18
150	Reply to Lassiter. <i>Psychological Science</i> , 2000, 11, 174-174.	3.3	3
151	Five seconds or sixty? Presentation time in expert memory. <i>Cognitive Science</i> , 2000, 24, 651-682.	1.7	14
152	Expertise effects in memory recall: Comment on Vicente and Wang (1998).. <i>Psychological Review</i> , 2000, 107, 593-600.	3.8	34
153	BRENT, M. R. (ed.). (1997). <i>Computational approaches to language acquisition</i> . Cambridge, MA: The MIT Press. Pp. 199. ISBN 0-262-52229-2.. <i>Journal of Child Language</i> , 1999, 26, 187-215.	1.2	0
154	Expertise, models of learning and computer-based tutoring. <i>Computers and Education</i> , 1999, 33, 189-207.	8.3	24
155	SIMULATIONS OF STAGewise DEVELOPMENT WITH A SYMBOLIC ARCHITECTURE. <i>Studies of Nonlinear Phenomena in Life Science</i> , 1999, , 143-156.	0.2	5
156	Expert memory: a comparison of four theories. <i>Cognition</i> , 1998, 66, 115-152.	2.2	197
157	Pattern recognition makes search possible: Comments on Holding (1992). <i>Psychological Research</i> , 1998, 61, 204-208.	1.7	30
158	Expert Chess Memory: Revisiting the Chunking Hypothesis. <i>Memory</i> , 1998, 6, 225-255.	1.7	221
159	Goals, Representations, and Strategies in a Concept Attainment Task: the EPAM Model. <i>Psychology of Learning and Motivation - Advances in Research and Theory</i> , 1997, 37, 265-290.	1.1	18
160	A Pattern-recognition Theory of Search in Expert Problem Solving. <i>Thinking and Reasoning</i> , 1997, 3, 291-313.	3.2	90
161	Perception and Memory in Chess. <i>ICGA Journal</i> , 1996, 19, 183-185.	0.3	54
162	Recall of random and distorted chess positions: Implications for the theory of expertise. <i>Memory and Cognition</i> , 1996, 24, 493-503.	1.6	136

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163	Recall of rapidly presented random chess positions is a function of skill. <i>Psychonomic Bulletin and Review</i> , 1996, 3, 159-163.	2.8	190
164	Templates in Chess Memory: A Mechanism for Recalling Several Boards. <i>Cognitive Psychology</i> , 1996, 31, 1-40.	2.2	451
165	The Roles of Recognition Processes and Look-Ahead Search in Time-Constrained Expert Problem Solving: Evidence From Grand-Master-Level Chess. <i>Psychological Science</i> , 1996, 7, 52-55.	3.3	160
166	Learned helplessness in chess players: The importance of task similarity and the role of skill. <i>Psychological Research</i> , 1992, 54, 38-43.	1.7	2
167	Cognitive Models of Gambling and Problem Gambling. , 0, , .		0
168	Expertise in Chess. , 0, , 597-615.		9
169	The CHREST Architecture for a Functioning Mind. , 0, , 204-224.		7