

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.

21 papers	124 citations	7 h-index	10 g-index
21 ext. papers	162 ext. citations	2.1 avg, IF	3.26 L-index

#	Paper	IF	Citations
21	Cyber Security: Effects of Penalizing Defenders in Cyber-Security Games via Experimentation and Computational Modeling. <i>Frontiers in Psychology</i> , 2020 , 11, 11	3.4	22
20	Adaptive Cyber Deception: Cognitively Informed Signaling for Cyber Defense 2020 ,		12
19	Cyber-Security: Role of Deception in Cyber-Attack Detection. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 85-96	0.4	10
18	Design of Dynamic and Personalized Deception: A Research Framework and New Insights 2020 ,		9
17	Understanding Cyber Situational Awareness in a Cyber Security Game involving. <i>International Journal on Cyber Situational Awareness</i> , 2018 , 4, 11-38	1.5	8
16	Toward Personalized Deceptive Signaling for Cyber Defense Using Cognitive Models. <i>Topics in Cognitive Science</i> , 2020 , 12, 992-1011	2.5	8
15	HackIt: A Real-Time Simulation Tool for Studying Real-World Cyberattacks in the Laboratory 2020 , 949-959		7
14	Influence of Network Size on Adversarial Decisions in a Deception Game Involving Honeypots. <i>Frontiers in Psychology</i> , 2020 , 11, 535803	3.4	6
13	Computational cognitive modeling and validation of Dp140 induced alteration of working memory in Duchenne Muscular Dystrophy. <i>Scientific Reports</i> , 2020 , 10, 11989	4.9	6
12	Modeling the effects of amount and timing of deception in simulated network scenarios 2017 ,		5
11	Towards a Cognitive Theory of Cyber Deception. <i>Cognitive Science</i> , 2021 , 45, e13013	2.2	5
10	Looking from the hacker's perspective: Role of deceptive strategies in cyber security 2016 ,		5
9	2017 ,		4
8	Cyber security: A game-theoretic analysis of defender and attacker strategies in defacing-website games 2015 ,		4
7	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
6	HackIT: A Human-in-the-Loop Simulation Tool for Realistic Cyber Deception Experiments. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 109-121	0.4	4
5	Exploiting Bounded Rationality in Risk-Based Cyber Camouflage Games. <i>Lecture Notes in Computer Science</i> , 2020 , 103-124	0.9	3

4	Designing effective masking strategies for cyberdefense through human experimentation and cognitive models. <i>Computers and Security</i> , 2022 , 117, 102671	4.9	2
3	Influence of Probing Action Costs on Adversarial Decision-Making in a Deception Game. <i>Lecture Notes in Networks and Systems</i> , 2022 , 649-658	0.5	
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	Modeling the effects of network size in a deception game involving honeypots 2022 , 339-355		