

Andrew Howes

List of Publications by Year in descending order

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Version: 2024-02-01

78
papers

1,669
citations

393982

19
h-index

395343

33
g-index

80
all docs

80
docs citations

80
times ranked

883
citing authors

#	ARTICLE	IF	CITATIONS
1	Rational adaptation under task and processing constraints: Implications for testing theories of cognition and action.. Psychological Review, 2009, 116, 717-751.	2.7	175
2	The problem of conflicting social spheres. , 2009, , .		103
3	Computational Rationality: Linking Mechanism and Behavior Through Bounded Utility Maximization. Topics in Cognitive Science, 2014, 6, 279-311.	1.1	98
4	A framework for understanding human factors in web-based electronic commerce. International Journal of Human Computer Studies, 2000, 52, 131-163.	3.7	88
5	The Role of Cognitive Architecture in Modeling the User: Soar's Learning Mechanism. Human-Computer Interaction, 1997, 12, 311-343.	3.1	65
6	A dual-space model of iteratively deepening exploratory learning. International Journal of Human Computer Studies, 1996, 44, 743-775.	3.7	57
7	Teaching reforms and the impact of paid adult support on participation and learning in mainstream schools. Support for Learning, 2003, 18, 147-153.	0.2	49
8	Focus on driving. , 2009, , .		48
9	Strategies for Guiding Interactive Search: An Empirical Investigation Into the Consequences of Label Relevance for Assessment and Selection. Human-Computer Interaction, 2008, 23, 1-46.	3.1	47
10	The Nature of Device Models: The Yoked State Space Hypothesis and Some Experiments With Text Editors. Human-Computer Interaction, 1990, 5, 415-444.	3.1	46
11	Display-based competence: towards user models for menu-driven interfaces. International Journal of Man-Machine Studies, 1990, 33, 637-655.	0.7	43
12	Model of visual search and selection time in linear menus. , 2014, , .		41
13	Why contextual preference reversals maximize expected value.. Psychological Review, 2016, 123, 368-391.	2.7	40
14	Adaptively distributing cognition: A decision-making perspective on human - computer interaction. Behaviour and Information Technology, 2001, 20, 339-346.	2.5	37
15	The Emergence of Interactive Behavior. , 2015, , .		34
16	Parameter Inference for Computational Cognitive Models with Approximate Bayesian Computation. Cognitive Science, 2019, 43, e12738.	0.8	34
17	Identifying Optimum Performance Tradeoffs Using a Cognitively Bounded Rational Analysis Model of Discretionary Task Interleaving. Topics in Cognitive Science, 2011, 3, 123-139.	1.1	30
18	Teacher learning and the development of inclusive practices and policies: framing and context. Research Papers in Education, 2005, 20, 133-148.	1.7	29

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19	Inferring Cognitive Models from Data using Approximate Bayesian Computation. , 2017, , .		29
20	Scalable Proactive Event-Driven Decision Making. IEEE Technology and Society Magazine, 2014, 33, 35-41.	0.6	25
21	A Cognitive Model of How People Make Decisions Through Interaction with Visual Displays. , 2017, , .		25
22	The effects of hyperlinks on navigation in virtual environments. International Journal of Human Computer Studies, 2000, 53, 551-581.	3.7	24
23	The role of attack and defense semantics in skilled playersâ€™ memory for chess positions. Memory and Cognition, 2002, 30, 707-717.	0.9	23
24	The Effect of Expected Value on Attraction Effect Preference Reversals. Journal of Behavioral Decision Making, 2017, 30, 785-793.	1.0	23
25	A model of the acquisition of menu knowledge by exploration. , 1994, , .		22
26	Adaptive Interaction: A Utility Maximization Approach to Understanding Human Interaction with Technology. Synthesis Lectures on Human-Centered Informatics, 2013, 6, 1-111.	0.4	22
27	A cognitive constraint model of dual-task trade-offs in a highly dynamic driving task. , 2007, , .		21
28	HARMONY AND TENSION ON SOCIAL NETWORK SITES. Information, Communication and Society, 2012, 15, 1279-1297.	2.6	20
29	Predicting the learnability of task-action mappings. , 1991, , .		19
30	A constraint satisfaction approach to predicting skilled interactive cognition. , 2004, , .		19
31	The Adaptive User: An Investigation Into the Cognitive and Task Constraints on the Generation of New Methods.. Journal of Experimental Psychology: Applied, 2003, 9, 236-248.	0.9	18
32	Generating automated predictions of behavior strategically adapted to specific performance objectives. , 2006, , .		17
33	The adaptation of visual search strategy to expected information gain. , 2008, , .		17
34	Informing decisions. , 2011, , .		17
35	Effects of Frequency Distribution on Linear Menu Performance. , 2017, , .		17
36	Incidental Memory and Navigation in Panoramic Virtual Reality for Electronic Commerce. Human Factors, 2001, 43, 239-254.	2.1	16

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37	The adaptation of visual search to utility, ecology and design. <i>International Journal of Human Computer Studies</i> , 2015, 80, 45-55.	3.7	16
38	An Adaptive Model of Gaze-based Selection. , 2021, , .		15
39	Learning consistent, interactive, and meaningful task-action mappings: A computational model. <i>Cognitive Science</i> , 1996, 20, 301-356.	0.8	14
40	Partnerships in pedagogy: refocusing of classroom lenses. <i>European Journal of Teacher Education</i> , 2010, 33, 65-77.	2.2	13
41	Computational Rationality as a Theory of Interaction. , 2022, , .		13
42	Strategic use of familiarity in display-based problem solving.. <i>Journal of Experimental Psychology: Learning Memory and Cognition</i> , 2000, 26, 1685-1701.	0.7	11
43	Predicting Shortâ€Term Remembering as Boundedly Optimal Strategy Choice. <i>Cognitive Science</i> , 2016, 40, 1192-1223.	0.8	10
44	Too Much, Too Little or Just Right: Designing Data Fusion for Situation Awareness. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2004, 48, 528-532.	0.2	9
45	Designing information fusion for the encoding of visualâ€spatial information. <i>Ergonomics</i> , 2008, 51, 775-797.	1.1	9
46	Learning in the contact zone: revisiting neglected aspects of development through an analysis of volunteer placements in Indonesia. <i>Compare</i> , 2008, 38, 23-38.	1.5	9
47	Learning Consistent, Interactive, and Meaningful Task-Action Mappings: A Computational Model. <i>Cognitive Science</i> , 1996, 20, 301-356.	0.8	8
48	Workflows and individual differences during visually guided routine tasks in a road traffic management control room. <i>Applied Ergonomics</i> , 2017, 61, 79-89.	1.7	8
49	Bounding Rational Analysis. , 2007, , 403-413.		8
50	A task-action trace for exploratory learners. <i>Behaviour and Information Technology</i> , 1992, 11, 63-70.	2.5	7
51	Automation Reliability and Decision Strategy: A Sequential Decision Making Model for Automation Interaction. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2018, 62, 144-148.	0.2	7
52	The trouble with shortcuts. , 2000, , .		6
53	Post-web cognition: evolving knowledge strategies for global information environments. <i>International Journal of Web Engineering and Technology</i> , 2003, 1, 112.	0.1	6
54	A Cognitive Constraint Model of the Effects of Portable Music-Player Use on Driver Performance. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2007, 51, 1531-1535.	0.2	6

#	ARTICLE	IF	CITATIONS
55	Interaction science SIG. , 2014, , .		6
56	How do children adapt strategies when drawing on a tablet?. , 2014, , .		6
57	Semantic analysis during exploratory learning. , 1990, , .		5
58	Utility Maximization and Bounds on Human Information Processing. Topics in Cognitive Science, 2014, 6, 198-203.	1.1	5
59	Ageing, frailty and resilience in Botswana: rapid ageing, rapid change. Findings from a national working group meeting and literature review. BMC Proceedings, 2019, 13, 8.	1.8	5
60	An Empirical Investigation into Dual-Task Trade-offs while Driving and Dialing. , 2007, , .		5
61	Rediscovering Affordance: A Reinforcement Learning Perspective. , 2022, , .		4
62	Conceptual instructions derived from an analysis of device models. International Journal of Human-Computer Interaction, 1992, 4, 35-57.	3.3	3
63	Useful Theories Make Predictions. Topics in Cognitive Science, 2012, 4, 84-86.	1.1	3
64	Interaction as an Emergent Property of a Partially Observable Markov Decision Process. , 2018, , .		3
65	RL4HCI: Reinforcement Learning for Humans, Computers, and Interaction. , 2021, , .		2
66	The Effect of Group Size and Frequency-of-Encounter on the Evolution of Cooperation. Lecture Notes in Computer Science, 2011, , 37-44.	1.0	2
67	Reward Conditions Modify Children's Drawing Behaviour. Lecture Notes in Computer Science, 2017, , 455-465.	1.0	2
68	Adaptive Information Fusion for Situation Awareness in the Cockpit. Proceedings of the Human Factors and Ergonomics Society, 2005, 49, 49-53.	0.2	1
69	Principles, Techniques and Perspectives on Optimization and HCI. , 2015, , .		1
70	An empirical investigation of memory for routes through menu structures. , 1997, , 347-354.		1
71	Cognitive Modelling: Experiences in Human-Computer Interaction. , 1995, , 97-112.		1
72	Cognitive Modelling: From GOMS to Deep Reinforcement Learning. , 2022, , .		1

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73	Towards a better understanding of adaptive multitasking by individuals. , 2012, , .		0
74	The consequences of virtual embodiment for the mental representation of proximity. Quarterly Journal of Experimental Psychology, 2013, 66, 1035-1050.	0.6	0
75	Games for Psychological Science. Topics in Cognitive Science, 2017, 9, 533-536.	1.1	0
76	Linking Context to Evaluation in the Design of Safety Critical Interfaces. Lecture Notes in Computer Science, 2013, , 193-202.	1.0	0
77	The role of (bounded) optimization in theory testing and prediction. Behavioral and Brain Sciences, 2018, 41, e232.	0.4	0
78	Cognitively bounded rational analyses and the crucial role of theories of subjective utility. Behavioral and Brain Sciences, 2020, 43, e14.	0.4	0