Andrew Howes

List of Publications by Year in Descending Order

73 papers	**1,209** citations	**20** h-index	**32** g-index
80 ext. papers	**1,413** ext. citations	**2.4** avg, IF	**4.49** L-index

#	Paper	IF	Citations
73	Cognitively bounded rational analyses and the crucial role of theories of subjective utility. *Behavioral and Brain Sciences*, **2020**, 43, e14	0.9	
72	Parameter Inference for Computational Cognitive Models with Approximate Bayesian Computation. *Cognitive Science*, **2019**, 43, e12738	2.2	14
71	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	2.3	3
70	The role of (bounded) optimization in theory testing and prediction. *Behavioral and Brain Sciences*, **2018**, 41, e232	0.9	
69	Interaction as an Emergent Property of a Partially Observable Markov Decision Process **2018**,		2
68	Automation Reliability and Decision Strategy: A Sequential Decision Making Model for Automation Interaction. *Proceedings of the Human Factors and Ergonomics Society*, **2018**, 62, 144-148	0.4	4
67	Workflows and individual differences during visually guided routine tasks in a road traffic management control room. *Applied Ergonomics*, **2017**, 61, 79-89	4.2	7
66	The Effect of Expected Value on Attraction Effect Preference Reversals. *Journal of Behavioral Decision Making*, **2017**, 30, 785-793	2.4	12
65	A Cognitive Model of How People Make Decisions Through Interaction with Visual Displays **2017**,		11
64	Games for Psychological Science. *Topics in Cognitive Science*, **2017**, 9, 533-536	2.5	
63	Effects of Frequency Distribution on Linear Menu Performance **2017**,		5
62	Inferring Cognitive Models from Data using Approximate Bayesian Computation **2017**,		16
61	Reward Conditions Modify Children's Drawing Behaviour. *Lecture Notes in Computer Science*, **2017**, 455-465	0.9	2
60	Why contextual preference reversals maximize expected value. *Psychological Review*, **2016**, 123, 368-91	6.3	30
59	Predicting Short-Term Remembering as Boundedly Optimal Strategy Choice. *Cognitive Science*, **2016**, 40, 1192-223	2.2	6
58	Principles, Techniques and Perspectives on Optimization and HCI **2015**,		1
57	The adaptation of visual search to utility, ecology and design. *International Journal of Human Computer Studies*, **2015**, 80, 45-55	4.6	10

#	Reference		
56	The Emergence of Interactive Behavior **2015**,		21
55	Scalable Proactive Event-Driven Decision Making. *IEEE Technology and Society Magazine*, **2014**, 33, 35-41	0.8	20
54	Model of visual search and selection time in linear menus **2014**,		29
53	Interaction science SIG **2014**,		6
52	How do children adapt strategies when drawing on a tablet? **2014**,		4
51	Computational rationality: linking mechanism and behavior through bounded utility maximization. *Topics in Cognitive Science*, **2014**, 6, 279-311	2.5	66
50	Utility maximization and bounds on human information processing. *Topics in Cognitive Science*, **2014**, 6, 198-203	2.5	5
49	The consequences of virtual embodiment for the mental representation of proximity. *Quarterly Journal of Experimental Psychology*, **2013**, 66, 1035-50	1.8	
48	Adaptive Interaction: A Utility Maximization Approach to Understanding Human Interaction with Technology. *Synthesis Lectures on Human-Centered Informatics*, **2013**, 6, 1-111	2.5	19
47	Linking Context to Evaluation in the Design of Safety Critical Interfaces. *Lecture Notes in Computer Science*, **2013**, 193-202	0.9	
46	Useful theories make predictions. *Topics in Cognitive Science*, **2012**, 4, 84-6; discussion 94-102	2.5	2
45	HARMONY AND TENSION ON SOCIAL NETWORK SITES. *Information, Communication and Society*, **2012**, 15, 1279-1297	3.4	19
44	Identifying optimum performance trade-offs using a cognitively bounded rational analysis model of discretionary task interleaving. *Topics in Cognitive Science*, **2011**, 3, 123-39	2.5	22
43	Informing decisions **2011**,		14
42	The Effect of Group Size and Frequency-of-Encounter on the Evolution of Cooperation. *Lecture Notes in Computer Science*, **2011**, 37-44	0.9	1
41	Partnerships in pedagogy: refocusing of classroom lenses. *European Journal of Teacher Education*, **2010**, 33, 65-77	4.2	10
40	Focus on driving **2009**,		41
39	The problem of conflicting social spheres **2009**,		75

38	Rational adaptation under task and processing constraints: implications for testing theories of cognition and action. *Psychological Review*, **2009**, 116, 717-51	6.3	158
37	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	2.9	41
36	Designing information fusion for the encoding of visual-spatial information. *Ergonomics*, **2008**, 51, 775-97	1.9	7
35	Learning in the contact zone: revisiting neglected aspects of development through an analysis of volunteer placements in Indonesia. *Compare*, **2008**, 38, 23-38	1.1	8
34	The adaptation of visual search strategy to expected information gain **2008**,		16
33	A cognitive constraint model of dual-task trade-offs in a highly dynamic driving task **2007**,		17
32	A Cognitive Constraint Model of the Effects of Portable Music-Player Use on Driver Performance. *Proceedings of the Human Factors and Ergonomics Society*, **2007**, 51, 1531-1535	0.4	5
31	Bounding Rational Analysis **2007**, 403-413		3
30	Generating automated predictions of behavior strategically adapted to specific performance objectives **2006**,		15
29	Adaptive Information Fusion for Situation Awareness in the Cockpit. *Proceedings of the Human Factors and Ergonomics Society*, **2005**, 49, 49-53	0.4	
28	Teacher learning and the development of inclusive practices and policies: framing and context. *Research Papers in Education*, **2005**, 20, 133-148	1.6	22
27	A constraint satisfaction approach to predicting skilled interactive cognition **2004**,		16
26	Too Much, Too Little or Just Right: Designing Data Fusion for Situation Awareness. *Proceedings of the Human Factors and Ergonomics Society*, **2004**, 48, 528-532	0.4	6
25	The adaptive user: an investigation into the cognitive and task constraints on the generation of new methods. *Journal of Experimental Psychology: Applied*, **2003**, 9, 236-48	1.8	13
24	Post-web cognition: evolving knowledge strategies for global information environments. *International Journal of Web Engineering and Technology*, **2003**, 1, 112	0.3	5
23	Teaching reforms and the impact of paid adult support on participation and learning in mainstream schools. *Support for Learning*, **2003**, 18, 147-153	0.7	36
22	The role of attack and defense semantics in skilled players' memory for chess positions. *Memory and Cognition*, **2002**, 30, 707-17	2.2	20
21	Incidental memory and navigation in panoramic virtual reality for electronic commerce. *Human Factors*, **2001**, 43, 239-54	3.8	13

20	Adaptively distributing cognition: A decision-making perspective on human - computer interaction. *Behaviour and Information Technology*, **2001**, 20, 339-346	2.4	24
19	Strategic use of familiarity in display-based problem solving.. *Journal of Experimental Psychology: Learning Memory and Cognition*, **2000**, 26, 1685-1701	2.2	11
18	A framework for understanding human factors in web-based electronic commerce. *International Journal of Human Computer Studies*, **2000**, 52, 131-163	4.6	69
17	The effects of hyperlinks on navigation in virtual environments. *International Journal of Human Computer Studies*, **2000**, 53, 551-581	4.6	20
16	The trouble with shortcuts **2000**,		5
15	The Role of Cognitive Architecture in Modeling the User: Soar's Learning Mechanism. *Human-Computer Interaction*, **1997**, 12, 311-343	2.9	58
14	Automated Theory-based Procurement Evaluation **1997**, 270-277		
13	An empirical investigation of memory for routes through menu structures **1997**, 347-354		1
12	Learning Consistent, Interactive, and Meaningful Task-Action Mappings: A Computational Model. *Cognitive Science*, **1996**, 20, 301-356	2.2	8
11	A dual-space model of iteratively deepening exploratory learning. *International Journal of Human Computer Studies*, **1996**, 44, 743-775	4.6	42
10	Learning Consistent, Interactive, and Meaningful Task-Action Mappings: A Computational Model **1996**, 20, 301		2
9	Cognitive Modelling: Experiences in Human-Computer Interaction **1995**, 97-112		
8	A model of the acquisition of menu knowledge by exploration **1994**,		8
7	Conceptual instructions derived from an analysis of device models. *International Journal of Human-Computer Interaction*, **1992**, 4, 35-57	3.6	1
6	A task-action trace for exploratory learners. *Behaviour and Information Technology*, **1992**, 11, 63-70	2.4	7
5	Predicting the learnability of task-action mappings **1991**,		9
4	Display-based competence: towards user models for menu-driven interfaces. *International Journal of Man-Machine Studies*, **1990**, 33, 637-655		30
3	Semantic analysis during exploratory learning **1990**,		2