

Do “Brain-Training” Programs Work?

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Small Acute Benefits of 4 Weeks Processing Speed Training Games on Processing Speed and Inhibition Performance and Depressive Mood in the Healthy Elderly People: Evidence from a Randomized Control Trial. <i>Frontiers in Aging Neuroscience</i> , 2016, 8, 302.	1.7	47
2	Training on Working Memory and Inhibitory Control in Young Adults. <i>Frontiers in Human Neuroscience</i> , 2016, 10, 588.	1.0	61
3	A Novel Theoretical Life Course Framework for Triggering Cognitive Development across the Lifespan. <i>Human Development</i> , 2016, 59, 342-365.	1.2	30
4	Event perception: Translations and applications.. <i>Journal of Applied Research in Memory and Cognition</i> , 2017, 6, 111-120.	0.7	37
5	Working memory tasks train working memory but not reasoning: A material- and operation-specific investigation of transfer from working memory practice. <i>Intelligence</i> , 2017, 61, 102-114.	1.6	8
6	Cognitive and behavioural predictors of adolescents' communicative perspective-taking and social relationships. <i>Journal of Adolescence</i> , 2017, 56, 52-63.	1.2	20
7	Training in interactive sports. <i>German Journal of Exercise and Sport Research</i> , 2017, 47, 2-14.	1.0	17
8	Cognitive control interventions for depression: A systematic review of findings from training studies. <i>Clinical Psychology Review</i> , 2017, 53, 79-92.	6.0	183
9	What Has the Study of Digital Games Contributed to the Science of Expert Behavior?. <i>Topics in Cognitive Science</i> , 2017, 9, 510-521.	1.1	1
10	Recent theoretical, neural, and clinical advances in sustained attention research. <i>Annals of the New York Academy of Sciences</i> , 2017, 1396, 70-91.	1.8	172
11	A functional cognitive approach to working memory research.. <i>Journal of Applied Research in Memory and Cognition</i> , 2017, 6, 20-21.	0.7	1
12	A Pilot Study of Classroom-Based Cognitive Skill Instruction: Effects on Cognition and Academic Performance. <i>Mind, Brain, and Education</i> , 2017, 11, 85-95.	0.9	14
13	Cognitive functioning, aging, and work: A review and recommendations for research and practice.. <i>Journal of Occupational Health Psychology</i> , 2017, 22, 314-336.	2.3	76
14	Does One Year of Schooling Improve Children's Cognitive Control and Alter Associated Brain Activation?. <i>Psychological Science</i> , 2017, 28, 967-978.	1.8	66
15	A survey of video game preferences in adults: Building better games for older adults. <i>Entertainment Computing</i> , 2017, 21, 45-64.	1.8	49
16	Thalamocortical Functional Connectivity, Cognitive Impairment, and Cognitive Remediation in Schizophrenia. <i>Biological Psychiatry: Cognitive Neuroscience and Neuroimaging</i> , 2017, 2, 307-309.	1.1	4
17	Six Suggestions for Research on Games in Cognitive Science. <i>Topics in Cognitive Science</i> , 2017, 9, 497-509.	1.1	10
18	Beyond Smell-O-Vision: Possibilities for Smell-Based Digital Media. <i>Simulation and Gaming</i> , 2017, 48, 455-479.	1.2	20

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19	Direct-Current Stimulation Does Little to Improve the Outcome of Working Memory Training in Older Adults. <i>Psychological Science</i> , 2017, 28, 907-920.	1.8	97
20	Comparing brain activations associated with working memory and fluid intelligence. <i>Intelligence</i> , 2017, 63, 66-77.	1.6	11
21	Functional training is a senseless strategy in MS cognitive rehabilitation: Strategy training is the only useful approach â€œYES. <i>Multiple Sclerosis Journal</i> , 2017, 23, 928-929.	1.4	2
22	Towards a stronger science of human plasticity. <i>Nature Reviews Neuroscience</i> , 2017, 18, 261-262.	4.9	49
23	Understanding Why Scholars Hold Different Views on the Influences of Video Games on Public Health. <i>Journal of Communication</i> , 2017, 67, 305-327.	2.1	44
24	Gameâ€™XP: Action Games as Experimental Paradigms for Cognitive Science. <i>Topics in Cognitive Science</i> , 2017, 9, 289-307.	1.1	26
25	Generalizable Learning: Practice Makes Perfect â€™ Butâ€™at What?. <i>Current Biology</i> , 2017, 27, R225-R227.	1.8	5
26	Is computer gaming associated with cognitive abilities? A population study among German adolescents. <i>Intelligence</i> , 2017, 61, 19-28.	1.6	16
27	Effects of working memory training on neural correlates of Go/Nogo response control in adults with ADHD: A randomized controlled trial. <i>Neuropsychologia</i> , 2017, 95, 54-72.	0.7	29
28	Does Far Transfer Exist? Negative Evidence From Chess, Music, and Working Memory Training. <i>Current Directions in Psychological Science</i> , 2017, 26, 515-520.	2.8	182
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31	Using big data to solve real problems through academic and industry partnerships. <i>Current Opinion in Behavioral Sciences</i> , 2017, 18, 91-96.	2.0	12
32	Computerized neurocognitive interventions in the context of the brain training controversy. <i>Reviews in the Neurosciences</i> , 2017, 29, 55-69.	1.4	16
33	Motion-based virtual reality cognitive training targeting executive functions in acquired brain injury community-dwelling individuals: A feasibility and initial efficacy pilot. , 2017, , .		7
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35	In defence of effect-centric research.. <i>Journal of Applied Research in Memory and Cognition</i> , 2017, 6, 43-46.	0.7	1
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41	Speed of processing training results in lower risk of dementia. <i>Alzheimer's and Dementia: Translational Research and Clinical Interventions</i> , 2017, 3, 603-611.	1.8	114
42	Systematic Literature Review and Meta-Analysis of Commercially Available Computerized Cognitive Training Among Older Adults. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2017, 1, 559-575.	0.8	44
43	Expansion and Renormalization of Human Brain Structure During Skill Acquisition. <i>Trends in Cognitive Sciences</i> , 2017, 21, 930-939.	4.0	145
44	Inflammation, Self-Regulation, and Health: An Immunologic Model of Self-Regulatory Failure. <i>Perspectives on Psychological Science</i> , 2017, 12, 588-612.	5.2	88
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49	Evaluating the Effectiveness of Commercial Brain Game Training with Working-Memory Tasks. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2017, 1, 539-558.	0.8	31
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54	Cognitive Training in Schizophrenia. , 2017, , 493-530.		1

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56	Limited Effects of Set Shifting Training in Healthy Older Adults. <i>Frontiers in Aging Neuroscience</i> , 2017, 9, 69.	1.7	24
57	The Effects of Home-Based Cognitive Training on Verbal Working Memory and Language Comprehension in Older Adulthood. <i>Frontiers in Aging Neuroscience</i> , 2017, 9, 256.	1.7	35
58	Effects of Video Game Training on Measures of Selective Attention and Working Memory in Older Adults: Results from a Randomized Controlled Trial. <i>Frontiers in Aging Neuroscience</i> , 2017, 9, 354.	1.7	49
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64	Effects of non-symbolic arithmetic training on symbolic arithmetic and the approximate number system. <i>Acta Psychologica</i> , 2018, 185, 1-12.	0.7	15
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66	Cognition in multiple sclerosis. <i>Neurology</i> , 2018, 90, 278-288.	1.5	384
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74	What Do People Expect of Cognitive Enhancement?. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2018, 2, 70-77.	0.8	17
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88	Working Memory Training Improves Alcohol Usersâ€™ Episodic Future Thinking: A Rate-Dependent Analysis. Biological Psychiatry: Cognitive Neuroscience and Neuroimaging, 2018, 3, 160-167.	1.1	43
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93	Brain Fitness: Challenge Your Mind and Heart. , 0, , 199-225.		0
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125	Shanghai cognitive intervention of mild cognitive impairment for delaying progress with longitudinal evaluation-a prospective, randomized controlled study (SIMPLE): rationale, design, and methodology. <i>BMC Neurology</i> , 2018, 18, 103.	0.8	4
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127	Learning What to Attend to: From the Lab to the Classroom. <i>Journal of Cognitive Neuroscience</i> , 2018, 30, 1749-1756.	1.1	2

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129	A Systematic Review of Commercial Cognitive Training Devices: Implications for Use in Sport. <i>Frontiers in Psychology</i> , 2018, 9, 709.	1.1	51
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140	Virtuous Play: The Ethics, Pleasures, and Burdens of Brain Training. <i>Science As Culture</i> , 2018, 27, 296-321.	2.4	11
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