LITTERATURLISTA HT2026

LUNDS UNIVERSITET

Filosofiska institutionen

KOGP10, Kognitionsvetenskap: Kognition, lärande och avancerad teknologi, 7,5hp

Fastställd av Filosofiska institutionens styrelse 2014-06-18

Obs, det kommer att finnas ett kompendium med samtliga texter

1. Chase, C., Chin, D.B., Oppezzo, M. & Schwartz, D. (2009) *Teachable* Agents *and the* Protege *Effect*: Increasing the Effort towards Learning. *Journal of Science Education and Technology*, 18(4), 334-352.

2. Balkenius, C., Morén, J., Johansson, B. & Johnsson, M. (2010) Ikaros: building cognitive models for robots, *Advanced Engineering Informatics*, 24, 40-48, 2010.

3. Balkenius, C. & Johansson, B. (2007). Anticipatory models in gaze control: a developmental model, Cognitive Processing, 8, 167-174.

4. Ahn, S. J., Fox, J., & Bailenson, J. N. (2012). Avatar. In Bainbridge, W. S. (Ed.), Leadership in Science and Technology: *A Reference Handbook*. SAGE Publications.

5. Yee, N., Bailenson, J.N., & Ducheneaut, N. (2009).The Proteus Effect: Implications of transformed digital self-representation on online and offline behaviour. *Communication Research*, 36 (2), 285-312.

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