



LUNDS
UNIVERSITET

LITTERATURLISTA HT2024

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.