

Journal Mission

Cognitive Technology's mission is to provide a forum for scholarly analysis of new developments that can assist or augment cognitive functioning – areas of research and development that range from perception, memory, comprehension, decision making, problem solving, and reasoning, and functioning that may occur at the individual or the group level. As one of the official journals of the Society for Applied Research in Memory and Cognition (www.sarmac.org), Cognitive Technology supports their mission by publishing high quality research applying our understanding cognition and by promoting the communication of this research within and between the applied and basic research communities. Send submissions to sfiore@ist.ucf.edu.

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Topic Areas for Consideration

- Submissions appropriate for **Cognitive Systems Engineering** research will consist of a blend of concepts and methods arising from cognitive and computer science and allied disciplines, with a holistic approach to understanding human-systems integration. This research will address the unfolding of cognition in naturalistic and dynamic work environments, typically characterized by a multitude of human operators and automated technologies.
- Submissions appropriate for **Cognitive Aids** research will be focused on the design, development, and/or testing of technologies that either support learning or scaffold everyday cognitive processes. Technologies to support learning can include computer-based training and technologies that scaffold everyday cognitive processes include memory aids or devices designed to support dynamic cognitive processing or assess such processing (e.g., fNIR, EEG).
- Submissions appropriate for **Cognitive Models and Agent Technologies** research address the design, development, and validation of quantitative models of human cognition (e.g., GOMS, ACT-R, SOAR, neural networks, Bayesian models, etc.). It encompasses models focused on single cognitive processes, those dealing with the interaction of cognitive processes, as well as broader cognitive architectures developed for the assessment or predictions of performance or the use of models for virtual agents or avatars or robotic entities.
- Submissions appropriate for **Human Factors** research will address the interaction of humans with machines, either as operators, users, or maintainers of technologies, and includes how our understanding of cognition influences issues associated with design, safety, and training. This research will consist of a blend of psychology, physiology, and engineering to address issues of how cognitive processing influences, and is influenced, by human interaction with technologies such as displays, interfaces, and controls and the training for such devices using, for example, computer or games-based training.
- Submissions appropriate for **Modeling & Simulation** research will address the design and development of simulations for the purposes of learning and training or decision making and problem solving. Also welcome is research in areas of virtual and mixed reality addressing the cognitive issues associated with human-virtual environments and games-based interaction.
- Submissions appropriate for **Cognitive Rehabilitation** research should be focused on the design, development, and/or testing of procedures or technologies that support training and retraining of cognitive deficits in the brain-injured.



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