

## PART I REPRESENTATION

1. Roger N. Shepard and Jacqueline Metzler (1971), 'Mental Rotation of Three-Dimensional Objects', *Science*, **171**, 19 February, 701-703 3
2. Zenon W. Pylyshyn (1973), 'What the Mind's Eye Tells the Mind's Brain: A Critique of Mental Imagery', *Psychological Bulletin*, **80** (1), July, 1-24 6
3. Marvin Minsky (1975), 'A Framework for Representing Knowledge', in Patrick Henry Winston (ed.), *The Psychology of Computer Vision*, Chapter 6, New York: McGraw-Hill, 211-77 30
4. John R. Anderson (1978), 'Arguments Concerning Representations for Mental Imagery', *Psychological Review*, **85** (4), July, 249-77 97
5. Stephen Michael Kosslyn (1981), 'The Medium and the Message in Mental Imagery: A Theory', *Psychological Review*, **88** (1), 46-66 126
6. Ronald J. Brachman and James G. Schmolze (1985), 'An Overview of the KL-ONE Knowledge Representation System', *Cognitive Science*, **9**, 171-216 147

## PART II PROBLEM SOLVING AND UNDERSTANDING

7. Allen Newell and H.A. Simon (1963), 'GPS, A Program that Simulates Human Thought', in Edward A. Feigenbaum and Julian Feldman (eds), *Computers and Thought*, New York: McGraw-Hill, 279-93 and references 195
8. Ronald M. Kaplan (1972), 'Augmented Transition Networks as Psychological Models of Sentence Comprehension', *Artificial Intelligence*, **3**, 77-100 211
9. Daniel Kahneman and Amos Tversky (1973), 'On the Psychology of Prediction', *Psychological Review*, **80** (4), July, 237-51 235
10. Edward H. Shortliffe, Randall Davis, Stanton G. Axline, Bruce G. Buchanan, C. Cordell Green and Stanley N. Cohen (1975), 'Computer-Based Consultations in Clinical Therapeutics: Explanation and Rule Acquisition Capabilities of the MYCIN System', *Computers and Biomedical Research*, **8**, 303-20 250

11. Mary L. Gick and Keith J. Holyoak (1980), 'Analogical Problem Solving', *Cognitive Psychology*, **12**, 306–55 268
12. James L. McClelland and David E. Rumelhart (1981), 'An Interactive Activation Model of Context Effects in Letter Perception: Part 1. An Account of Basic Findings', *Psychological Review*, **88** (5), September, 375–407 318
13. Roger C. Schank (1983), 'The Kinds of Structures in Memory', *Dynamic Memory: A Theory of Reminding and Learning in Computers and People*, Chapter 5, Cambridge: Cambridge University Press, 79–94 351
14. Gary L. Drescher (1991), 'Synopsis of Schema Mechanism Performance', *Made-Up Minds: A Constructivist Approach to Artificial Intelligence*, Chapter 6, Cambridge: MIT Press, 113–48 and references 367

### **PART III VISUAL PERCEPTION**

15. John Morton (1969), 'Interaction of Information in Word Recognition', *Psychological Review*, **76** (2), 165–78 407
16. William G. Chase and Herbert A. Simon (1973), 'Perception in Chess', *Cognitive Psychology*, **4**, 55–81 421
17. David J. McArthur (1982), 'Computer Vision and Perceptual Psychology', *Psychological Bulletin*, **92** (2), 283–309 448
18. David Marr (1985), 'Vision: The Philosophy and The Approach', in A.M. Aitkenhead and J.M. Slack (eds), *Issues in Cognitive Modeling*, Chapter 5, Hillsdale NJ: Lawrence Erlbaum, 103–26 475
19. Irving Biederman (1987), 'Recognition-by-Components: A Theory of Human Image Understanding', *Psychological Review*, **94** (2), 115–47 499

*Name Index*

533