

CV

C. Shawn Green

Current Position:
Post-doctoral Associate
Department of Psychology
Center for Cognitive Science
University of Minnesota

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EDUCATION

Ph.D. in Brain and Cognitive Sciences, 2008
University of Rochester: Rochester, NY
M.A. in Brain and Cognitive Sciences, 2005
University of Rochester: Rochester, NY
B.A. in Brain and Cognitive Sciences, 2001
University of Rochester: Rochester, NY
A.S. in Math/Science Studies, 1998
Genesee Community College: Batavia, NY

RESEARCH EXPERIENCE

2008-Present	Laboratory of Daniel Kersten, University of Minnesota Post-Doctoral Associate
2003 – 2008	Laboratory of Daphne Bavelier, University of Rochester Graduate Student
2001 – 2003	Laboratory of Daphne Bavelier, University of Rochester Research Assistant
1999 – 2001	Laboratory of Daphne Bavelier, University of Rochester Student Research Assistant

TEACHING EXPERIENCE

2010 Co-instructor
PSY8036 Adaptation: Theory, Behavior and Neural Systems

- 2009 Co-instructor
Psy8036 Causal models, learning & video games, University of Minnesota
- 2006 Graduate Teaching Assistant
Cognition, University of Rochester
- 2006 Graduate Teaching Assistant
Neural Foundations of Behavior, University of Rochester
- 2003 Graduate Teaching Assistant
Neural Foundations of Behavior, University of Rochester
- 2001 Undergraduate Teaching Assistant
Experimental Design and Analysis, University of Rochester
- 2001 Undergraduate Teaching Assistant
Perception and Action, University of Rochester

PROFESSIONAL ORGANIZATIONS

Cognitive Neuroscience Society
Vision Sciences Society

AWARDS/DISTINCTIONS

- 2006 Center for Visual Science Training Grant, University of Rochester
- 2005 Center for Visual Science Training Grant, University of Rochester
- 2003 Center for Visual Science Training Grant, University of Rochester
- 2001 Inducted into Golden Key National honor society, University of Rochester
- 2001 Inducted into Phi Beta Kappa honor society, University of Rochester
- 2001 Magna Cum Laude, University of Rochester
- 2001 Highest Departmental Honors, 4.0 GPA, Brain and Cognitive Sciences, University of Rochester
- 2001 Honors for Research, Brain and Cognitive Sciences, University of Rochester
- 1998 Inducted into Phi Theta Kappa honor society, Genesee Community College
- 1998 Distinction for Graduating with 4.0 GPA, Genesee Community College

AD HOC REVIEWER FOR:

Acta Psychologica, Cognition, Cognitive Brain Research, Current Biology, Cyberpsychology and Behavior, Developmental Psychology, Experimental Psychology, International Journal of Comparative Psychology, Journal of Applied Cognitive Psychology, Journal of Experimental Psychology: Applied, Journal of Experimental Psychology: General, Journal of Experimental Psychology: Human Perception and Performance, Journal of Neuroscience, Memory and Cognition, Nature, Nature Neuroscience, Pediatrics, Perception and Psychophysics, PLoS Computational Biology, Psychological Bulletin and Review, Psychological Science, Topics in Cognitive Sciences, Vision Research

PUBLICATIONS

Research Articles

- Green, C.S., Benson, C., Kersten, D. & Schrater, P. (in press). Alterations in choice behavior by manipulations of world-model. *PNAS*.
- Green, C.S., Pouget, A., & Bavelier, D. (2010). Improved probabilistic inference as a general mechanism for learning with action video games. *Current Biology*, 23, 1573-1579.
- Dye, M.W.G., Green, C.S., & Bavelier, D. (2009). Increasing speed of processing with action video games. *Current Directions in Psychological Science*, 18, 321-326.
- Dye, M.W.G., Green, C.S., & Bavelier, D. (2009). The development of attention skills in action video game players. *Neuropsychologia*, 47, 1780-1789.
- Hauser, P.C., Dye, M.W.G., Boutla, M., Green, C.S., & Bavelier, D. (2007). Deafness and visual enumeration: Not all aspects of attention are modified by deafness. *Brain Research*, 1153, 178-187.
- Green, C.S. & Bavelier, D. (2007). Action video game experience alters the spatial resolution of attention. *Psychological Science*, 18(1), 88-94.
- Green, C.S. & Bavelier, D. (2006). Effect of action video games on the spatial distribution of visuospatial attention. *JEP:HPP*, 32(6), 1465-1478.
- Green, C.S. & Bavelier, D. (2006). Enumeration versus multiple object tracking: the case of action video game players. *Cognition*, 101(1), 217-245.
- Green, C.S. & Bavelier, D. (2003). Action video game modifies visual selective attention. *Nature*, 423, 534 –538.

Review Articles

- Hubert-Wallander, B., Green, C.S., & Bavelier, D. (in press). Stretching the limits of visual attention: The case of action video game players. *WIREs Cognitive Science*.
- Bavelier, D., Green, C.S. & Dye, Matthew, W. G. Dye. (2010). Children, wired – for better and for worse. *Neuron*. 67, 692-701.

Green, C.S., Li, R., & Bavelier, D. (2010). Perceptual learning during action video game playing. *Topics in Cognitive Science*, 2, 202-216.

Green, C.S. & Bavelier, D. (2008). Exercising your brain: A review of human brain plasticity and training-induced learning. *Psychology and Aging*, 23(4), 692-701.

Achtman, R., Green, C.S., & Bavelier, D. (2008). Video games, visual system damage, and plasticity. *Restorative Neurology and Neuroscience*, 26, 435-446.

Book Chapters

Bavelier, D., Green, C.S., & Dye, M.W.G. (2009). Exercising your brain: Training-related brain plasticity in *The Cognitive Neurosciences*, 4th Edition. Gazzagina, M. (ed).

Bavelier, D. & Green, C.S. (2009). "Video Games" in *SAGE Encyclopedia of Perception*. Goldstein, E.B. (ed).

Green, C.S. & Bavelier, D. (2006). "The Cognitive Neuroscience of Video Games" in *Digital Media: Transformations in Human Communication*. Messaris, P. & Humphreys, L. (eds). New York, Peter Lang.

Cohen, J.E., Green, C.S., & Bavelier, D. (2008). "Training visual attention with video games: Not all games are created equal" in: *Computer Games and Team and Individual Learning*. O'Neil, H.F. & Perez, R.S. (eds). Amsterdam, Elsevier.

Conference Presentations

Green, C.S., Kersten, D., & Schrater, P. (2010). Transfer in perceptual learning as extrapolation. VSS, Naples, FL.

Fulvio, J.M., Green, C.S., & Schrater, P. (2010). Promoting generalization by hindering policy learning. VSS, Naples, FL.

Anderson, A.F., Green, C.S., & Bavelier, D. (2010). Speed-accuracy tradeoffs in cognitive tasks in action game players. VSS, Naples, FL.

Hubert-Wallander, B., Green, C.S., Sugarman, M., & Bavelier, D. (2010). Altering the rate of visual search through experience: The case of action video game players. VSS, Naples, FL.

Acuna, D., Green, C.S., & Schrater, P. (2010). The rational control of aspiration in learning. *CoSyNe*, St. Lake City, UT.

- Green, C.S., Zhang, P., Daw, N.D., Kersten, D., He, S., & Schrater, P. (2010). Activity in the ventral striatum consistent with model-based, rather than model-free prediction errors. *CoSyNe*, St. Lake City, UT.
- Acuna, D., Green, C.S., Schrater, P. (2010). Decision-making in unbounded environments using nonparametric Bayesian Reinforcement Learning', *NIPS 2010 Workshop on Bounded-rational analyses of human cognition: Bayesian models, approximate inference, and the brain*, Vancouver, B.C. Canada.
- Green, C.S., Benson, C., Kersten, D., & Schrater, P. (May 2009). Promoting Optimal Decision Making By Reducing Unexplained Variability in Outcome. *VSS*, Naples, FL.
- Benson, C., Green, C.S., Kersten, D., & Schrater, P. (May 2009). The effect of reward structure on sequential decision-making. *VSS*, Naples, FL.
- Schrater, P., Green, C.S., Benson, C., & Kersten, D. (Feb 2009). Causal model attribution in sequential decision-making. *CoSyNe*, St. Lake City, UT.
- Dye, M. & Green, C.S. (August 2007). Brain plasticity and multiple object tracking. *British Psychological Society Cognitive Section Conference*, Aberdeen, Scotland.
- Green, C.S., Pouget, A., & Bavelier, D. (May 2007). Action video game playing improves Bayesian inference for perceptual decision-making. *VSS*, Sarasota, FL.
- Green, C.S. & Bavelier, D. (May 2006). Ability to task-switch in action video game players. *VSS*, Sarasota, FL.
- Green, C.S. & Bavelier, D. (May 2005). Effects of video game playing on visual processing across space. *VSS*, Sarasota, FL.
- Cohen, J., Green, C.S., & Bavelier, D. (April 2005). Training visual attention with video games: Are all games created equal? *CNS*, New York, NY.
- Green, C.S. & Bavelier, D. (October 2004). The effect of action video game playing on the Useful Field of View. *CVS Fall Vision Meeting*, Rochester, NY.
- Bavelier, D. & Green, C.S. (October 2004). Effects of video game playing on visual functions. *CVS Fall Vision Meeting*, Rochester, NY.

Green, C.S. & Bavelier, D. (May 2004). Does action video game play really enhance the number of items that can be simultaneously attended? *VSS*, Sarasota, FL.

Bavelier, D. & C.S. Green (May, 2003). When video game playing expands your mind's eye. *VSS*, Sarrasota, FL.

Ginchereau, F., Green, C.S., Cohen, J., Merigan, W., & Bavelier, D. (March 2003). Does video game playing improve visual performance by altering visual attention or sensory thresholds? *Cognitive Neuroscience Society*, New York, NY.

Green, C.S. & Bavelier, D. (April 2002). Video Game Playing: Rot your brain or expand your mind? *Cognitive Neuroscience Society*, San Francisco, CA.

Invited Conference Presentations

Green, C.S. (2010). What is learned when playing action video games? Academic Lessons from Video Game Learning Conference, Fordham University, New York, NY.

Green, C.S. (2010). Learning, video games, and brain plasticity. International Conference on Teaching and Learning. Jacksonville, FL.

Green, C.S. (2010). Complex learning and skill transfer with video games. International Conference on Teaching and Learning, Jacksonville, FL.

Green, C.S. & Bavelier, D. (December 2004). Playing video games enhances visual attention. *Power Users of Technology Summit*, United Nations, NYC, NY.