

Aaron Seitz  
Professor  
Northeastern University

## CURRICULUM VITAE

### Contact Information

Aaron Seitz

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### Education

1998 - 2003

Ph.D. in Cognitive and Neural Systems, Boston University.  
Topic: Self organizing models of cortical development.  
Advisor: Prof. Stephen Grossberg

1995-1997

Post-baccalaureate work in Cognitive Psychology,  
University of Washington, Seattle, WA.  
Research with: Prof. Elizabeth Loftus, Jeanette Norris

1991-1994

B.A. in Mathematics, Reed College, Portland, OR.

### Current Position

|              |                     |  |
|--------------|---------------------|--|
| 2022-present | Professor           | Northeastern University                            |
| 2019-present | Professor Step VIII | University of California - Riverside               |
| 2014-present | Director            | Brain Game Center For Mental Fitness and Wellbeing |

### Past Positions

|           |                             |  |
|-----------|-----------------------------|--|
| 2018-2022 | Director                    | UCR Aging Initiative                   |
| 2016-2017 | Interim-Director            | UCR Center for Advanced Neuroimaging   |
| 2014-2019 | Professor                   | University of California - Riverside   |
| 2012-2014 | Associate Professor         | University of California - Riverside   |
| 2008-2012 | Assitant Professor          | University of California - Riverside   |
| 2006-2010 | Faculty                     | CELEST                                 |
| 2005-2008 | Research Assitant Professor | Boston University                      |
| 2005-2008 | Visiting Scientist          | Martinos Center, Mass General Hospital |
| 2002-2005 | Research Fellow             | Harvard Medical School                 |
| 2004-2005 | Research Fellow             | Boston University                      |
| 2004      | Visiting Researcher         | ATR Comp. Neurosci. Labs, Japan        |
| 1998-2002 | Research Assistant          | Boston University                      |
| 1996-1997 | Research Assistant          | University of Washington               |
| 1992-1994 | Software Engineer           | WRQ (Seattle, WA)                      |

### Affiliated Departments

Game Design, Physical Therapy Rehabilitation and Movement Sciences, Psychiatry,

Neuroscience, Biomedical Engineering, Biomedical Sciences, Computer Science

### **University Service**

Director of UCR Aging Initiative, Director of UCR Brain Game Center, Interim Director of Center for Advanced Neuroimaging, Department of Psychology Executive Committee, University Honors Program Faculty Fellow, Center for Advanced Neuroimaging Executive Committee, Faculty Technology Partnership Advisory Committee, Research Ethics Advisory Board, UCR VR Working Group, Chair of Psychology Grant Mentoring Committee, Psychology Graduate Admissions Committee, Neuroscience Graduate Admissions Committee, Psychology Department's Advisor for Technology Transfer and Funding, Aging Subject Pool and the Clinical Subject Pools committees, regular member on numerous faculty and staff search committees including Vice Chancellor for Research and Economic Development, Head Librarian, CHASS Dean, Faculty Clusters for 20+ candidates in Neuroscience, STEM Education, Aging, and Human Imaging, etc.

### **Reviewer**

#### Journals

Acta Psychologica, Behavioral Neuroscience, Attention, AP&P, Cognition, Cognitive Neurodynamics, Cerebral Cortex, Current Biology, Ergonomics, JASA, Journal of Cognitive Neuroscience, Journal of Neuroscience, Journal of Neurophysiology, Journal of Experimental Psychology, Journal of Vision, Neural Networks, Neuron, PLoS One, PLoS Computational Biology, PNAS, Psychological Science, Perception & Psychophysics, Springer Books, Systems, Man and Cybernetics, TopiCS, Vision Research, etc

#### Grants

NSF/PAC College of Reviewers, NSF Panel service, NIH – Central Visual Processing (CVP), Cognition and Perception (CP), NIH Human Complex Mental Function (HCMF), NSF - Cognitive Neuroscience, AAAS, Netherlands Institute for Scientific Research, Research Foundation Flanders, Complexity, NASA, etc

#### Other

Vision Sciences Society Annual Conference, Review Committee

### **Editorial Positions**

Reviewing Editor – Frontiers in Integrative Neuroscience  
Reviewing Editor – Frontiers in Perception Science  
Reviewing Editor – Journal of Cognitive Enhancement

### **Funded Grants External**

#### **Current**

National Institute of Health NIMH R01 MH111742 (2016-2028; \$ 5,708,784) – Understanding *Mediating and Moderating Factors that Determine Transfer of Working Memory Training*, (MPIs Seitz and Jaeggi)

Department of Defense, MURI, (2023-2028; \$1,784,005) – A Computational Cognitive Neuroscience Framework for Attentional Control Traits and States, (PI Braver, Seitz is coI)

National Institute of Health NIA 1R01AG077725 (2022-2027; \$3,648,125) – *Mediators and Moderators of Auditory Training*, (MPIs **Seitz** and Gallun)

National Institute of Health NIDCD 1 R01 DC015051 (2016-2022; \$2,284,139) – *Efficient diagnostic tools to evaluate central auditory dysfunction*, (MPIs Gallun, **Seitz** and Eddins)

National Institute of Health NIA R01 AG063952-01A1 (2021-2026; \$ 3,912,847) – *Examining the Potential for Placebo Effects in Cognitive Training* (MPIs Green, Jaeggi & **Seitz**)

National Institute of Health NEI R01 EY031226-01 (2020-2025; \$ 3,872,021) – *Mediators and Moderators of Perceptual Learning*, (MPIs **Seitz** and Green)

EF + Math Program (<https://www.efmathprogram.org>) – (2020-2024; \$1,418,023) - *Developing low-cost mobile app technology to assess ability and fluctuations in executive functions and math learning*, (MPIs Jaeggi, Pahor, **Seitz**, Ramani, Goffney, Barbour)

National Institute of Health NIDCD 1 R01 DC018166-01A1 (2020-2025; \$ 3,829,677) – *Enhanced environments for psychophysical evaluation and training*, (MPIs Gallun, **Seitz** and Stecker)

National Institute of Health NEI R01 EY031589-01 A1 (2020-2025; \$3,465,456) – *Characterization of multiple factors in training and plasticity in central vision loss*, (MPIs Visscher, **Seitz**, Turke-Brown)

National Institute of Health 1R21AG069428-01A1 (2020-2023; \$428,687) – *Understanding Individual Differences in Working Memory Training and Transfer in Older Adults at Risk of Alzheimer's Disease and Related Dementias*, (MPIs **Seitz** & Jaeggi)

National Institute of Health NIA R01 NS108638-01 (2021-2026; \$3,277,821) – *How LC Integrity in Older Adults Mediates Perceptual and Memory Processes*, (MPIs Hu and **Seitz**)

National Institute of Health NIA U19 AG066567-01A1 (2021-2026; \$ 1,607,212) – *Adult Changes in Thought (ACT) Research Program*, (MPIs Larson, Crane, LaCroix; coI **Seitz**)

National Institute of Health NIMH R61/R33 MH115119 (2018-2024; \$ 3,891,133) – *Visual Remediation in Schizophrenia*, (MPIs Silverstein and Butler, coPI **Seitz**)

National Institute of Health NIA R61/R33 AG066567-01A1 (2021-2026; \$ 2,605,355) – *Following the Sound of Music - Comparing the Effects of Music vs. Non-Music Based Interventions on Auditory and Cognitive Processing in Older Adults*, (MPIs Jaeggi & **Seitz**)

National Institute of Health NIA R21/R33 AG074497-01 (2021-2026; \$ 2,780,066) – *Building a shared infrastructure for cognitive assessment in the service of cognitive training research*, (MPIs Jaeggi & **Seitz**)

National Institute of Health NEI R21 EY033623-01A1 (2021-2023; \$413,729) – *New methods to quantify and train eye movement strategies in macular degeneration*, (MPIs Maniglia, Visscher & **Seitz**)

National Institute of Health NEI R21 EY033623-01A1 (2021-2023; \$475,531) – *Using Population Contrast Sensitivity Function Data to Develop Tunable Test Procedures*, (MPIs Barbour, Frank & **Seitz**)

National Institute of Health NIDDKD **1R01DK130851** (2021-2026; \$2,989,453) – *Evaluating environmental control (AVOID) and inhibitory control (RESIST) strategies to improve weight management outcomes*, (PI Salvy; coPI **Seitz**)

### **Completed**

National Science Foundation RI-1911197 (2019-2022; \$499,999) – *RI: Small: Understanding Subtle Non-Social Facial Expressivity to Boost Learning and Computer Interaction*, (MPIs Bhanu and **Seitz**)

National Institute of Health NIA 1 R56 AG063952-01 (2019-2022; \$794,789) – *Examining the Potential for Placebo Effects in Cognitive Training*, (MPIs Green, **Seitz** and Jaeggi)

National Institute of Health NICHD R03 HD94234 (2018-2021; \$ 150,000) – *Brain training for central auditory dysfunction after traumatic brain injury*, (MPIs **Seitz** and Gallun)

European Commission Horizon 2020 (2013-2019; \$392,000) - *Adaptation, learning and training for spatial hearing in complex environments* (PI Kopco, coPI **Seitz**)

National Science Foundation BCS-1057625 (2015-2018; \$749,999) – *SL-CN: Engaging Learning Network (ELN)*, (PI Shinn-Cunningham, coPI **Seitz**)

National Institute of Health NEI 1R01EY023582 (2013-2019; \$1,777,418) – *Integrating Perceptual Learning Approaches into Effective Therapies for Low Vision*, (PI **Seitz**)

National Science Foundation BCS-1057625 (2011-2014; \$238,675) – *Collaborative Research: Multisensory Perceptual Learning* (MPI Shams & **Seitz**)

Marie Curie (2010 – 2013, EUR 151,200) – *Learn 2 Hear & See* (MPIs Kopco, Series, Shinn-Cunningham, **Seitz**)

National Institute Health NEI (2004-2007; \$847,875) -*The Mechanisms of Perceptual Learning*, (PI Watanabe, coPI **Seitz**)

National Institute Health NEI (R21 2006-2008; \$440,000) – *Effects of Reward on Visual Processing and Plasticity*, (PI Watanabe, coPI **Seitz**)

Nation Science Foundation (2006-2009; \$500,000) – *Neural Basis and Mechanisms of Task-Irrelevant Perceptual Learning*, (PI Watanabe, coPI **Seitz**)

Human Frontier Science group grant (2004-2007; \$480, 000) (MPI Watanabe, Schultz, Vogels, Sakagami; coPI **Seitz**)

### **Professional Societies**

American Association for Advancement of Science, American Psychological Society, International Neural Network Society, Society for Neuroscience , Sigma Xi, Vision Sciences Society

**Published Software Applications (Apple App Store)** – Research tools created through the UCR Brain Game Center are released on a regular basis so that other groups can use these in their research for collaboration, replication, or purposed to their own research. All these Apps are designed for psychophysical precision and save highly detailed data logs so as to facilitate research. There are a growing number of cooperating research labs that are using these tools.

1. **Portable Automated Rapid Testing (PART):** a program designed to assess auditory processing abilities across a wide range of tasks (funded by 1R01DC015051). This ambulatory auditory testing tool is currently being used with a number of cooperating sites.
2. **Recollect the Game:** a software tool to train and assess outcomes of different approaches to working memory training (funded by R01MH111742). This program includes a set of Validated assessments (paper pending) of inhibitory control, working memory and fluid intelligence as well as the ability to control a wide variety of parameters of working memory training. Currently being used with a number of cooperating sites.
3. **Recall the Game:** a software tool used to test a number of variants of working memory training. Currently being used with a number of cooperating sites.
4. **Remember Bee:** a software tool for working memory training targeted at older adults. Currently being used with a number of cooperating sites.
5. **Spatial Release:** a novel hearing assessment designed to address symptoms of auditory dysfunction related to hearing in noisy environments; in particular understanding a talker in an environment populated by other talkers (based on Gallun et al, *Frontiers in Neuroscience*, 2013). Currently being used with a number of cooperating sites.
6. **Listen – Auditory Training:** funded by R03HD94234, this program is being used for auditory rehabilitation in individuals with central auditory processing deficits.
7. **ULTIMEYES** – this program was created through a UCR Start-up company and is being used by a number of baseball teams, individuals with low vision, and in research studies (including R61/R33 MH115119 and 1R01EY023582).
8. **Poly Rules!** – this is an inhibitory control training program that is currently be tested in its ability to address impulse control issues related to adhering to diet in cancer survivors.
9. **UCMRT** – a new 10-minute matrix reasoning task (see Pahor, Jaeggi, Seitz, 2018)
10. **Finding Memo** – a new game to test working memory that estimates memory capacity by challenging people with tasks where they choose how much they want to memorize at once.
11. **PLFest** - a program that makes visual perceptual learning studies accessible cross platform, including on mobile platforms. The program allows for a wide variety of assessments and training programs to be set-up and administered to participants.
12. **MAT\_EF** - a program to assess executive functions related to a project with the EF+Math foundation that is targeted to improving math outcomes for Black and Latinx school children.
13. **BGC Science** – this program enables a wide variety of auditory, visual and cognitive assessments to be easily administered to people’s own devices where individualized

protocols are downloaded on a per participant basis and data is uploaded to a HIPPA compliant server.

## Published Articles

1. Seitz, Sekuler, Doshier, Wright, Huang, Green, Pack, Sagi, Levi, Tadin, Quinlan, Jiang, Diaz, Ghose, Fiser, Banai, Visscher, Huxlin, Shams, Battelli, Carrasco, Herzog, Webster, Eckstein, Turk-Browne, Censor, De Weerd, Vogels, Hochstein, Watanabe, Sasaki, Polat, Lu, Kourtzi (2023), "Perceptual learning: policy insights from basic research to real world applications", Policy Insights from the Brain and Behavioral Sciences, in press
2. Feng, Pahor, Seitz, Barbour, & Jaeggi (2023), "Unicorn, Hare, or Tortoise? Using Machine Learning To Predict Working Memory Training Performance ", Journal of Cognition, in press
3. Hussain, Menchaca, Shalchy, Yaghoubi, Langley, Seitz, Hu, & Peters (2023), "Locus coeruleus integrity predicts ease of attaining and maintaining neural states of high attentiveness ", Brain Research Bulletin, in press
4. Tullo, Feng, Pahor, Cote, Seitz, & Jaeggi (2023), "Investigating the role of individual differences in adherence to cognitive training ", Journal of Cognition, in press
5. Lelo de Larrea-Mancera, Stavropoulous, Carrillo, Menon, Hoover, Eddins, Gallun, & Seitz (2023), "Validation of the Adaptive Scan method in the quest for time-efficient methods of testing auditory processes ", AP&P, <https://doi.org/10.3758/s13414-023-02743-z>
6. Turnbull, Seitz and Lin (2023), "Improving comparability across cognitive training trials for brain aging: A focus on interoperability, Alzheimer's " Dementia: Translational Research & Clinical Interventions, doi: 10.1016/j.arr.2022.101724.
7. Hussain, Langley, Seitz, Hu and Peters (2023), "A novel hidden Markov approach to studying dynamic functional connectivity states in human neuroimaging" Brain Connectivity, doi: 10.1089/brain.2022.0031
8. Glicksohn, Shams and, Seitz (2023), "Improving memory for unusual events with wakeful reactivation"; Frontiers in Psychology, <https://doi.org/10.3389/fpsyg.2023.1092408>
9. Pahor, A., Seitz, & Jaeggi (2022). Near transfer to an unrelated N-back task mediates the effect of N-back working memory training on matrix reasoning. Nature Human Behaviour, doi.org/10.1038/s41562-022-01384-w
10. Lelo de Larrea-Mancera, Solas-Vivanco, Sanchez-Jimenez, Coco, Gallun, Seitz (2022), " Development and validation of a Spanish-language spatial release from masking task in a Mexican population.", JASA, <https://doi.org/10.1121/10.0016850>
11. Pergher, Au, Shalchy, Santarnecchi, Seitz, Jaeggi, Battelli (2022), " The Benefits of Simultaneous tDCS and Working Memory Training on Transfer Outcomes: A Systematic Review and Meta-Analysis.", Brain Stimulation, <https://doi.org/10.1016/j.brs.2022.11.008>

12. Hussain, Langley, Seitz, Hu, Peters (2022), "A novel hidden Markov approach to studying dynamic functional connectivity states in human neuroimaging.", *Brain Connectivity*, doi: 10.1089/brain.2022.0031.
13. Maniglia, Visscher, Seitz (2022), " Consistency of preferred retinal locus across tasks and participants trained with a simulated scotoma.", *Vision Research*, doi: 10.1016/j.visres.2022.108158. Epub 2022 Dec 15
14. Parong, Seitz, Jaeggi, Green (2022) "Expectation Effects in Working Memory Training, *PNAS*, <https://doi.org/10.1073/pnas.2209308119>
15. Bologna, Carrillo, Clamage, Coco, He, Lelo de Larrea Mancera, Stecker, Gallun, Seitz (2022), " Effects of Gamification on Assessment of Spatial Release from Masking.", *American Journal of Audiology*, [https://doi.org/10.1044/2022\\_AJA-22-00133](https://doi.org/10.1044/2022_AJA-22-00133)
16. Yaghoubi, Kabbara, Arian, Kobaissi, Peters, Seitz (2022), " Comparing random dot motion in MATLAB vs. Inquisit Millisecond.", *Frontiers in Psychology*, <https://doi.org/10.3389/fpsyg.2022.1035518>
17. Turnbull, Seitz, Tadin, Lin (2022), " Unifying framework for cognitive training interventions in brain aging.", *Ageing Research Reviews*, DOI: [10.1016/j.arr.2022.101724](https://doi.org/10.1016/j.arr.2022.101724)
18. Lelo de Larrea-Mancera, Stavropoulos, Carrillo, Cheung, He, Eddins, Molis, Gallun, Seitz (2022), "Remote auditory assessment using Portable Automated Rapid Testing (PART) and participant-owned devices.", *JASA*, doi: [10.1121/10.0013221](https://doi.org/10.1121/10.0013221)
19. Truong, Buschkuehl, Smith-Peirce, Carrillo, Seitz, Jaeggi (2022), "Change-Detection Training and Its Effects on Visual Processing Skills", *Scientific Reports*, <https://doi.org/10.1038/s41598-022-15649-x>
20. Caceres, Yu, Capaldi, Diniz, Raynor, Foster, Seitz, Salvy (2022), "Evaluating environmental control and inhibitory control strategies to improve weight management outcomes during a widely available weight loss program", *Contemporary Clinical Trials*, doi.org/10.1016/j.cct.2022.106844
21. Caceres, Yu, Capaldi, Lauzon, Tuckerman, Carrillo, Philipp, Seitz, Raynor, Cardele, Foster, Salvy (2022), Supplementing a widely available weight loss program with gamified inhibitory control training: A randomized pilot study, *Obesity Science & Practice*, doi.org/10.1002/osp4.617
22. Gallun, Coco, Koerner, Lelo de Larrea-Mancera, Molis, Eddins, Seitz (2022), Relating suprathreshold auditory processing abilities to speech understanding in competition, *Brain Sciences*, DOI: 10.3390/brainsci12060695
23. Collins, Pina, Carrillo , Ghil , Smith-Peirce , Gomez , Okolo, Chen, Pahor, Jaeggi, Seitz (2022) "Video-Based Remote Administration of Cognitive Assessments and Interventions: A Comparison with In-Lab Administration" *Journal of Cognitive Enhancement*, <https://doi.org/10.1007/s41465-022-00240-z>

24. Pahor, Jaeggi, Seitz (2021) "UCancellation: A New Mobile Measure of Selective Attention and Concentration" Behavior Research Methods, <https://doi.org/10.3758/s13428-021-01765-5>
25. Hladek, Seitz, Kopco (2021) "Auditory-visual interactions in egocentric distance perception: Ventriloquism effect and aftereffect" JASA , DOI: 10.1121/10.0007066
26. Maniglia, Visscher, Seitz (2021) "Perspective on vision science-informed interventions for central vision loss" Frontiers in Neuroscience, doi: 10.3389/fnins.2021.734970
27. Lelo de Larrea-Mancera, Philipp, Stavropoulos, Carrillo, Cheung, Koerner, Molis, Gallun & Seitz (2021) "Training with an auditory perceptual learning game transfers to speech in competition " Journal of Cognitive Enhancement, DOI: 10.1007/s41465-021-00224-5
28. Palandrani, Hoover, Stavropoulos, Seitz, Isarangura, Gallun, Eddins (2021) "Temporal integration of monaural and dichotic frequency modulation" JASA , doi.org/10.1121/10.0005729
29. Stavropoulos, Isarangura, Hoover, Eddins, Seitz, Gallun (2021) "Exponential spectro-temporal modulation generation" JASA , 149, 1434
30. Seitz (2020) "Perceptual Learning; Changes Across the Lifespan" Current Biology, doi.org/10.1016/j.cub.2020.08.097
31. Pahor, Collins, Smith, Moon, Stavropoulos, Silva, Peng, Jaeggi, Seitz (2020) "Multisensory Facilitation of Working Memory Training " Journal of Cognitive Enhancement, Sep;5(3):386-395, doi: 10.1007/s41465-020-00196-y
32. Seitz (2020) "Perceptual Learning; How does the visual circuit change through experience?", Current Biology, doi.org/10.1016/j.cub.2020.08.097
33. Maniglia, Visscher, and Seitz (2020) "We don't all look the same; detailed examination of peripheral looking strategies after simulated central vision loss" Journal of Vision, Dec 2;20(13):5. doi: 10.1167/jov.20.13.5.
34. Jaeggi, Pahor, Seitz (2020) "Does Brain Training Actually Work? " Scientific American, <https://www.scientificamerican.com/article/does-brain-training-actually-work/>
35. Kumar, Bhanu, Casey, Cheung, Seitz (2020) "Depth Videos for the Classification of Micro-Expressions " ICPR 2020,
36. Shalchy, Pergher, Pahor, Van Hulle, Seitz (2020) "N-Back related ERPs depend on stimulus type, task structure, pre- processing and lab factors " Frontiers in Human Neuroscience, doi.org/10.3389/fnhum.2020.549966
37. Lelo de Larrea-Mancera, Stavropoulos, Hoover, Eddins, Gallun, Seitz (2020), "Portable Automated Rapid Testing (PART) for auditory research: Validation in a normal hearing population", JASA, 48, 1831 (2020); <https://doi.org/10.1121/10.0002108>
38. Hládek, Seitz, Kopčo (2020) "Audio-visual interactions in egocentric distance perception:

Ventriloquism effect and aftereffect" BioRxiv, <https://doi.org/10.1101/2020.08.22.262444>

39. Palandrani, Hoover, Stavropoulos, Seitz, Isarangura, Gallun, Eddins (2020), Temporal integration of monaural and dichotic frequency modulation, PsyArXiv, 10.31234/osf.io/269gp
40. Murray, Lelo de Larrea-Mancera, Glicksohn, Shams, Seitz (2020) "Revealing Multisensory Benefit with Diffusion Modeling" *Journal of Mathematical Psychology*, DOI:10.1016/j.jmp.2020.102449
41. Sandeep, Shelton, Pahor, Jaeggi and Seitz (2020) "Application of Machine Learning Models for Tracking Participant Skills in Cognitive Training" *Frontiers in Psychology-Cognitive Science*, Vol 11, A1532
42. Seitz (2020) "Perceptual Expertise: How is it achieved?" *Current Biology*, Vol: 30, Issue: 15, Page: R875-R878
43. Maniglia, Visscher, and Seitz (2020) "A method to characterize compensatory oculomotor strategies following simulated central vision loss" *Journal of Vision*, doi.org/10.1167/jov.20.9.15
44. Jacques and Seitz (2020) "Moderating Effects of Visual Attention and Action Video Game Play on Perceptual Learning with the Texture Discrimination Task" *Vision Research*, 171, 64–72.
45. Silverstein, Seitz, Ahmed, Thompson, Zemon, Gara, Butler (2020) "Development and Evaluation of a Visual Remediation Intervention for People with Schizophrenia " *Journal of Psychiatry and Brain Science*, DOI: 10.20900/jpbs.20200017
46. Le Dantec and Seitz (2020) "Dissociating Electrophysiological Correlates of Contextual and Perceptual Learning in a Visual Search Task" *Journal of Vision*, doi.org/10.1167/jov.20.6.7
47. Lee, Maniglia, Velez, Demer, Seitz, & Pineles, (2020) "Short-term perceptual learning game does not improve patching-resistant amblyopia in older children" *Journal of Pediatric Ophthalmology & Strabismus*, DOI: 10.3928/01913913-20200306-01
48. Lelo de Larrea-Mancera, Stavropoulos, Hoover, Eddins, Gallun, **Seitz** (2019), " Portable Automated Rapid Testing (PART) for auditory research: Validation in a normal hearing population", bioRxiv 2020.01.08.899088; doi: <https://doi.org/10.1101/2020.01.08.899088>
49. Isarangura, Palandrani, Stavropoulos, **Seitz**, Hoover, Gallun, and Eddins (2019) "Methods for expressing spectral modulation depth and the effects of modulator shape on spectral modulation detection thresholds" *Proceedings of Meetings on Acoustics* 36:1, <https://doi.org/10.1121/2.0001032>
50. Yaghoubi, K. C., Alizadeh Shalchy, M., Hussain, S., Chen, X., Bennet, I. J., Mather, M., Hu, X., **Seitz**, A. R. & Peters, M. A. K. Computational fMRI Reveals Separable Representations Of Stimulus and Choice In Auditory Cortex: A Tool for Studying the Locus Coeruleus Circuit. *Proceedings Conference on Cognitive Computational Neuroscience* (2019).
51. Hussain, S., Alizadeh Shalchy, M., Yaghoubi, K., Langley, J., Chen, X., Bennett, I. J., Huang,

- R., Clewett, D., Nielson, S. E., Velasco, R., Kennedy, B., Han, S., Hu, K., **Seitz**, A. R., Zhang, N., Mather, M., Hu, X. & Peters, M. A. K. Locus Coeruleus Engagement Drives Network Connectivity Dynamics. *Proceedings Conference on Cognitive Computational Neuroscience* (2019).
52. Yetton, Revord, Margolis, Lyubomirsky, **Seitz** (2019), "Cognitive and Physiological Measures in Well-Being Science: Limitations and Lessons", *Frontiers in Psychology*, <https://doi.org/10.3389/fpsyg.2019.01630>
  53. Valton, Karvelis, Richards, **Seitz**, Lawrie, Series (2019), "Acquisition of visual priors and induced hallucinations in chronic schizophrenia", *Brain*, Volume 142, Issue 8, August 2019, Pages 2523–2537, <https://doi.org/10.1093/brain/awz171>; also on BioRxiv, doi: <https://doi.org/10.1101/498568>
  54. Pergher, Shalchy, Pahor, Van Hulle, Jaeggi, **Seitz** (2019), "Divergent research methods limit understanding of working memory training", *Journal of Cognitive Enhancement*, <https://doi.org/10.1007/s41465-019-00134-7>
  55. Waris, Jaeggi, **Seitz**, Lehtonen, Soveri, Lukasik, Söderström, Hoffing, Laine (2019), "Video gaming and working memory: a large-scale cross-sectional correlative study", *Computers in Human Behavior*, Volume 97, August 2019, Pages 94-103
  56. Vlahou, **Seitz**, & Kopco (2019), "Nonnative Implicit Phonetic Training in Multiple Reverberant Environments", *Attention, Perception, & Psychophysics*, Volume 81, Issue 4, pp 935–947
  57. Green, Bavelier, Kramer, Vinogradov, Ansorge, Ball, Bingel, Chein, Colzato, Edwards, Facoetti, Gazzaley, Gathercole, Ghisletta, Gori, Granic, Hillman, Hommel, Jaeggi, Kanske, Karbach, Kingstone, Kliegel, Klingberg, Kahn, Levi, Mayer, McLaughlin, McNamara, Morris, Nahum, Newcombe, Panizzutti, Prakash, Rizzo, Schubert, **Seitz**, Short, Singh, Slotta, Strobach, Thomas, Tipton, Tong, Vlach, Wetherell, Wexler, & Witt (2018), "Improving Methodological Standards in Behavioral Interventions for Cognitive Enhancement", *Journal of Cognitive Enhancement*, Volume 3, Issue 1, pp 2–29
  58. Pahor, Jaeggi, **Seitz** (2018), "Validation of a Matrix Reasoning Task for Mobile Devices diseases", *Behavior Research Methods*, <https://doi.org/10.3758/s13428-018-1152-2>
  59. Maniglia & **Seitz** (2018), "A new look at visual system plasticity", *Trends in Cognitive Psychology*, Volume 23, Issue 2, February 2019, Pages 82-83
  60. Thurman, Maniglia, Davey, Biles, Visscher, **Seitz** (2018), "Multi-line Adaptive Perimetry (MAP): A new procedure for quantifying visual field integrity for rapid assessment of macular diseases", *Translational Vision Science and Technology*, 16;7(5):28. doi: 10.1167/tvst.7.5.28. eCollection 2018 Sep.
  61. Wenliang & **Seitz** (2018), "Deep neural networks for modeling visual perceptual learning", *Journal of Neuroscience*, 23 May 2018, 1620-17
  62. Karvelis, **Seitz**, Lawrie, Series (2018), "Autistic traits, but not schizotypy, predict increased

weighting of sensory information in Bayesian visual integration", *eLife*, 7, e3411

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149. Lee<sup>1</sup>, **Seitz**<sup>1</sup>, and Assad (2006), "Activity of Tonicly Active Neurons in the Monkey Putamen during Initiation and Withholding of Movement", *J. Neurophys*, Jan (Vol 95 2391-2403)
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<sup>1</sup> Co-First Authors \*Authorship is in Alphabetical order

### **Symposia Talks**

"Designing games to Improve Hearing and Vision", ESCOP, 2023

"Serious Games are Seriously Hard", COGSCI, 2023

"Serious Games are Seriously Hard", BrainPlay, 2022

"Promoting learning and achievement across the lifespan using an individual differences approach", ESCOP, 2022

"Leveraging Mobile Technologies to enhance Cognitive Measurement and Training to achieve Real World Learning Outcomes", UC-NTU Symposium, 2019

"Perceptual learning and video games: New ways to learn", Fall Vision Meeting, 2019

"AI and the Brain: A KIBM Symposium", Kavli Institute for Brain and Mind, UC San Diego, 2019

"Regulation of Brain Training", Banbury, Cold Spring Harbor, Direct to Consumer Neuroscience, 2018

Panel, "Navigating the Challenges of University Technology Commercialization: A New Perspective", United States Association for Small Business and Entrepreneurship, 2018

"The Promise of Brain Training Games", Games for Change, 2017

"Brain Training, Fact Fiction or in Between", Games for Change, 2017

"Conversation Roundtable on Using Technology- and non-Technology Based Interventions in Underserved Communities and Families", Society for Research in Child Development Biannual Conference, 2017

"Mining for Gold: How to Work Around Traditional Research Funding Using Crowdfunding", Anxiety and Depression Association of America Annual Conference, 2017

"Different Visions Labs vs Practice", VSP; Sports Vision Consortium, 2017

"How to Promote Transfer of Learning in Brain Training", Society for Brain Mapping & Therapeutics, 2017

"The Promise of Brain Training Games", US-UK Serious Games for Health Workshop 2016

“ Visual perceptual learning for athletes”, ESCoNS, 2015

“ Moving beyond a binary view of specificity in perceptual learning”, VSS 2015

“Perceptual Learning; specificity, transfer and how learning is a distributed process”, The Second Workshop and Lecture Series on Cognitive neuroscience of auditory and cross-modal perception, Košice, Slovakia, 2015

“Brain Training; How to train cognition to yield transfer to real world contexts”, The Second Workshop and Lecture Series on Cognitive neuroscience of auditory and cross-modal perception, Košice, Slovakia, 2015

“Applying neuroscience to produce broad-based benefits to vision”, International Eye Committee, 2014

“Applying neuroscience to produce broad-based benefits to vision”, Sabermetrics, Scouting and the Science of Baseball, 2014

“A New World of Brain Fitness”, World Summit on Innovation and Entrepreneurship, 2014

“The promise of brain training games as an approach to stave off cognitive decline in aging”, Annual German Conference of Psychology, 2014

“How attention and reinforcement guide perceptual learning.” APCV, 2013

“How attention and reinforcement guide perceptual learning.” Learning to Attend and Attending to Learn, 2013

“How Experience Shapes Perception; Environmental Statistics, Attention and Reinforcement”, Sensory processing: how the past affects the present, Paris, 2013

“Psychophysics: How attention and reinforcement guide perceptual learning.” International Graduate School of Neuroscience, Ruhr University Bochum, 2013

“Mechanisms of Human Perceptual Learning.” Brain Awareness Day, UCR, 2013

“When science meets gaming; a novel visual therapy.” ESCONS, 2013

“Task-Irrelevant Auditory Learning”, ESCOP, 2011.

“Disruption and Transfer of Perceptual Learning for Visual Hyperacuity”, VSS, 2011.

“Overcoming the Difficulties of Perceptual Learning”, VSS, 2006.

“How We Can Learn to See What Isn't There”, Implicit Processing in Visual Perception, Decision Making and Learning, APA, 2005.

“Rethinking the roles of attention in perceptual learning”, Windows into the dynamic brain *A mini-Symposium*, Department of Biomedical Engineering, Boston University, 2005.

## Conference Presentations

1. Maniglia, Visscher, Seitz, "Understanding peripheral looking strategies related to simulated preferred retinal loci", ECVF 2019
2. Maniglia, Visscher, Seitz. "Oculomotor strategy classification in simulated central vision loss, VSS 2019
3. Leclercq and Seitz, Emotion Effect on Task Irrelevant Learning, ESCOP 2019
4. Valton, Karvelis, Richards, Seitz, Lawrie, Seriès, "Acquisition of visual priors and induced hallucinations in chronic schizophrenia", BAP 2019
5. Bui, Gomez, Maniglia, Seitz, Davey, "Reliability of Testing Methodology Aimed to Measure Visual Acuity and Contrast Sensitivity", ARVO 2019
6. Thompson, Cherneski, Menon, Lebeaut, Seitz, Butler, & Silverstein, "Evaluation of a Visual Remediation Intervention for Schizophrenia: A Pilot Study", SIRS, 2019
7. Lee, Maniglia, Velez, Demer, Pineles, Seitz, "Effect of an Integrated Perceptual Learning Game on Visual Functions of Children with Amblyopia", AAPOS 2019
8. Gallun, Seitz, Stavropoulos, Eddins, Hoover, Jakien, Gordon, "Development and validation of a portable platform for auditory testing, ASA 2018
9. Seitz (2018), What is Perceptual Learning?, International Workshop on Perceptual Learning
10. Maniglia and Seitz (2018), Training peripheral vision after (real and simulated) central vision loss, International Workshop on Perceptual Learning
11. Maniglia, Biles, Visscher, Seitz (2018), Coordinated Attentional Training promotes generalization of learning in healthy and MD subjects, VSS
12. Chen, Langley, Seitz, Hu (2018), Video C3D features learned by deep network correlate with functional MRI signal variation associated with the video, ISMRM
13. Chen, Huang, Seitz, Hu, Mather (2018), "Handgrip squeeze increases locus coeruleus activity", OHBM
14. Hussain, Langley, Seitz, Peters, Hu (2018), Resting State Locus Coeruleus Functional Connectivity Profiles with Various Brain Networks, UCR Bioengineering Conference
15. Jacques and Seitz (2018), Using Eye Tracking to Develop Classification Images for Perceptual Learning, VSS
16. Saenz and Seitz (2018), Developmental Dyslexia: A holistic approach towards diagnosing and rehabilitating, UCR Undergraduate Research Symposium
17. Yao and Seitz (2018), Applications of Video Game Design to Working Memory Training, UCR Undergraduate Research Symposium
18. Bui and Seitz (2018), Testing the Efficacy of Lutein and Zeaxanthin on Training of Vision and Cognitive Function, UCR Undergraduate Research Symposium
19. Gallun, Seitz, Vallier, Lewis (2018), Designing rehabilitative experiences for virtual, mixed, and augmented reality environments, ASA18

20. Gallun, Seitz, Eddins et al (2018), Portable Automated Rapid Testing (PART) measures for auditory research, ASA18
21. Seitz (2018), Deriving lessons from Perceptual Learning to promote transfer in Working Memory training, UCI Conference on Learning and Memory
22. Pahor, Stavropoulos, Casey, Jaeggi, Seitz (2018), Effects of Gamification on Working Memory Training Outcomes, LaP2018
23. Gallun, F.J, Seitz, A., Stavropoulos, T., Eddins, D., Hoover, E., Gordon, S., Molis, M., Jakien, K., Diedesch, A. (2017). Development and validation of a portable platform for auditory testing. *174th Meeting of the Acoustical Society of America*, New Orleans, LA
24. Gallun, F. J., Jakien, K., Srinivasan, N., Seitz, A., Kampel, S., & Stansell, M. (2017). Normative data for assessing performance on a rapid, automated test of speech-on-speech masking and spatial release from masking. *173rd Meeting of the Acoustical Society of America*, Boston, MA.
25. Sandeep, Shelton, Seitz (2017). User Performance Predictions in Cognitive Training. SoCal Machine Learning Symposium. USC. Conference/Meeting Date: 10/06/2017.
26. Sandeep, Shelton, Seitz (2017). User Performance Predictions in Cognitive Training. Workshop on Women in Machine Learning
27. Mohammed, Flores, Deveau et al., (2017), The Benefits and Challenges of Implementing Motivational Features to Boost Cognitive Training Outcome, Psychonomics Society
28. Lelo de Larrea-Mancera and Seitz (2017), Dissociable Outcomes of Tactile Perceptual Learning for Simple vs Complex Stimuli, Psychonomics Society
29. Cohen-Hoffing and Seitz (2017), The Influence of Feedback on Task Switching Training: A Drift Diffusion Modeling Account, Psychonomics Society
30. Seitz, (2017), Training effective use of peripheral vision in Macular Degeneration, Annual Interdisciplinary Conference
31. Diep, Healy, Ng, Seitz, Davey (2017), Effect of glare on contrast sensitivity function, Association for Research in Vision and Ophthalmology Annual Conference
32. Healy, Ng, Diep, Seitz, Davey (2017), Comparison of contrast sensitivity in photopic and mesopic conditions Association for Research in Vision and Ophthalmology Annual Conference
33. Hladek, Seitz, Kopco (2017), Adaptation in distance perception induced by audio-visual stimuli with spatial disparity Acoustical Society of America Annual Conference
34. Seitz (2017), How to Achieve, and Measure, Transfer in Brain Training, Extended Learning Network, Annual Conference
35. Protopapas, Mitsi, Koustoumbardis, Tsitsopoulou, Leventi, Seitz (2017), Incidental orthographic learning during a color detection task, SSSR
36. Demmin, D., Roché, M., Davis, Q., Seitz, A., Menon, A., & Silverstein, S. (2017). Abnormal retinal functioning in schizophrenia and its relationship to performance on low- and mid-level visual processing tasks. *Journal of Vision*, 17, 663. doi:10.1167/17.10.663.
37. Demmin, D., Roché, M., Davis, Q., Seitz, A., Menon, A., & Silverstein, S. (2017, May). Abnormal retinal functioning in schizophrenia and its relationship to performance on low- and mid-level visual processing tasks. Poster presented at the meeting of the Vision Sciences Society,

St. Petersburg, FL.

38. Maniglia, Deloss, Biles, Visscher, Seitz (2017), Beyond classic Perceptual learning: Coordinated attentional training to boost learning and generalization, VSS
39. Jacques and Seitz (2017), Moderating Effects of Visual Attention and Action Video Game Play on Perceptual Learning, VSS
40. Shima, Visscher, Griffis, Seitz, Yotsumoto (2017), Transcranial electric stimulation (tES) to early visual areas alters large-scale functional connectivity, VSS
41. Demmin, Roche, Davis, Seitz, Silverstain (2017), Abnormal Retinal Functioning in Schizophrenia and its Relationship to Performance on Low- and Mid-Level Visual Processing Tasks, VSS
42. Gallun, F.J., Gordon, S.Y., Stavropoulos, T., Seitz, A., Hoover, E.C., Eddins, D.E. (2017) “Evaluating the Apple iPad as a Platform for Psychoacoustic Research” Games for Change Festival, New York, NY
43. Mohammed, Flores, Deveau, Cohen Hoffing, Phung, Parlett, Sheehan, Lee, Au, Buschkuehl, Zordan, Jaeggi, & Seitz, A. (2017). *The benefits and challenges of implementing motivational features to boost cognitive training outcome*. Games for Change Festival, New York, NY
44. Hládek, L., Seitz, A., & Kopčo, N. (2017) “Adaptation in distance perception induced by audio-visual stimuli with spatial disparity” (abstract; poster) ([ASA meeting 2017, Boston](#)).
45. Gallun, F.J. and Seitz, A. (2016) “Developing games to improve auditory processing abilities” *Invited Seminar*, P.J. Šafárik University, Košice, Slovakia (simultaneously webcast to Vienna, Austria and Boston, MA, USA)
46. Papesh, M., Gallun, F., Seitz, A. (2016). “Auditory Training Game”. Sensation Perception Learning And Training Conference, Boston University, Boston, MA.
47. Hládek, L., Seitz, & Kopčo, N. (2016). “Modeling the Integration of Audio-Visual Distance Information” presented at the 39th MidWinter meeting of the Association for Research in Otolaryngology, 20 – 24 February, San Diego, CA. (abstract, [poster](#))
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49. Deveau, Phung, Flores, Cohen-Hoffing, Davis, Zordan, Seitz (2015), Applying Video Game Design and Principles of Perceptual Learning to Working Memory Training in Older Adults, ESCoNS
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### **Doctoral Dissertation**

Seitz, A.R. (2002), "A Neural Model of How the Cortical Subplate Coordinates the Laminar Development of Orientation and Ocular Dominance Maps".

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