Xueni Pan

List of Publications by Year
in descending order

22 papers	856 citations	933447 10 h-index	888059 17 g-index
23 all docs	23 docs citations	23 times ranked	814 citing authors

#	Article	IF	Citations
1	Why and how to use virtual reality to study human social interaction: The challenges of exploring a new research landscape. British Journal of Psychology, 2018, 109, 395-417.	2.3	419
2	Socially Anxious and Confident Men Interact with a Forward Virtual Woman: An Experimental Study. PLoS ONE, 2012, 7, e32931.	2.5	73
3	A Discussion of Virtual Reality As a New Tool for Training Healthcare Professionals. Frontiers in Public Health, 2018, 6, 44.	2.7	63
4	The Responses of Medical General Practitioners to Unreasonable Patient Demand for Antibiotics - A Study of Medical Ethics Using Immersive Virtual Reality. PLoS ONE, 2016, 11, e0146837.	2.5	63
5	A method for generating an illusion of backwards time travel using immersive virtual realityâ€an exploratory study. Frontiers in Psychology, 2014, 5, 943.	2.1	49
6	Interaction with virtual crowd in Immersive and semiâ€immersive Virtual Reality systems. Computer Animation and Virtual Worlds, 2017, 28, e1729.	1.2	38
7	Reduced Mimicry to Virtual Reality Avatars in Autism Spectrum Disorder. Journal of Autism and Developmental Disorders, 2016, 46, 3788-3797.	2.7	35
8	Confronting a Moral Dilemma in Virtual Reality: A Pilot Study. , 2011, , .		26
9	Automatic imitation in a rich social context with virtual characters. Frontiers in Psychology, 2015, 6, 790.	2.1	25
10	Virtual Character Personality Influences Participant Attitudes and Behavior â€œ An Interview with a Virtual Human Character about Her Social Anxiety. Frontiers in Robotics and AI, 2015, 2, .	3.2	20
11	Male Bodily Responses during an Interaction with a Virtual Woman. Lecture Notes in Computer Science, 2008, , 89-96.	1.3	10
12	A Study of Professional Awareness Using Immersive Virtual Reality: The Responses of General Practitioners to Child Safeguarding Concerns. Frontiers in Robotics and AI, 2018, 5, 80.	3.2	8
13	Expressing Complex Mental States Through Facial Expressions. Lecture Notes in Computer Science, 2007, , 745-746.	1.3	7
14	Computer Based Video and Virtual Environments in the Study of the Role of Emotions in Moral Behavior. Lecture Notes in Computer Science, 2011, , 52-61.	1.3	6
15	Piavca: a framework for heterogeneous interactions with virtual characters. Virtual Reality, 2010, 14, 221-228.	6.1	3
16	Interaction with virtual agents — Comparison of the participants' experience between an IVR and a semi-IVR system. , 2015, , .		3
17	The Impact of Self-Representation and Consistency in Collaborative Virtual Environments. Frontiers in Virtual Reality, 2021, 2, .	3.7	3
18	Using interactive virtual characters in social neuroscience. , 2015, , .		2

#	Article	IF	Citations
19	Piavca: A Framework for Heterogeneous Interactions with Virtual Characters. Lecture Notes in Computer Science, 2008, , 494-495.	1.3	2
20	14. Semi-autonomous avatars: A new direction for expressive user embodiment. Advances in Consciousness Research, 2008, , 235-255.	0.2	1
21	An experimental study on the virtual representation of children. , 2015, , .		0
22	A validation study to trigger nicotine craving in virtual reality. , 2022, , .		0