

Xueni Pan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3009049/publications.pdf>

Version: 2024-02-01

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	A validation study to trigger nicotine craving in virtual reality. , 2022, , .		0
2	The Impact of Self-Representation and Consistency in Collaborative Virtual Environments. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	3.7	3
3	Why and how to use virtual reality to study human social interaction: The challenges of exploring a new research landscape. <i>British Journal of Psychology</i> , 2018, 109, 395-417.	2.3	419
4	A Study of Professional Awareness Using Immersive Virtual Reality: The Responses of General Practitioners to Child Safeguarding Concerns. <i>Frontiers in Robotics and AI</i> , 2018, 5, 80.	3.2	8
5	A Discussion of Virtual Reality As a New Tool for Training Healthcare Professionals. <i>Frontiers in Public Health</i> , 2018, 6, 44.	2.7	63
6	Interaction with virtual crowd in Immersive and semi-immersive Virtual Reality systems. <i>Computer Animation and Virtual Worlds</i> , 2017, 28, e1729.	1.2	38
7	Reduced Mimicry to Virtual Reality Avatars in Autism Spectrum Disorder. <i>Journal of Autism and Developmental Disorders</i> , 2016, 46, 3788-3797.	2.7	35
8	The Responses of Medical General Practitioners to Unreasonable Patient Demand for Antibiotics - A Study of Medical Ethics Using Immersive Virtual Reality. <i>PLoS ONE</i> , 2016, 11, e0146837.	2.5	63
9	Automatic imitation in a rich social context with virtual characters. <i>Frontiers in Psychology</i> , 2015, 6, 790.	2.1	25
10	Virtual Character Personality Influences Participant Attitudes and Behavior – An Interview with a Virtual Human Character about Her Social Anxiety. <i>Frontiers in Robotics and AI</i> , 2015, 2, .	3.2	20
11	Interaction with virtual agents — Comparison of the participants' experience between an IVR and a semi-IVR system. , 2015, , .		3
12	An experimental study on the virtual representation of children. , 2015, , .		0
13	Using interactive virtual characters in social neuroscience. , 2015, , .		2
14	A method for generating an illusion of backwards time travel using immersive virtual reality – an exploratory study. <i>Frontiers in Psychology</i> , 2014, 5, 943.	2.1	49
15	Socially Anxious and Confident Men Interact with a Forward Virtual Woman: An Experimental Study. <i>PLoS ONE</i> , 2012, 7, e32931.	2.5	73
16	Computer Based Video and Virtual Environments in the Study of the Role of Emotions in Moral Behavior. <i>Lecture Notes in Computer Science</i> , 2011, , 52-61.	1.3	6
17	Confronting a Moral Dilemma in Virtual Reality: A Pilot Study. , 2011, , .		26
18	Piavca: a framework for heterogeneous interactions with virtual characters. <i>Virtual Reality</i> , 2010, 14, 221-228.	6.1	3

#	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	Male Bodily Responses during an Interaction with a Virtual Woman. Lecture Notes in Computer Science, 2008, , 89-96.	1.3	10
21	14. Semi-autonomous avatars: A new direction for expressive user embodiment. Advances in Consciousness Research, 2008, , 235-255.	0.2	1
22	Expressing Complex Mental States Through Facial Expressions. Lecture Notes in Computer Science, 2007, , 745-746.	1.3	7