Mel Slater

List of Publications by Year
in descending order

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		6592	5519
290	31,845	79	163
papers	citations	h-index	g-index

301	301	301	12130
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	A Framework for Immersive Virtual Environments (FIVE): Speculations on the Role of Presence in Virtual Environments. Presence: Teleoperators and Virtual Environments, 1997, 6, 603-616.	0.3	1,573
2	Place illusion and plausibility can lead to realistic behaviour in immersive virtual environments. Philosophical Transactions of the Royal Society B: Biological Sciences, 2009, 364, 3549-3557.	1.8	1,437
3	From presence to consciousness through virtual reality. Nature Reviews Neuroscience, 2005, 6, 332-339.	4.9	1,290
4	The Sense of Embodiment in Virtual Reality. Presence: Teleoperators and Virtual Environments, 2012, 21, 373-387.	0.3	887
5	Depth of Presence in Virtual Environments. Presence: Teleoperators and Virtual Environments, 1994, 3, 130-144.	0.3	870
6	Enhancing Our Lives with Immersive Virtual Reality. Frontiers in Robotics and AI, 2016, 3, .	2.0	824
7	First Person Experience of Body Transfer in Virtual Reality. PLoS ONE, 2010, 5, e10564.	1.1	763
8	Virtual reality in the assessment, understanding, and treatment of mental health disorders. Psychological Medicine, 2017, 47, 2393-2400.	2.7	746
9	Putting yourself in the skin of a black avatar reduces implicit racial bias. Consciousness and Cognition, 2013, 22, 779-787.	0.8	644
10	Using Presence Questionnaires in Reality. Presence: Teleoperators and Virtual Environments, 2000, 9, 497-503.	0.3	617
11	Walking > walking-in-place > flying, in virtual environments. , 1999, , .		612
12	Measuring Presence: A Response to the Witmer and Singer Presence Questionnaire. Presence: Teleoperators and Virtual Environments, 1999, 8, 560-565.	0.3	541
13	Taking steps. ACM Transactions on Computer-Human Interaction, 1995, 2, 201-219.	4.6	538
14	Illusory ownership of a virtual child body causes overestimation of object sizes and implicit attitude changes. Proceedings of the National Academy of Sciences of the United States of America, 2013, 110, 12846-12851.	3.3	517
15	Behavioral, Neural, and Computational Principles of Bodily Self-Consciousness. Neuron, 2015, 88, 145-166.	3.8	503
16	Inducing illusory ownership of a virtual body. Frontiers in Neuroscience, 2009, 3, 214-220.	1.4	450
17	A Virtual Reprise of the Stanley Milgram Obedience Experiments. PLoS ONE, 2006, 1, e39.	1.1	448
18	A Virtual Presence Counter. Presence: Teleoperators and Virtual Environments, 2000, 9, 413-434.	0.3	434

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19	The building blocks of the full body ownership illusion. Frontiers in Human Neuroscience, 2013, 7, 83.	1.0	421
20	Towards a digital body: The virtual arm illusion. Frontiers in Human Neuroscience, 2008, 2, 6.	1.0	402
21	Immersion and the illusion of presence in virtual reality. British Journal of Psychology, 2018, 109, 431-433.	1.2	392
22	Extending Body Space in Immersive Virtual Reality: A Very Long Arm Illusion. PLoS ONE, 2012, 7, e40867.	1.1	354
23	Self-Paced (Asynchronous) BCI Control of a Wheelchair in Virtual Environments: A Case Study with a Tetraplegic. Computational Intelligence and Neuroscience, 2007, 2007, 1-8.	1.1	353
24	Over my fake body: body ownership illusions for studying the multisensory basis of own-body perception. Frontiers in Human Neuroscience, 2015, 9, 141.	1.0	348
25	Virtual Hand Illusion Induced by Visuomotor Correlations. PLoS ONE, 2010, 5, e10381.	1.1	341
26	Immersive Journalism: Immersive Virtual Reality for the First-Person Experience of News. Presence: Teleoperators and Virtual Environments, 2010, 19, 291-301.	0.3	338
27	An Experiment on Public Speaking Anxiety in Response to Three Different Types of Virtual Audience. Presence: Teleoperators and Virtual Environments, 2002, 11, 68-78.	0.3	337
28	An experimental study on the role of touch in shared virtual environments. ACM Transactions on Computer-Human Interaction, 2000, 7, 443-460.	4.6	324
29	Changing bodies changes minds: owning another body affects social cognition. Trends in Cognitive Sciences, 2015, 19, 6-12.	4.0	311
30	The Influence of Body Movement on Subjective Presence in Virtual Environments. Human Factors, 1998, 40, 469-477.	2.1	299
31	Brain-Computer Interfaces, Virtual Reality, and Videogames. Computer, 2008, 41, 66-72.	1.2	294
32	Small-Group Behavior in a Virtual and Real Environment: A Comparative Study. Presence: Teleoperators and Virtual Environments, 2000, 9, 37-51.	0.3	273
33	Virtual Embodiment of White People in a Black Virtual Body Leads to a Sustained Reduction in Their Implicit Racial Bias. Frontiers in Human Neuroscience, 2016, 10, 601.	1.0	267
34	Representations Systems, Perceptual Position, and Presence in Immersive Virtual Environments. Presence: Teleoperators and Virtual Environments, 1993, 2, 221-233.	0.3	262
35	How Colorful Was Your Day? Why Questionnaires Cannot Assess Presence in Virtual Environments. Presence: Teleoperators and Virtual Environments, 2004, 13, 484-493.	0.3	245
36	Automated psychological therapy using immersive virtual reality for treatment of fear of heights: a single-blind, parallel-group, randomised controlled trial. Lancet Psychiatry,the, 2018, 5, 625-632.	3.7	231

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37	Measuring the Effects through Time of the Influence of Visuomotor and Visuotactile Synchronous Stimulation on a Virtual Body Ownership Illusion. Perception, 2014, 43, 43-58.	0.5	228
38	The impact of avatar realism and eye gaze control on perceived quality of communication in a shared immersive virtual environment. , 2003, , .		227
39	Virtual reality study of paranoid thinking in the general population. British Journal of Psychiatry, 2008, 192, 258-263.	1.7	226
40	Visual Realism Enhances Realistic Response in an Immersive Virtual Environment. IEEE Computer Graphics and Applications, 2009, 29, 76-84.	1.0	223
41	Multisensory Stimulation Can Induce an Illusion of Larger Belly Size in Immersive Virtual Reality. PLoS ONE, 2011, 6, e16128.	1.1	213
42	Immersion, presence and performance in virtual environments. , 1996, , .		212
43	Drumming in Immersive Virtual Reality: The Body Shapes the Way We Play. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 597-605.	2.9	212
44	Walking from thought. Brain Research, 2006, 1071, 145-152.	1.1	208
45	Embodying self-compassion within virtual reality and its effects on patients with depression. BJPsych Open, 2016, 2, 74-80.	0.3	190
46	The Ethics of Realism in Virtual and Augmented Reality. Frontiers in Virtual Reality, 2020, 1, .	2.5	186
47	Virtual reality in the treatment of persecutory delusions: Randomised controlled experimental study testing how to reduce delusional conviction. British Journal of Psychiatry, 2016, 209, 62-67.	1.7	180
48	How to Build an Embodiment Lab: Achieving Body Representation Illusions in Virtual Reality. Frontiers in Robotics and AI, 2014, 1, .	2.0	174
49	Public speaking in virtual reality: facing an audience of avatars. IEEE Computer Graphics and Applications, 1999, 19, 6-9.	1.0	172
50	The impact of eye gaze on communication using humanoid avatars. , 2001, , .		172
51	An Experimental Study on Fear of Public Speaking Using a Virtual Environment. Cyberpsychology, Behavior and Social Networking, 2006, 9, 627-633.	2.2	170
52	Conversations between self and self as Sigmund Freudâ€"A virtual body ownership paradigm for self counselling. Scientific Reports, 2015, 5, 13899.	1.6	167
53	The contribution of real-time mirror reflections of motor actions on virtual body ownership in an immersive virtual environment. , 2010, , .		159
54	Simulating virtual environments within virtual environments as the basis for a psychophysics of presence. ACM Transactions on Graphics, 2010, 29, 1-9.	4.9	156

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55	Testing the continuum of delusional beliefs: An experimental study using virtual reality.. Journal of Abnormal Psychology, 2010, 119, 83-92.	2.0	154
56	Body ownership causes illusory self-attribution of speaking and influences subsequent real speaking. Proceedings of the National Academy of Sciences of the United States of America, 2014, 111, 17678-17683.	3.3	152
57	The Responses of People to Virtual Humans in an Immersive Virtual Environment. Presence: Teleoperators and Virtual Environments, 2005, 14, 104-116.	0.3	149
58	First Person Perspective of Seated Participants Over a Walking Virtual Body Leads to Illusory Agency Over the Walking. Scientific Reports, 2016, 6, 28879.	1.6	149
59	Virtually Being Einstein Results in an Improvement in Cognitive Task Performance and a Decrease in Age Bias. Frontiers in Psychology, 2018, 9, 917.	1.1	148
60	Human Tails: Ownership and Control of Extended Humanoid Avatars. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 583-590.	2.9	144
61	Virtual race transformation reverses racial in-group bias. PLoS ONE, 2017, 12, e0174965.	1.1	139
62	Offenders become the victim in virtual reality: impact of changing perspective in domestic violence. Scientific Reports, 2018, 8, 2692.	1.6	134
63	Bystander Responses to a Violent Incident in an Immersive Virtual Environment. PLoS ONE, 2013, 8, e52766.	1.1	131
64	What makes one person paranoid and another person anxious? The differential prediction of social anxiety and persecutory ideation in an experimental situation. Psychological Medicine, 2008, 38, 1121-1132.	2.7	119
65	Proxemics with multiple dynamic characters in an immersive virtual environment. ACM Transactions on Applied Perception, 2010, 8, 1-12.	1.2	118
66	The Psychology of Persecutory Ideation II. Journal of Nervous and Mental Disease, 2005, 193, 309-315.	0.5	115
67	Presence in Shared Virtual Environments and Virtual Togetherness. Presence: Teleoperators and Virtual Environments, 2000, 9, 214-217.	0.3	114
68	Presence and The Sixth Sense. Presence: Teleoperators and Virtual Environments, 2002, 11, 435-439.	0.3	112
69	Transatlantic Touch: A Study of Haptic Collaboration over Long Distance. Presence: Teleoperators and Virtual Environments, 2004, 13, 328-337.	0.3	110
70	Presence in immersive virtual environments. , 0, , .		106
71	Violating body movement semantics: Neural signatures of self-generated and external-generated errors. NeuroImage, 2016, 124, 147-156.	2.1	103
72	Can Virtual Reality be Used to Investigate Persecutory Ideation?. Journal of Nervous and Mental Disease, 2003, 191, 509-514.	0.5	102

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73	Inducing a virtual hand ownership illusion through a brainâ€“computer interface. NeuroReport, 2009, 20, 589-594.	0.6	102
74	Embodying Compassion: A Virtual Reality Paradigm for Overcoming Excessive Self-Criticism. PLoS ONE, 2014, 9, e111933.	1.1	102
75	How Cannabis Causes Paranoia: Using the Intravenous Administration of âˆ† 9 -Tetrahydrocannabinol (THC) to Identify Key Cognitive Mechanisms Leading to Paranoia. Schizophrenia Bulletin, 2015, 41, 391-399.	2.3	101
76	Sliding perspectives: dissociating ownership from self-location during full body illusions in virtual reality. Frontiers in Human Neuroscience, 2014, 8, 693.	1.0	99
77	Embodiment in a Child-Like Talking Virtual Body Influences Object Size Perception, Self-Identification, and Subsequent Real Speaking. Scientific Reports, 2017, 7, 9637.	1.6	99
78	The virtual playground: an educational virtual reality environment for evaluating interactivity and conceptual learning. Virtual Reality, 2006, 10, 227-240.	4.1	98
79	A threat to a virtual hand elicits motor cortex activation. Experimental Brain Research, 2014, 232, 875-887.	0.7	97
80	Analysis of Physiological Responses to a Social Situation in an Immersive Virtual Environment. Presence: Teleoperators and Virtual Environments, 2006, 15, 553-569.	0.3	96
81	Collaborating in networked immersive spaces: as good as being there together?. Computers and Graphics, 2001, 25, 781-788.	1.4	94
82	Height, social comparison, and paranoia: An immersive virtual reality experimental study. Psychiatry Research, 2014, 218, 348-352.	1.7	94
83	Spatial Social Behavior in Second Life. Lecture Notes in Computer Science, 2007, , 252-263.	1.0	89
84	A Psychophysical Experiment Regarding Components of the Plausibility Illusion. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1369-1378.	2.9	86
85	Is my hand connected to my body? The impact of body continuity and arm alignment on the virtual hand illusion. Cognitive Neurodynamics, 2012, 6, 295-305.	2.3	85
86	A Virtual Out-of-Body Experience Reduces Fear of Death. PLoS ONE, 2017, 12, e0169343.	1.1	83
87	Transcending the Self in Immersive Virtual Reality. Computer, 2014, 47, 24-30.	1.2	82
88	It feels real: physiological responses to a stressful virtual reality environment and its impact on working memory. Journal of Psychopharmacology, 2019, 33, 1264-1273.	2.0	82
89	Visual Realism Enhances Realistic Response in an Immersive Virtual Environment - Part 2. IEEE Computer Graphics and Applications, 2012, 32, 36-45.	1.0	80
90	Decreasing Pain Ratings in Chronic Arm Pain Through Changing a Virtual Body: Different Strategies for Different Pain Types. Journal of Pain, 2019, 20, 685-697.	0.7	80

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91	The chording glove: a glove-based text input device. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 1999, 29, 186-191.	3.3	79
92	Virtual milgram: empathic concern or personal distress? Evidence from functional MRI and dispositional measures. Frontiers in Human Neuroscience, 2009, 3, 29.	1.0	79
93	Walking by Thinking: The Brainwaves Are Crucial, Not the Muscles!. Presence: Teleoperators and Virtual Environments, 2006, 15, 500-514.	0.3	78
94	Virtual reality and paranoid ideations in people with an â€˜at-risk mental stateâ€™ for psychosis. British Journal of Psychiatry, 2007, 191, s63-s68.	1.7	77
95	The use of virtual reality in the study of peopleâ€™s responses to violent incidents. Frontiers in Behavioral Neuroscience, 2009, 3, 59.	1.0	76
96	An Eye Gaze Model for Dyadic Interaction in an Immersive Virtual Environment: Practice and Experience. Computer Graphics Forum, 2004, 23, 1-11.	1.8	74
97	Socially Anxious and Confident Men Interact with a Forward Virtual Woman: An Experimental Study. PLoS ONE, 2012, 7, e32931.	1.1	73
98	Synchrony and social connection in immersive Virtual Reality. Scientific Reports, 2018, 8, 3693.	1.6	72
99	An experimental study of a virtual reality counselling paradigm using embodied self-dialogue. Scientific Reports, 2019, 9, 10903.	1.6	71
100	The COVEN Project: Exploring Applicative, Technical, and Usage Dimensions of Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 1999, 8, 218-236.	0.3	70
101	Implicit Learning Through Embodiment in Immersive Virtual Reality. Smart Computing and Intelligence, 2017, , 19-33.	0.7	70
102	Virtual reality and persecutory delusions: Safety and feasibility. Schizophrenia Research, 2008, 104, 228-236.	1.1	69
103	The Effects of Visuomotor Calibration to the Perceived Space and Body, through Embodiment in Immersive Virtual Reality. ACM Transactions on Applied Perception, 2015, 13, 1-22.	1.2	69
104	The Rocketbox Library and the Utility of Freely Available Rigged Avatars. Frontiers in Virtual Reality, 2020, 1, .	2.5	69
105	The relationship between virtual body ownership and temperature sensitivity. Journal of the Royal Society Interface, 2013, 10, 20130300.	1.5	68
106	The effect of virtual reality on visual vertigo symptoms in patients with peripheral vestibular dysfunction: A pilot study. Journal of Vestibular Research: Equilibrium and Orientation, 2012, 22, 273-281.	0.8	67
107	A Comparative Study of Desktop, Fishtank, and Cave Systems for the Exploration of Volume Rendered Confocal Data Sets. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 551-563.	2.9	66
108	Grand Challenges in Virtual Environments. Frontiers in Robotics and AI, 2014, 1, .	2.0	65

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109	The Psychology of Persecutory Ideation I. Journal of Nervous and Mental Disease, 2005, 193, 302-308.	0.5	64
110	First-Person Perspective Virtual Body Posture Influences Stress: A Virtual Reality Body Ownership Study. PLoS ONE, 2016, 11, e0148060.	1.1	64
111	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.	1.1	63
112	The Influence of Dynamic Shadows on Presence in Immersive Virtual Environments. Eurographics, 1995, , 8-21.	0.4	62
113	Seeing an Embodied Virtual Hand is Analgesic Contingent on Colocation. Journal of Pain, 2017, 18, 645-655.	0.7	61
114	Paranoia and post-traumatic stress disorder in the months after a physical assault: a longitudinal study examining shared and differential predictors. Psychological Medicine, 2013, 43, 2673-2684.	2.7	60
115	Navigating Virtual Reality by Thought: What Is It Like?. Presence: Teleoperators and Virtual Environments, 2007, 16, 100-110.	0.3	59
116	Temporal and Spatial Variations in Presence: Qualitative Analysis of Interviews from an Experiment on Breaks in Presence. Presence: Teleoperators and Virtual Environments, 2008, 17, 293-309.	0.3	56
117	The Plausibility of a String Quartet Performance in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1352-1359.	2.9	53
118	Reducing risk and improving maternal perspective-taking and empathy using virtual embodiment. Scientific Reports, 2018, 8, 2975.	1.6	53
119	The sense of body ownership relaxes temporal constraints for multisensory integration. Scientific Reports, 2016, 6, 30628.	1.6	52
120	Virtual body ownership and its consequences for implicit racial bias are dependent on social context. Royal Society Open Science, 2020, 7, 201848.	1.1	51
121	Small group behaviour experiments in the Coven project. IEEE Computer Graphics and Applications, 1998, 18, 53-63.	1.0	50
122	Body ownership increases the interference between observed and executed movements. PLoS ONE, 2019, 14, e0209899.	1.1	50
123	A Fully Immersive Set-Up for Remote Interaction and Neurorehabilitation Based on Virtual Body Ownership. Frontiers in Neurology, 2012, 3, 110.	1.1	49
124	A method for generating an illusion of backwards time travel using immersive virtual realityÃ¢â‚¬â€an exploratory study. Frontiers in Psychology, 2014, 5, 943.	1.1	49
125	Social defeat predicts paranoid appraisals in people at high risk for psychosis. Schizophrenia Research, 2015, 168, 16-22.	1.1	48
126	An Embodied Perspective as a Victim of Sexual Harassment in Virtual Reality Reduces Action Conformity in a Later Milgram Obedience Scenario. Scientific Reports, 2020, 10, 6207.	1.6	48

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127	Beaming: An Asymmetric Telepresence System. IEEE Computer Graphics and Applications, 2012, 32, 10-17.	1.0	47
128	Comparison of SSVEP BCI and Eye Tracking for Controlling a Humanoid Robot in a Social Environment. Presence: Teleoperators and Virtual Environments, 2014, 23, 242-252.	0.3	47
129	Meeting People Virtually: Experiments in Shared Virtual Environments. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 2002, , 146-171.	1.1	45
130	Virtual reality for assessment of patients suffering chronic pain: a case study. Experimental Brain Research, 2013, 225, 105-117.	0.7	44
131	STEPS AND LADDERS IN VIRTUAL REALITY. , 1994, , .		44
132	Leadership and collaboration in shared virtual environments. , 0, , .		43
133	Virtual Smart Home Controlled by Thoughts. , 2009, , .		43
134	Being the Victim of Intimate Partner Violence in Virtual Reality: First- Versus Third-Person Perspective. Frontiers in Psychology, 2020, 11, 820.	1.1	42
135	The Use of Questionnaire Data in Presence Studies: Do Not Seriously Likert. Presence: Teleoperators and Virtual Environments, 2007, 16, 447-456.	0.3	41
136	Drift and ownership toward a distant virtual body. Frontiers in Human Neuroscience, 2013, 7, 908.	1.0	40
137	Influence of Music on Anxiety Induced by Fear of Heights in Virtual Reality. Frontiers in Psychology, 2015, 6, 1969.	1.1	40
138	Acting in virtual reality. , 2000, , .		38
139	Social Anxiety in Virtual Environments: Results of a Pilot Study. Cyberpsychology, Behavior and Social Networking, 2003, 6, 237-243.	2.2	38
140	Biometric random number generators. Computers and Security, 2004, 23, 77-84.	4.0	38
141	Automated psychological therapy using virtual reality (VR) for patients with persecutory delusions: study protocol for a single-blind parallel-group randomised controlled trial (THRIVE). Trials, 2019, 20, 87.	0.7	38
142	Self-Confidence and Paranoia: An Experimental Study Using an Immersive Virtual Reality Social Situation. Behavioural and Cognitive Psychotherapy, 2016, 44, 56-64.	0.9	37
143	A Separate Reality: An Update on Place Illusion and Plausibility in Virtual Reality. Frontiers in Virtual Reality, 0, 3, .	2.5	37
144	Virtual mortality and near-death experience after a prolonged exposure in a shared virtual reality may lead to positive life-attitude changes. PLoS ONE, 2018, 13, e0203358.	1.1	36

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145	Comparison of people's responses to real and virtual handshakes within a virtual environment. Brain Research Bulletin, 2011, 85, 276-282.	1.4	35
146	Using brain-computer interface to steer a humanoid robot. , 2011, , .		35
147	Decreased Corticospinal Excitability after the Illusion of Missing Part of the Arm. Frontiers in Human Neuroscience, 2016, 10, 145.	1.0	34
148	Shifting visuo-spatial attention in a virtual three-dimensional space. Cognitive Brain Research, 2001, 10, 317-322.	3.3	33
149	â€œWe Waitâ€â€”The Impact of Character Responsiveness and Self Embodiment on Presence and Interest in an Immersive News Experience. Frontiers in Robotics and AI, 2018, 5, 112.	2.0	33
150	Full Body Acting Rehearsal in a Networked Virtual Environment â€” A Case Study. Presence: Teleoperators and Virtual Environments, 2012, 21, 229-243.	0.3	32
151	Presence and Emotions. Cyberpsychology, Behavior and Social Networking, 2004, 7, 121-121.	2.2	31
152	Presence in response to dynamic visual realism. , 2006, , .		31
153	Human-Computer Interface Issues in Controlling Virtual Reality With Brain-Computer Interface. Human-Computer Interaction, 2010, 25, 67-94.	3.1	31
154	Handshake: Realistic Human-Robot Interaction in Haptic Enhanced Virtual Reality. Presence: Teleoperators and Virtual Environments, 2011, 20, 371-392.	0.3	31
155	The use of immersive virtual reality (VR) to predict the occurrence 6 months later of paranoid thinking and posttraumatic stress symptoms assessed by self-report and interviewer methods: A study of individuals who have been physically assaulted.. Psychological Assessment, 2014, 26, 841-847.	1.2	31
156	Using music as a signal for biofeedback. International Journal of Psychophysiology, 2014, 93, 140-149.	0.5	31
157	Influence of Personality Traits and Body Awareness on the Sense of Embodiment in Virtual Reality. , 2019, , .		31
158	Centrally controlled heart rate changes during mental practice in immersive virtual environment: A case study with a tetraplegic. International Journal of Psychophysiology, 2008, 68, 1-5.	0.5	30
159	Brain-computer interfaces for goal orientated control of a virtual smart home environment. , 2009, , .		30
160	Embodiment in a virtual body that speaks produces agency over the speaking but does not necessarily influence subsequent real speaking. Scientific Reports, 2017, 7, 14227.	1.6	29
161	Manipulating the Perceived Shape and Color of a Virtual Limb Can Modulate Pain Responses. Journal of Clinical Medicine, 2020, 9, 291.	1.0	29
162	Exploring activity theory as a tool for evaluating interactivity and learning in virtual environments for children. Cognition, Technology and Work, 2008, 10, 141-153.	1.7	28

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163	Understanding and Realizing Presence in the Presenccia Project. IEEE Computer Graphics and Applications, 2007, 27, 90-93.	1.0	27
164	Reinforcement learning utilizes proxemics. ACM Transactions on Applied Perception, 2012, 9, 1-15.	1.2	27
165	Virtually Being Lenin Enhances Presence and Engagement in a Scene From the Russian Revolution. Frontiers in Robotics and AI, 2018, 5, 91.	2.0	27
166	The Neurological Traces of Look-Alike Avatars. Frontiers in Human Neuroscience, 2016, 10, 392.	1.0	26
167	Confronting a Moral Dilemma in Virtual Reality: A Pilot Study. , 2011, , .		26
168	First-Person Virtual Embodiment Modulates the Cortical Network that Encodes the Bodily Self and Its Surrounding Space during the Experience of Domestic Violence. ENeuro, 2020, 7, ENEURO.0263-19.2019.	0.9	26
169	Cardiac responses induced during thought-based control of a virtual environment. International Journal of Psychophysiology, 2006, 62, 134-140.	0.5	25
170	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 406-422.	0.3	25
171	Participant concerns for the Learner in a Virtual Reality replication of the Milgram obedience study. PLoS ONE, 2018, 13, e0209704.	1.1	25
172	A mechanistic account of bodily resonance and implicit bias. Cognition, 2019, 184, 1-10.	1.1	25
173	Simulating peripheral vision in immersive virtual environments. Computers and Graphics, 1993, 17, 643-653.	1.4	23
174	Effects of P300-Based BCI Use on Reported Presence in a Virtual Environment. Presence: Teleoperators and Virtual Environments, 2010, 19, 1-11.	0.3	23
175	Real time whole body motion mapping for avatars and robots. , 2013, , .		23
176	Being the victim of virtual abuse changes default mode network responses to emotional expressions. Cortex, 2021, 135, 268-284.	1.1	23
177	Comparison of the Effect of Interactive versus Passive Virtual Reality Learning Activities in Evoking and Sustaining Conceptual Change. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 233-244.	3.2	22
178	Component framework infrastructure for virtual environments. , 2000, , .		21
179	Exploring the Effect of Cooperation in Reducing Implicit Racial Bias and Its Relationship With Dispositional Empathy and Political Attitudes. Frontiers in Psychology, 2020, 11, 510787.	1.1	21
180	Variations in physiological responses of participants during different stages of an immersive virtual environment experiment. , 2006, , .		20

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181	Reconstruction and Recognition of Occluded Facial Expressions Using PCA. Lecture Notes in Computer Science, 2007, , 36-47.	1.0	20
182	Goal-Oriented Control with Brain-Computer Interface. Lecture Notes in Computer Science, 2009, , 732-740.	1.0	20
183	Virtual Character Personality Influences Participant Attitudes and Behavior Ã¢â‚¬â€œ An Interview with a Virtual Human Character about Her Social Anxiety. Frontiers in Robotics and AI, 2015, 2, .	2.0	20
184	Reinforcement Learning as a tool to make people move to a specific location in Immersive Virtual Reality. International Journal of Human Computer Studies, 2017, 98, 89-94.	3.7	20
185	A dataflow representation for defining behaviours within virtual environments. , 1996, , .		19
186	Shadow volume BSP trees for computation of shadows in dynamic scenes. , 1995, , .		18
187	Sharing and Analyzing Data from Presence Experiments. Presence: Teleoperators and Virtual Environments, 2006, 15, 599-610.	0.3	18
188	Simulating virtual environments within virtual environments as the basis for a psychophysics of presence. , 2010, , .		18
189	The Effects of Rotating the Self Out of the Body in the Full Virtual Body Ownership Illusion. Perception, 2014, 43, 275-294.	0.5	18
190	An exploration of immersive virtual environments. Endeavour, 1995, 19, 34-38.	0.1	17
191	A first person avatar system with haptic feedback. , 2010, , .		17
192	Cognitive triggers of auditory hallucinations: An experimental investigation. Journal of Behavior Therapy and Experimental Psychiatry, 2010, 41, 179-184.	0.6	17
193	An Evaluation of Self-Avatar Eye Movement for Virtual Embodiment. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 591-596.	2.9	17
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