**Supplementary materials**

**“Importance of rigging for procedural avatars. Microsoft Rocketbox a public library.”**

List of papers that have used the Microsoft Rocketbox library in the past, with at least 145 papers, with over 5307 citations

# CITATIONS

**< 2009**

Tümmler, J. (2007). *Avatare in Echtzeitsimulationen*. Kassel university press GmbH.

  [Cited by 8](https://scholar.google.com/scholar?cites=16769895444454809412&as_sdt=5,48&sciodt=0,48&hl=en)

Bailenson, J. N., Yee, N., Blascovich, J., Beall, A. C., Lundblad, N., & Jin, M. (2008). The use of immersive virtual reality in the learning sciences: Digital transformations of teachers, students, and social context. *The Journal of the Learning Sciences*, *17*(1), 102-141.

 [Cited by 380](https://scholar.google.com/scholar?cites=4991063406819102305&as_sdt=5,48&sciodt=0,48&hl=en)

**2009**

McCall, C., Bunyan, D. P., Bailenson, J. N., Blascovich, J., & Beall, A. C. (2009). Leveraging collaborative virtual environment technology for inter-population research on persuasion in a classroom setting. *PRESENCE: Teleoperators and Virtual Environments*, *18*(5), 361-369.

 [Cited by 15](https://scholar.google.com/scholar?cites=12862309843401503013&as_sdt=5,48&sciodt=0,48&hl=en)

Fox, J., Bailenson, J., & Binney, J. (2009). Virtual experiences, physical behaviors: The effect of presence on imitation of an eating avatar. *Presence: Teleoperators and Virtual Environments*, *18*(4), 294-303.

[Cited by 177](https://scholar.google.com/scholar?cites=16436761104863805472&as_sdt=5,48&sciodt=0,48&hl=en)

Fox, J., & Bailenson, J. N. (2009). Virtual virgins and vamps: The effects of exposure to female characters’ sexualized appearance and gaze in an immersive virtual environment. *Sex roles*, *61*(3-4), 147-157.

 [Cited by 96](https://scholar.google.com/scholar?cites=15798392459376049600&as_sdt=5,48&sciodt=0,48&hl=en)

Segovia, K. Y., Bailenson, J. N., & Monin, B. (2009). Morality in tele-immersive environments. In *IMMERSCOM* (p. 17).

[Cited by 13](https://scholar.google.com/scholar?cites=17546917948180739273&as_sdt=5,48&sciodt=0,48&hl=en)

Yee, N., & Bailenson, J. N. (2009). The difference between being and seeing: The relative contribution of self-perception and priming to behavioral changes via digital self-representation. *Media Psychology*, *12*(2), 195-209.

 [Cited by 133](https://scholar.google.com/scholar?cites=5031549220464104484&as_sdt=5,48&sciodt=0,48&hl=en)

**2010**

Mohler, B. J., Creem-Regehr, S. H., Thompson, W. B., & Bülthoff, H. H. (2010). The effect of viewing a self-avatar on distance judgments in an HMD-based virtual environment. *Presence: Teleoperators and Virtual Environments*, *19*(3), 230-242.

  [Cited by 165](https://scholar.google.com/scholar?cites=5423730123819620511&as_sdt=5,48&sciodt=0,48&hl=en)

Roberts, M., Ducheneaut, N., & Smith, T. F. (2010, July). The “3D Wiki”: Blending virtual worlds and Web architecture for remote collaboration. In *2010 IEEE International Conference on Multimedia and Expo* (pp. 1166-1171). IEEE.

  [Cited by 3](https://scholar.google.com/scholar?cites=11114166263321422822&as_sdt=5,48&sciodt=0,48&hl=en)

Alexandrova, I. V., Volkova, E. P., Kloos, U., Bülthoff, H. H., & Mohler, B. J. (2010). Short Paper: Virtual Storyteller in Immersive Virtual Environments Using Fairy Tales Annotated for Emotion States. In *EGVE/EuroVR/VEC* (pp. 65-68).

  [Cited by 3](https://scholar.google.com/scholar?cites=17699137783543555524&as_sdt=5,48&sciodt=0,48&hl=en)

Spanlang, B., Normand, J. M., Giannopoulos, E., & Slater, M. (2010, November). A first person avatar system with haptic feedback. In *Proceedings of the 17th ACM Symposium on Virtual Reality Software and Technology* (pp. 47-50).

  [Cited by 22](https://scholar.google.com/scholar?cites=10895533516435892397&as_sdt=5,48&sciodt=0,48&hl=en)

Llobera, J., Spanlang, B., Ruffini, G., & Slater, M. (2010). Proxemics with multiple dynamic characters in an immersive virtual environment. *ACM Transactions on Applied Perception (TAP)*, *8*(1), 1-12.

  [Cited by 88](https://scholar.google.com/scholar?cites=4809752824078172244&as_sdt=5,48&sciodt=0,48&hl=en)

Slater, M., Spanlang, B., & Corominas, D. (2010). Simulating virtual environments within virtual environments as the basis for a psychophysics of presence. *ACM Transactions on Graphics (TOG)*, *29*(4), 1-9.

  [Cited by 115](https://scholar.google.com/scholar?cites=7672328714332073611&as_sdt=5,48&sciodt=0,48&hl=en)

Janssen, J. H., Bailenson, J. N., IJsselsteijn, W. A., & Westerink, J. H. (2010). Intimate heartbeats: Opportunities for affective communication technology. *IEEE Transactions on Affective Computing*, *1*(2), 72-80.

[Cited by 78](https://scholar.google.com/scholar?cites=18318749866683198513&as_sdt=5,48&sciodt=0,48&hl=en)

**2011**

McManus, E. A., Bodenheimer, B., Streuber, S., De La Rosa, S., Bülthoff, H. H., & Mohler, B. J. (2011, August). The influence of avatar (self and character) animations on distance estimation, object interaction and locomotion in immersive virtual environments. In *Proceedings of the ACM SIGGRAPH Symposium on applied perception in graphics and visualization* (pp. 37-44).

  [Cited by 47](https://scholar.google.com/scholar?cites=7425992639560233891&as_sdt=5,48&sciodt=0,48&hl=en)

\

Leyrer, M., Linkenauger, S. A., Bülthoff, H. H., Kloos, U., & Mohler, B. (2011, August). The influence of eye height and avatars on egocentric distance estimates in immersive virtual environments. In *Proceedings of the ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization* (pp. 67-74).

  [Cited by 65](https://scholar.google.com/scholar?cites=2333334127010199140&as_sdt=5,48&sciodt=0,48&hl=en)

Carr, J. (2011). *Educational games to engage the un-engagable* (Doctoral dissertation, University of Nottingham).

  [Cited by 1](https://scholar.google.com/scholar?cites=3186991609757123002&as_sdt=5,48&sciodt=0,48&hl=en)

**2012**

Huang, Y. (2012). *Motion capture based animation for virtual human demonstrators: modeling, parameterization and planning*. University of California, Merced.

Neth, C. T., Souman, J. L., Engel, D., Kloos, U., Bulthoff, H. H., & Mohler, B. J. (2012). Velocity-dependent dynamic curvature gain for redirected walking. *IEEE transactions on visualization and computer graphics*, *18*(7), 1041-1052.

  [Cited by 103](https://scholar.google.com/scholar?cites=12627575695643682492&as_sdt=5,48&sciodt=0,48&hl=en)

McManus, E. (2012). *Human performance and the perception of actions in* (Doctoral dissertation, Vanderbilt University).

Perez-Marcos, D., Solazzi, M., Steptoe, W., Oyekoya, W., Frisoli, A., Weyrich, T., Steed, A., Tecchia, F., Slater, M. & Sanchez-Vives, M. V. (2012). A fully immersive set-up for remote interaction and neurorehabilitation based on virtual body ownership. *Frontiers in neurology*, *3*, 110.

  [Cited by 37](https://scholar.google.com/scholar?cites=11405004837195075423&as_sdt=5,48&sciodt=0,48&hl=en)

\

Le, B. H., Ma, X., & Deng, Z. (2012). Live speech driven head-and-eye motion generators. *IEEE transactions on visualization and computer graphics*, *18*(11), 1902-1914.

[Cited by 75](https://scholar.google.com/scholar?cites=15202126858437968605&as_sdt=5,48&sciodt=0,48&hl=en)

Ma, X., & Deng, Z. (2012). A statistical quality model for data-driven speech animation. *IEEE transactions on visualization and computer graphics*, *18*(11), 1915-1927.

  [Cited by 7](https://scholar.google.com/scholar?cites=9170398136047763125&as_sdt=5,48&sciodt=0,48&hl=en)

Streuber, S., Mohler, B. J., Bülthoff, H. H., & De La Rosa, S. (2012). The influence of visual information on the motor control of table tennis strokes. *Presence*, *21*(3), 281-294.

  [Cited by 5](https://scholar.google.com/scholar?cites=9557138567059617515&as_sdt=5,48&sciodt=0,48&hl=en)

Morton, H., Gunson, N., & Jack, M. (2012). Interactive language learning through speech-enabled virtual scenarios. *Advances in Human-Computer Interaction*, *2012*.

  [Cited by 26](https://scholar.google.com/scholar?cites=14708971391389963609&as_sdt=5,48&sciodt=0,48&hl=en)

Kilteni, K., Normand, J. M., Sanchez-Vives, M. V., & Slater, M. (2012). Extending body space in immersive virtual reality: a very long arm illusion. *PloS one*, *7*(7).

  [Cited by 260](https://scholar.google.com/scholar?cites=8859539177795386259&as_sdt=5,48&sciodt=0,48&hl=en)

Steed, A., Steptoe, W., Oyekoya, W., Pece, F., Weyrich, T., Kautz, J., Friedman, D., Peer, A., Solazzi, M., Tecchia, F. & Bergamasco, M. (2012). Beaming: an asymmetric telepresence system. *IEEE computer graphics and applications*, *32*(6), 10-17.

  [Cited by 39](https://scholar.google.com/scholar?cites=2587572744074611553&as_sdt=5,48&sciodt=0,48&hl=en)

Steptoe, W., Normand, J. M., Oyekoya, O., Pece, F., Giannopoulos, E., Tecchia, F., Steed, A., Weyrich, T., Kautz, J.  & Slater, M. (2012). Acting rehearsal in collaborative multimodal mixed reality environments. *Presence: Teleoperators and Virtual Environments*, *21*(4), 406-422.

  [Cited by 27](https://scholar.google.com/scholar?cites=12393530530077375023&as_sdt=5,48&sciodt=0,48&hl=en)

Kastanis, I., & Slater, M. (2012). Reinforcement learning utilizes proxemics: An avatar learns to manipulate the position of people in immersive virtual reality. *ACM Transactions on Applied Perception (TAP)*, *9*(1), 1-15.

  [Cited by 34](https://scholar.google.com/scholar?cites=6242368196426019989&as_sdt=5,48&sciodt=0,48&hl=en)

Aymerich-Franch, L., Karutz, C., & Bailenson, J. N. (2012). Effects of facial and voice similarity on presence in a public speaking virtual environment. In *Proceedings of the International Society for Presence Research Annual Conference* (pp. 24-26).

 [Cited by 19](https://scholar.google.com/scholar?cites=4673462297716469045&as_sdt=5,48&sciodt=0,48&hl=en)

**2013**

Perrinet, J., Olivier, A. H., & Pettré, J. (2013, August). Walk with me: Interactions in emotional walking situations, a pilot study. In *Proceedings of the ACM Symposium on Applied Perception* (pp. 59-66).

  [Cited by 5](https://scholar.google.com/scholar?cites=16856885246134817408&as_sdt=5,48&sciodt=0,48&hl=en)

Porayska-Pomsta, K., Anderson, K., Bernardini, S., Guldberg, K., Smith, T., Kossivaki, L., Hodgins, S. & Lowe, I. (2013). Building an intelligent, authorable serious game for autistic children and their carers. In *International Conference on Advances in Computer Entertainment Technology* (pp. 456-475). Springer, Cham.

  [Cited by 23](https://scholar.google.com/scholar?cites=8521562991630909366&as_sdt=5,48&sciodt=0,48&hl=en)

Spanlang, B., Navarro, X., Normand, J. M., Kishore, S., Pizarro, R., & Slater, M. (2013, October). Real time whole body motion mapping for avatars and robots. In *Proceedings of the 19th ACM Symposium on Virtual Reality Software and Technology* (pp. 175-178).

  [Cited by 24](https://scholar.google.com/scholar?cites=17177739716561477094&as_sdt=5,48&sciodt=0,48&hl=en)

Borland, D., Peck, T., & Slater, M. (2013). An evaluation of self-avatar eye movement for virtual embodiment. *IEEE transactions on visualization and computer graphics*, *19*(4), 591-596.

  [Cited by 15](https://scholar.google.com/scholar?cites=731461587610935213&as_sdt=5,48&sciodt=0,48&hl=en)

Rincón-Nigro, M., & Deng, Z. (2013). A text-driven conversational avatar interface for instant messaging on mobile devices. *IEEE Transactions on Human-Machine Systems*, *43*(3), 328-332.

  [Cited by 12](https://scholar.google.com/scholar?cites=5565031598402742127&as_sdt=5,48&sciodt=0,48&hl=en)

Maruejouls, S., & Chopinaud, C. (2013, May). IMOSHION: A simulation framework using virtual intelligent agents for workplace evacuation in case of emergency situation. In *International Conference on Practical Applications of Agents and Multi-Agent Systems* (pp. 304-307). Springer, Berlin, Heidelberg.

  [Cited by 3](https://scholar.google.com/scholar?cites=8208304000074276683&as_sdt=5,48&sciodt=0,48&hl=en)

Helms, T. (2013). A Voxel-Based Platform for Game Development

Llobera, J., González-Franco, M., Perez-Marcos, D., Valls-Solé, J., Slater, M., & Sanchez-Vives, M. V. (2013). Virtual reality for assessment of patients suffering chronic pain: a case study. *Experimental brain research*, *225*(1), 105-117.

  [Cited by 31](https://scholar.google.com/scholar?cites=16244484938946735352&as_sdt=5,48&sciodt=0,48&hl=en)

Banakou, D., Groten, R., & Slater, M. (2013). Illusory ownership of a virtual child body causes overestimation of object sizes and implicit attitude changes. *Proceedings of the National Academy of Sciences*, *110*(31), 12846-12851.

  [Cited by 353](https://scholar.google.com/scholar?cites=16315914226965251143&as_sdt=5,48&sciodt=0,48&hl=en)

Maselli, A., & Slater, M. (2013). The building blocks of the full body ownership illusion. *Frontiers in human neuroscience*, *7*, 83

  [Cited by 271](https://scholar.google.com/scholar?cites=977893223318099653&as_sdt=5,48&sciodt=0,48&hl=en)

Kilteni, K., Bergstrom, I., & Slater, M. (2013). Drumming in immersive virtual reality: the body shapes the way we play. *IEEE transactions on visualization and computer graphics*, *19*(4), 597-605.

  [Cited by 187](https://scholar.google.com/scholar?cites=10077639894541691108&as_sdt=5,48&sciodt=0,48&hl=en)

Pomés, A., & Slater, M. (2013). Drift and ownership toward a distant virtual body. *Frontiers in human neuroscience*, *7*, 908.

  [Cited by 38](https://scholar.google.com/scholar?cites=16594747406024454186&as_sdt=5,48&sciodt=0,48&hl=en)

Peck, T. C., Seinfeld, S., Aglioti, S. M., & Slater, M. (2013). Putting yourself in the skin of a black avatar reduces implicit racial bias. *Consciousness and cognition*, *22*(3), 779-787.

  [Cited by 379](https://scholar.google.com/scholar?cites=15085741912707812225&as_sdt=5,48&sciodt=0,48&hl=en)

Llobera, J., Sanchez-Vives, M. V., & Slater, M. (2013). The relationship between virtual body ownership and temperature sensitivity. *Journal of the Royal Society Interface*, *10*(85), 20130300.

  [Cited by 52](https://scholar.google.com/scholar?cites=4558461753578302153&as_sdt=5,48&sciodt=0,48&hl=en)

Jarrold, W., Mundy, P., Gwaltney, M., Bailenson, J., Hatt, N., McIntyre, N., Kim, K., Solomon, M., Novotny, S. & Swain, L. (2013). Social attention in a virtual public speaking task in higher functioning children with autism. *Autism Research*, *6*(5), 393-410.

 [Cited by 46](https://scholar.google.com/scholar?cites=4590357856819723030&as_sdt=5,48&sciodt=0,48&hl=en)

Fox, J., Bailenson, J. N., & Tricase, L. (2013). The embodiment of sexualized virtual selves: The Proteus effect and experiences of self-objectification via avatars. *Computers in Human Behavior*, *29*(3), 930-938.

[Cited by 211](https://scholar.google.com/scholar?cites=3436616815281960951&as_sdt=5,48&sciodt=0,48&hl=en)

Rosenberg, R. S., Baughman, S. L., & Bailenson, J. N. (2013). Virtual superheroes: Using superpowers in virtual reality to encourage prosocial behavior. *PloS one*, *8*(1).

[Cited by 224](https://scholar.google.com/scholar?cites=5351304945113449945&as_sdt=5,48&sciodt=0,48&hl=en)

**2014**

Spa, E. I., AE, E. T., Zoo, H. S., & Kuenstliche, D. F. F. (2014). INTERACT–Interactive Manual Assembly Operations for the Human-Centered Workplaces of the Future.\

Philip, P., Bioulac, S., Sauteraud, A., Chaufton, C., & Olive, J. (2014). Could a virtual human be used to explore excessive daytime sleepiness in patients?. *Presence: teleoperators and virtual environments*, *23*(4), 369-376.

  [Cited by 12](https://scholar.google.com/scholar?cites=8755937526645500590&as_sdt=5,48&sciodt=0,48&hl=en)

Webster, R. D. (2014). *Corrosion prevention and control training in an immersive virtual learning environment* (Doctoral dissertation, University of Alabama at Birmingham, Graduate School).

  [Cited by 7](https://scholar.google.com/scholar?cites=9283441919055445482&as_sdt=5,48&sciodt=0,48&hl=en)

González-Franco, M., Peck, T. C., Rodríguez-Fornells, A., & Slater, M. (2014). A threat to a virtual hand elicits motor cortex activation. *Experimental brain research*, *232*(3), 875-887.

  [Cited by 73](https://scholar.google.com/scholar?cites=17918475974669525895&as_sdt=5,48&sciodt=0,48&hl=en)

Lopez, T., Bouville, R., Loup-Escande, E., Nouviale, F., Gouranton, V., & Arnaldi, B. (2014). Exchange of avatars: Toward a better perception and understanding. *IEEE transactions on visualization and computer graphics*, *20*(4), 644-653.

  [Cited by 11](https://scholar.google.com/scholar?cites=14512780407693225624&as_sdt=5,48&sciodt=0,48&hl=en)

Freeman, D., Evans, N., Lister, R., Antley, A., Dunn, G., & Slater, M. (2014). Height, social comparison, and paranoia: An immersive virtual reality experimental study. *Psychiatry Research*, *218*(3), 348-352.

  [Cited by 101](https://scholar.google.com/scholar?cites=11830370446064930041&as_sdt=5,48&sciodt=0,48&hl=en)

Pan, Y., Steptoe, W., & Steed, A. (2014, April). Comparing flat and spherical displays in a trust scenario in avatar-mediated interaction. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 1397-1406).

  [Cited by 27](https://scholar.google.com/scholar?cites=3732416961365631394&as_sdt=5,48&sciodt=0,48&hl=en)

Hasler, B. S., Hirschberger, G., Shani-Sherman, T., & Friedman, D. A. (2014). Virtual peacemakers: Mimicry increases empathy in simulated contact with virtual outgroup members. *Cyberpsychology, Behavior, and Social Networking*, *17*(12), 766-771.

  [Cited by 44](https://scholar.google.com/scholar?cites=6757639056807340318&as_sdt=5,48&sciodt=0,48&hl=en)

Spanlang, B., Normand, J. M., Borland, D., Kilteni, K., Giannopoulos, E., Pomés, A., González-Franco, M., Perez-Marcos, D., Arroyo-Palacios, J., Muncunill, X.N. & Slater, M. (2014). How to build an embodiment lab: achieving body representation illusions in virtual reality. *Frontiers in Robotics and AI*, *1*, 9.

  [Cited by 104](https://scholar.google.com/scholar?cites=15155433823023160065&as_sdt=5,48&sciodt=0,48&hl=en)

\

Falconer, C. J., Slater, M., Rovira, A., King, J. A., Gilbert, P., Antley, A., & Brewin, C. R. (2014). Embodying compassion: a virtual reality paradigm for overcoming excessive self-criticism. *PloS one*, *9*(11).

  [Cited by 77](https://scholar.google.com/scholar?cites=2280925681830501304&as_sdt=5,48&sciodt=0,48&hl=en)

Piryankova, I. V., Wong, H. Y., Linkenauger, S. A., Stinson, C., Longo, M. R., Bülthoff, H. H., & Mohler, B. J. (2014). Owning an overweight or underweight body: distinguishing the physical, experienced and virtual body. *PloS one*, *9*(8).

  [Cited by 81](https://scholar.google.com/scholar?cites=11985046861435555074&as_sdt=5,48&sciodt=0,48&hl=en)

González Franco, M. (2014). Neurophysiological signatures of the body representation in the brain using Immersive Virtual Reality.

  [Cited by 1](https://scholar.google.com/scholar?cites=12793464129869412292&as_sdt=5,48&sciodt=0,48&hl=en)

Feng, A., Huang, Y., Xu, Y., & Shapiro, A. (2014). Fast, automatic character animation pipelines. *Computer Animation and Virtual Worlds*, *25*(1), 3-16.

  [Cited by 18](https://scholar.google.com/scholar?cites=14630460009429582158&as_sdt=5,48&sciodt=0,48&hl=en)

Maselli, A., & Slater, M. (2014). Sliding perspectives: dissociating ownership from self-location during full body illusions in virtual reality. *Frontiers in human neuroscience*, *8*, 693.

  [Cited by 61](https://scholar.google.com/scholar?cites=13953033853791792866&as_sdt=5,48&sciodt=0,48&hl=en)

Banakou, D., & Slater, M. (2014). Body ownership causes illusory self-attribution of speaking and influences subsequent real speaking. *Proceedings of the National Academy of Sciences*, *111*(49), 17678-17683.

  [Cited by 84](https://scholar.google.com/scholar?cites=16469244449259824068&as_sdt=5,48&sciodt=0,48&hl=en)

Friedman, D., Pizarro, R., Or-Berkers, K., Neyret, S., Pan, X., & Slater, M. (2014). A method for generating an illusion of backwards time travel using immersive virtual reality—an exploratory study. *Frontiers in psychology*, *5*, 943.

  [Cited by 47](https://scholar.google.com/scholar?cites=388416689359611263&as_sdt=5,48&sciodt=0,48&hl=en)

Blom, K. J., Arroyo-Palacios, J., & Slater, M. (2014). The effects of rotating the self out of the body in the full virtual body ownership illusion. *Perception*, *43*(4), 275-294.

  [Cited by 17](https://scholar.google.com/scholar?cites=6720048695026777716&as_sdt=5,48&sciodt=0,48&hl=en)

Kokkinara, E., & Slater, M. (2014). Measuring the effects through time of the influence of visuomotor and visuotactile synchronous stimulation on a virtual body ownership illusion. *Perception*, *43*(1), 43-58.

  [Cited by 129](https://scholar.google.com/scholar?cites=14708997375786254374&as_sdt=5,48&sciodt=0,48&hl=en)

Aymerich-Franch, L., Kizilcec, R. F., & Bailenson, J. N. (2014). The relationship between virtual self similarity and social anxiety. *Frontiers in human neuroscience*, *8*, 944.

 [Cited by 54](https://scholar.google.com/scholar?cites=7915902531138862809&as_sdt=5,48&sciodt=0,48&hl=en)

Aymerich-Franch, L., & Bailenson, J. (2014). The use of doppelgangers in virtual reality to treat public speaking anxiety: a gender comparison. In *Proceedings of the International Society for Presence Research Annual Conference* (pp. 173-186).

 [Cited by 19](https://scholar.google.com/scholar?cites=6748636964393767451&as_sdt=5,48&sciodt=0,48&hl=en)

**2015**

Soyka, F., Kokkinara, E., Leyrer, M., Buelthoff, H., Slater, M., & Mohler, B. (2015, March). Turbulent motions cannot shake VR. In *2015 IEEE Virtual Reality (VR)* (pp. 33-40). IEEE.

  [Cited by 12](https://scholar.google.com/scholar?cites=15563192700092254764&as_sdt=5,48&sciodt=0,48&hl=en)

Linkenauger, S. A., Bülthoff, H. H., & Mohler, B. J. (2015). Virtual arm׳ s reach influences perceived distances but only after experience reaching. *Neuropsychologia*, *70*, 393-401.

  [Cited by 54](https://scholar.google.com/scholar?cites=18368983239584473343&as_sdt=5,48&sciodt=0,48&hl=en)

Kokkinara, E., Slater, M., & López-Moliner, J. (2015). The effects of visuomotor calibration to the perceived space and body, through embodiment in immersive virtual reality. *ACM Transactions on Applied Perception (TAP)*, *13*(1), 1-22.

 [Cited by 33](https://scholar.google.com/scholar?cites=5009840428521470517&as_sdt=5,48&sciodt=0,48&hl=en)

Faita, C., Vanni, F., Lorenzini, C., Carrozzino, M., Tanca, C., & Bergamasco, M. (2015, August). Perception of basic emotions from facial expressions of dynamic virtual avatars. In *International Conference on Augmented and Virtual Reality* (pp. 409-419). Springer, Cham.

  [Cited by 7](https://scholar.google.com/scholar?cites=13047154557995452511&as_sdt=5,48&sciodt=0,48&hl=en)

Piryankova, I. (2015). *The influence of a self-avatar on space and body perception in immersive virtual reality* (Vol. 42). Logos Verlag Berlin GmbH.

Alden, N. M. (2015). *Visuo-spatial perspective-taking, avatar embodiment and the ability to cultivate compassion using virtual reality and mental imagery* (Doctoral dissertation, UCL (University College London)).

Patil, S., Chintalapalli, H. R., Kim, D., & Chai, Y. (2015). Inertial sensor-based touch and shake metaphor for expressive control of 3D virtual avatars. *Sensors*, *15*(6), 14435-14457.

  [Cited by 7](https://scholar.google.com/scholar?cites=13971548078364521657&as_sdt=5,48&sciodt=0,48&hl=en)

Van de Perre, G., Van Damme, M., Lefeber, D., & Vanderborght, B. (2015). Development of a generic method to generate upper-body emotional expressions for different social robots. *Advanced Robotics*, *29*(9), 597-609.

  [Cited by 16](https://scholar.google.com/scholar?cites=3324948717189111639&as_sdt=5,48&sciodt=0,48&hl=en)

Rauhoeft, G., Leyrer, M., Thompson, W. B., Stefanucci, J. K., Klatzky, R. L., & Mohler, B. J. (2015, September). Evoking and assessing vastness in virtual environments. In *Proceedings of the ACM SIGGRAPH Symposium on Applied Perception* (pp. 51-54).

  [Cited by 8](https://scholar.google.com/scholar?cites=5834162816804291742&as_sdt=5,48&sciodt=0,48&hl=en)

Pan, Y. (2015). *Situated Displays in Telecommunication* (Doctoral dissertation, UCL (University College London)).

Holden, A. L. (2015). *A Comparison of Virtual Reality and Mental Imagery Scenarios to Promote Self-Compassion and Reduce Shame and Self-Criticism* (Doctoral dissertation, UCL (University College London)).

  [Cited by 1](https://scholar.google.com/scholar?cites=15886372208844953103&as_sdt=5,48&sciodt=0,48&hl=en)

Martini, M., Kilteni, K., Maselli, A., & Sanchez-Vives, M. V. (2015). The body fades away: investigating the effects of transparency of an embodied virtual body on pain threshold and body ownership. *Scientific reports*, *5*, 13948.

  [Cited by 30](https://scholar.google.com/scholar?cites=15507092306608461931&as_sdt=5,48&sciodt=0,48&hl=en)

Pizarro, R., Berkers, K. O., Slater, M., & Friedman, D. (2015, October). How to Time Travel in Highly Immersive Virtual Reality. In *ICAT-EGVE* (pp. 117-124).

  [Cited by 4](https://scholar.google.com/scholar?cites=10598331681717194184&as_sdt=5,48&sciodt=0,48&hl=en)

Purvis, C. K., Jones, M., Bailey, J. O., Bailenson, J., & Taylor, C. B. (2015). Developing a novel measure of body satisfaction using virtual reality. *PloS one*, *10*(10).

[Cited by 14](https://scholar.google.com/scholar?cites=13667117206161188824&as_sdt=5,48&sciodt=0,48&hl=en)

Bailey, J. O., Bailenson, J. N., Flora, J., Armel, K. C., Voelker, D., & Reeves, B. (2015). The impact of vivid messages on reducing energy consumption related to hot water use. *Environment and Behavior*, *47*(5), 570-592.

[Cited by 29](https://scholar.google.com/scholar?cites=10248791471423516758&as_sdt=5,48&sciodt=0,48&hl=en)

Kim, K., Nagendran, A., Bailenson, J., & Welch, G. (2015). Expectancy violations related to a virtual human’s joint gaze behavior in real-virtual human interactions. In *28th Annual Conference on Computer Animation and Social Agents*.

[Cited by 7](https://scholar.google.com/scholar?cites=10489488913424707976&as_sdt=5,48&sciodt=0,48&hl=en)

**2016**

Ondřej, J., Ennis, C., Merriman, N. A., & O’sullivan, C. (2016). FrankenFolk: Distinctiveness and attractiveness of voice and motion. *ACM Transactions on Applied Perception (TAP)*, *13*(4), 1-13.

  [Cited by 6](https://scholar.google.com/scholar?cites=1084736840064610207&as_sdt=5,48&sciodt=0,48&hl=en)

Atherton, S., Antley, A., Evans, N., Cernis, E., Lister, R., Dunn, G., Slater, M. & Freeman, D. (2016). Self-confidence and paranoia: an experimental study using an immersive virtual reality social situation. *Behavioural and cognitive psychotherapy*, *44*(1), 56-64.

  [Cited by 29](https://scholar.google.com/scholar?cites=13677797761081532646&as_sdt=5,48&sciodt=0,48&hl=en)

Pan, Y., & Steed, A. (2016). Effects of 3D perspective on head gaze estimation with a multiview autostereoscopic display. *International Journal of Human-Computer Studies*, *86*, 138-148.

  [Cited by 7](https://scholar.google.com/scholar?cites=12662037504918318722&as_sdt=5,48&sciodt=0,48&hl=en)

Padrao, G., Gonzalez-Franco, M., Sanchez-Vives, M. V., Slater, M., & Rodriguez-Fornells, A. (2016). Violating body movement semantics: Neural signatures of self-generated and external-generated errors. *Neuroimage*, *124*, 147-156.

  [Cited by 58](https://scholar.google.com/scholar?cites=4403072443454120213&as_sdt=5,48&sciodt=0,48&hl=en)

Pan, Y., & Steed, A. (2016). A comparison of avatar-, video-, and robot-mediated interaction on users’ trust in expertise. *Frontiers in Robotics and AI*, *3*, 12.

  [Cited by 23](https://scholar.google.com/scholar?cites=9118248912849413315&as_sdt=5,48&sciodt=0,48&hl=en)

Murcia-López, M., & Steed, A. (2016). The effect of environmental features, self-avatar, and immersion on object location memory in virtual environments. *Frontiers in ICT*, *3*, 24.

  [Cited by 11](https://scholar.google.com/scholar?cites=12109986393807600744&as_sdt=5,48&sciodt=0,48&hl=en)

De La Rosa, S., Ferstl, Y., & Bülthoff, H. H. (2016). Visual adaptation dominates bimodal visual-motor action adaptation. *Scientific Reports*, *6*, 23829.

  [Cited by 10](https://scholar.google.com/scholar?cites=17747041413004573881&as_sdt=5,48&sciodt=0,48&hl=en)

Faita, C., Tanca, C., Piarulli, A., Carrozzino, M., Tecchia, F., & Bergamasco, M. (2016). The effect of emotional narrative virtual environments on user experience. In *International Conference on Augmented Reality, Virtual Reality and Computer Graphics* (pp. 120-132). Springer, Cham.

  [Cited by 3](https://scholar.google.com/scholar?cites=9229259053190521692&as_sdt=5,48&sciodt=0,48&hl=en)

Kishore, S. (2016). Robotic Embodiment Developing a System for and Applications with Full Body Ownership of a Humanoid Robot.

Falconer, C. J., Rovira, A., King, J. A., Gilbert, P., Antley, A., Fearon, P., Ralph, N., Slater, M. & Brewin, C. R. (2016). Embodying self-compassion within virtual reality and its effects on patients with depression. *BJPsych open*, *2*(1), 74-80.

  [Cited by 105](https://scholar.google.com/scholar?cites=16305049858119362901&as_sdt=5,48&sciodt=0,48&hl=en)

Pizarro Lozano, R. (2016). It’s About Time: The Illusions of Time Perception and Travel in Immersive Virtual Reality.

  [Cited by 1](https://scholar.google.com/scholar?cites=14392092273627259924&as_sdt=5,48&sciodt=0,48&hl=en)

Bergström, I., Kilteni, K., & Slater, M. (2016). First-person perspective virtual body posture influences stress: a virtual reality body ownership study. *PloS one*, *11*(2).

  [Cited by 39](https://scholar.google.com/scholar?cites=15251638206356484428&as_sdt=5,48&sciodt=0,48&hl=en)

Kokkinara, E., Kilteni, K., Blom, K. J., & Slater, M. (2016). First person perspective of seated participants over a walking virtual body leads to illusory agency over the walking. *Scientific reports*, *6*(1), 1-11.

  [Cited by 57](https://scholar.google.com/scholar?cites=7867074634357021950&as_sdt=5,48&sciodt=0,48&hl=en)

Maselli, A., Kilteni, K., López-Moliner, J., & Slater, M. (2016). The sense of body ownership relaxes temporal constraints for multisensory integration. *Scientific reports*, *6*, 30628

  [Cited by 23](https://scholar.google.com/scholar?cites=3999458364590476072&as_sdt=5,48&sciodt=0,48&hl=en)

Banakou, D., Hanumanthu, P. D., & Slater, M. (2016). Virtual embodiment of white people in a black virtual body leads to a sustained reduction in their implicit racial bias. *Frontiers in human neuroscience*, *10*, 601.

  [Cited by 93](https://scholar.google.com/scholar?cites=14023090092002220570&as_sdt=5,48&sciodt=0,48&hl=en)

Kishore, S., Muncunill, X. N., Bourdin, P., Or-Berkers, K., Friedman, D., & Slater, M. (2016). Multi-destination beaming: apparently being in three places at once through robotic and virtual embodiment. *Frontiers in Robotics and AI*, *3*, 65.

  [Cited by 5](https://scholar.google.com/scholar?cites=8805482556198218715&as_sdt=5,48&sciodt=0,48&hl=en)

Pan, X., Slater, M., Beacco, A., Navarro, X., Rivas, A. I. B., Swapp, D.,  Hale, J., Forbes, P.A.G., Denvir, C., Hamilton, A.F.D.C. & Delacroix, S. (2016). The responses of medical general practitioners to unreasonable patient demand for antibiotics-a study of medical ethics using immersive virtual reality. *PloS one*, *11*(2).

  [Cited by 42](https://scholar.google.com/scholar?cites=7736545257468802675&as_sdt=5,48&sciodt=0,48&hl=en)

Won, A. S., Perone, B., Friend, M., & Bailenson, J. N. (2016). Identifying anxiety through tracked head movements in a virtual classroom. *Cyberpsychology, Behavior, and Social Networking*, *19*(6), 380-387.

 [Cited by 11](https://scholar.google.com/scholar?cites=10863370244191652910&as_sdt=5,48&sciodt=0,48&hl=en)

Lee, M., Kim, K., Daher, S., Raij, A., Schubert, R., Bailenson, J., & Welch, G. (2016). The wobbly table: Increased social presence via subtle incidental movement of a real-virtual table. In *2016 IEEE Virtual Reality (VR)* (pp. 11-17). IEEE.

[Cited by 37](https://scholar.google.com/scholar?cites=3009999888094240425&as_sdt=5,48&sciodt=0,48&hl=en)

Daher, S., Kim, K., Lee, M., Raij, A., Schubert, R., Bailenson, J., & Welch, G. (2016). Exploring social presence transfer in real-virtual human interaction. In *2016 IEEE Virtual Reality (VR)* (pp. 165-166). IEEE.

[Cited by 4](https://scholar.google.com/scholar?cites=10496194082401221187&as_sdt=5,48&sciodt=0,48&hl=en)

**2017**

Pan, Y., & Steed, A. (2017). The impact of self-avatars on trust and collaboration in shared virtual environments. *PloS one*, *12*(12).

  [Cited by 20](https://scholar.google.com/scholar?cites=4933644982259223035&as_sdt=5,48&sciodt=0,48&hl=en)

Meilinger, T., Garsoffky, B., & Schwan, S. (2017). A catch-up illusion arising from a distance-dependent perception bias in judging relative movement. *Scientific reports*, *7*(1), 1-9.

  [Cited by 2](https://scholar.google.com/scholar?cites=3038296423554310451&as_sdt=5,48&sciodt=0,48&hl=en)

Faita, C., Brondi, R., Tanca, C., Carrozzino, M., & Bergamasco, M. (2017, June). Natural user interface to assess social skills in autistic population. In *International Conference on Augmented Reality, Virtual Reality and Computer Graphics* (pp. 144-154). Springer, Cham.

  [Cited by 3](https://scholar.google.com/scholar?cites=2542604818368277797&as_sdt=5,48&sciodt=0,48&hl=en)

Fademrecht, L., Nieuwenhuis, J., Bülthoff, I., Barraclough, N., & de la Rosa, S. (2017). Action Recognition in a Crowded Environment. *i-Perception*, *8*(6), 2041669517743521.

Banakou, D., & Slater, M. (2017). Embodiment in a virtual body that speaks produces agency over the speaking but does not necessarily influence subsequent real speaking. *Scientific reports*, *7*(1), 1-10.

  [Cited by 12](https://scholar.google.com/scholar?cites=15755020820581464230&as_sdt=5,48&sciodt=0,48&hl=en)

Tajadura-Jiménez, A., Banakou, D., Bianchi-Berthouze, N., & Slater, M. (2017). Embodiment in a child-like talking virtual body influences object size perception, self-identification, and subsequent real speaking. *Scientific Reports*, *7*(1), 1-12.

  [Cited by 35](https://scholar.google.com/scholar?cites=7754514830719942095&as_sdt=5,48&sciodt=0,48&hl=en)

Bourdin, P., Barberia, I., Oliva, R., & Slater, M. (2017). A virtual out-of-body experience reduces fear of death. *PloS one*, *12*(1).

  [Cited by 39](https://scholar.google.com/scholar?cites=10725268597676030275&as_sdt=5,48&sciodt=0,48&hl=en)

Hale, J. (2017). *Using novel methods to examine the role of mimicry in trust and rapport* (Doctoral dissertation, UCL (University College London)).

  [Cited by 3](https://scholar.google.com/scholar?cites=16883536064356699027&as_sdt=5,48&sciodt=0,48&hl=en)

Nierula, B. (2017). *Multisensory processing and agency in VR embodiment: Interactions through BCI and their therapeutic applications* (Doctoral dissertation, University of Barcelona, Spain).

  [Cited by 1](https://scholar.google.com/scholar?cites=4525752135363634685&as_sdt=5,48&sciodt=0,48&hl=en)

Matamala Gómez, M. (2017). The use of immersive virtual reality in neurorehabilitation and its impact in neuroplasticity.

  [Cited by 2](https://scholar.google.com/scholar?cites=15002919945380142949&as_sdt=5,48&sciodt=0,48&hl=en)

Bergström, I., Azevedo, S., Papiotis, P., Saldanha, N., & Slater, M. (2017). The plausibility of a string quartet performance in virtual reality. *IEEE transactions on visualization and computer graphics*, *23*(4), 1352-1359.

  [Cited by 21](https://scholar.google.com/scholar?cites=13576200193421519400&as_sdt=5,48&sciodt=0,48&hl=en)

Kim, K., Maloney, D., Bruder, G., Bailenson, J. N., & Welch, G. F. (2017). The effects of virtual human's spatial and behavioral coherence with physical objects on social presence in AR. *Computer Animation and Virtual Worlds*, *28*(3-4), e1771.

[Cited by 24](https://scholar.google.com/scholar?cites=15586108606341978363&as_sdt=5,48&sciodt=0,48&hl=en)

**2018**

Banakou, D., Kishore, S., & Slater, M. (2018). Virtually being einstein results in an improvement in cognitive task performance and a decrease in age bias. *Frontiers in psychology*, *9*, 917.

  [Cited by 26](https://scholar.google.com/scholar?cites=14650076990533282591&as_sdt=5,48&sciodt=0,48&hl=en)

Fedorov, L. A., Chang, D. S., Giese, M. A., Bülthoff, H. H., & De la Rosa, S. (2018). Adaptation aftereffects reveal representations for encoding of contingent social actions. *Proceedings of the National Academy of Sciences*, *115*(29), 7515-7520.

  [Cited by 3](https://scholar.google.com/scholar?cites=10402821259144719066&as_sdt=5,48&sciodt=0,48&hl=en)

Paul, S., Mohler, B., & Paul, S. (2018). Animated self-avatars in immersive virtual reality for studying body perception and distortions. In *IEEE VR Doctoral Consortium 2015* (pp. 1-3).

  [Cited by 1](https://scholar.google.com/scholar?cites=6238768748837575462&as_sdt=5,48&sciodt=0,48&hl=en)

Thaler, A., Piryankova, I., Stefanucci, J. K., Pujades, S., de La Rosa, S., Streuber, S., Romero, J., Black, M.J. & Mohler, B. J. (2018). Visual perception and evaluation of photo-realistic self-avatars from 3D body scans in males and Females. *Frontiers in ICT*, *5*, 18.

  [Cited by 5](https://scholar.google.com/scholar?cites=1049398172128897090&as_sdt=5,48&sciodt=0,48&hl=en)

Thaler, A., Wellerdiek, A. C., Leyrer, M., Volkova-Volkmar, E., Troje, N. F., & Mohler, B. J. (2018, August). The role of avatar fidelity and sex on self-motion recognition. In *Proceedings of the 15th ACM Symposium on Applied Perception* (pp. 1-9).

Weller, M., Takahashi, K., Watanabe, K., Bülthoff, H. H., & Meilinger, T. (2018). The Object Orientation Effect in Exocentric Distances. *Frontiers in psychology*, *9*, 1374.

Pan, Y., Sinclair, D., & Mitchell, K. (2018). Empowerment and embodiment for collaborative mixed reality systems. *Computer Animation and Virtual Worlds*, *29*(3-4), e1838.

  [Cited by 5](https://scholar.google.com/scholar?cites=16234880801995545441&as_sdt=5,48&sciodt=0,48&hl=en)

Murcia López, M. (2018). *The effectiveness of training in virtual environments* (Doctoral dissertation, UCL (University College London)).

Gonzalez-Franco, M., Slater, M., Birney, M. E., Swapp, D., Haslam, S. A., & Reicher, S. D. (2018). Participant concerns for the Learner in a Virtual Reality replication of the Milgram obedience study. *PloS one*, *13*(12).

  [Cited by 2](https://scholar.google.com/scholar?cites=2848831715287678158&as_sdt=5,48&sciodt=0,48&hl=en)

Seinfeld, S., Arroyo-Palacios, J., Iruretagoyena, G., Hortensius, R., Zapata, L. E., Borland, D., B. de Gelder, M. Slater & Sanchez-Vives, M. V. (2018). Offenders become the victim in virtual reality: impact of changing perspective in domestic violence. *Scientific reports*, *8*(1), 1-11.

  [Cited by 33](https://scholar.google.com/scholar?cites=2636195956501873800&as_sdt=5,48&sciodt=0,48&hl=en)

Hamilton-Giachritsis, C., Banakou, D., Quiroga, M. G., Giachritsis, C., & Slater, M. (2018). Reducing risk and improving maternal perspective-taking and empathy using virtual embodiment. *Scientific reports*, *8*(1), 1-10.

  [Cited by 7](https://scholar.google.com/scholar?cites=9680324237714590460&as_sdt=5,48&sciodt=0,48&hl=en)

de Borst, A. W., Sanchez-Vives, M. V., Slater, M., & de Gelder, B. (2018). First person experience of threat modulates cortical network encoding human peripersonal space. *bioRxiv*, 314971.

Asher, T., Ogle, E., Bailenson, J., & Herrera, F. F. (2018). Becoming homeless: a human experience. In *ACM SIGGRAPH 2018 Virtual, Augmented, and Mixed Reality* (pp. 1-1).
 [Cited by 2](https://scholar.google.com/scholar?cites=2802084422470273908&as_sdt=5,48&sciodt=0,48&hl=en)

Herrera, F., Bailenson, J., Weisz, E., Ogle, E., & Zaki, J. (2018). Building long-term empathy: A large-scale comparison of traditional and virtual reality perspective-taking. *PloS one*, *13*(10), e0204494.
[Cited by 48](https://scholar.google.com/scholar?cites=1296780575588244308&as_sdt=5,48&sciodt=0,48&hl=en)

van Loon, A., Bailenson, J., Zaki, J., Bostick, J., & Willer, R. (2018). Virtual reality perspective-taking increases cognitive empathy for specific others. *PloS one*, *13*(8).

[Cited by 22](https://scholar.google.com/scholar?cites=7702563797721655641&as_sdt=5,48&sciodt=0,48&hl=en)

**2019**

Bülthoff, I., Mohler, B. J., & Thornton, I. M. (2019). Face recognition of full-bodied avatars by active observers in a virtual environment. *Vision research*, *157*, 242-251.

  [Cited by 3](https://scholar.google.com/scholar?cites=10694012873296743410&as_sdt=5,48&sciodt=0,48&hl=en)

Pan, Y., & Steed, A. (2019, November). Avatar Type Affects Performance of Cognitive Tasks in Virtual Reality. In *25th ACM Symposium on Virtual Reality Software and Technology* (pp. 1-4).

  [Cited by 3](https://scholar.google.com/scholar?cites=15593614948781684568&as_sdt=5,48&sciodt=0,48&hl=en)

Pan, Y., & Steed, A. (2019). How Foot Tracking Matters: The Impact of an Animated Self-Avatar on Interaction, Embodiment and Presence in Shared Virtual Environments. *Frontiers in Robotics and AI*, *6*, 104.

  [Cited by 3](https://scholar.google.com/scholar?cites=2902635742923480956&as_sdt=5,48&sciodt=0,48&hl=en)

Bourdin, P., Martini, M., & Sanchez-Vives, M. V. (2019). Altered visual feedback from an embodied avatar unconsciously influences movement amplitude and muscle activity. *Scientific Reports*, *9*(1), 1-9.

  [Cited by 2](https://scholar.google.com/scholar?cites=4886908163789939059&as_sdt=5,48&sciodt=0,48&hl=en)

Richard, G. (2019). Étude de l’impact du retour haptique sur le sentiment d’incarnation.

Nierula, B., Spanlang, B., Martini, M., Borrell, M., Nikulin, V. V., & Sanchez‐Vives, M. V. (2019). Agency and responsibility over virtual movements controlled through different paradigms of brain− computer interface. *The Journal of physiology*.

  [Cited by 1](https://scholar.google.com/scholar?cites=8221475293367759860&as_sdt=5,48&sciodt=0,48&hl=en)

Matamala-Gomez, M., Gonzalez, A. M. D., Slater, M., & Sanchez-Vives, M. V. (2019). Decreasing pain ratings in chronic arm pain through changing a virtual body: different strategies for different pain types. *The Journal of Pain*, *20*(6), 685-697.

  [Cited by 11](https://scholar.google.com/scholar?cites=7231677322608459431&as_sdt=5,48&sciodt=0,48&hl=en)

### Nicás Miquel, A. (2019). *Development of crowd simulation models using unity for immerssive VR applications* (Master's thesis, Universitat Politècnica de Catalunya).

Burin, D., Kilteni, K., Rabuffetti, M., Slater, M., & Pia, L. (2019). Body ownership increases the interference between observed and executed movements. *PloS one*, *14*(1).

  [Cited by 6](https://scholar.google.com/scholar?cites=9164853553051817361&as_sdt=5,48&sciodt=0,48&hl=en)

### Spanlang, B., Nierula, B., Haffar, M., & Debruille, J. B. (2019). Mimicking Schizophrenia: Reducing P300b by Minimally Fragmenting Healthy Participants’ Selves Using Immersive Virtual Reality Embodiment. *Frontiers in human neuroscience*, *12*, 504.

### Dewez, D., Fribourg, R., Argelaguet, F., Hoyet, L., Mestre, D., Slater, M., & Lécuyer, A. (2019, October). Influence of Personality Traits and Body Awareness on the Sense of Embodiment in Virtual Reality. In *2019 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)* (pp. 123-134). IEEE.

Martens, M. A., Antley, A., Freeman, D., Slater, M., Harrison, P. J., & Tunbridge, E. M. (2019). It feels real: physiological responses to a stressful virtual reality environment and its impact on working memory. *Journal of Psychopharmacology*, *33*(10), 1264-1273.

  [Cited by 2](https://scholar.google.com/scholar?cites=14951207404728339906&as_sdt=5,48&sciodt=0,48&hl=en)

Chang, F., Luo, M., Walton, G., Aguilar, L., & Bailenson, J. (2019). Stereotype Threat in Virtual Learning Environments: Effects of Avatar Gender and Sexist Behavior on Women's Math Learning Outcomes. *Cyberpsychology, Behavior, and Social Networking*, *22*(10), 634-640.

Korre, D. (2019). Usability evaluation of spoken humanoid embodied conversational agents in mobile serious games.

  [Cited by 1](https://scholar.google.com/scholar?cites=18336518254645608373&as_sdt=5,48&sciodt=0,48&hl=en)

**2020**

Matamala-Gomez, M., Nierula, B., Donegan, T., Slater, M., & Sanchez-Vives, M. V. (2020). Manipulating the Perceived Shape and Color of a Virtual Limb Can Modulate Pain Responses. *Journal of Clinical Medicine*, *9*(2), 291.

Welsch, R., von Castell, C., Rettenberger, M., Turner, D., Hecht, H., & Fromberger, P. (2020). Sexual attraction modulates interpersonal distance and approach-avoidance movements towards virtual agents in males. *PloS one*, *15*(4), e0231539.

### de Borst, A. W., Sanchez-Vives, M. V., Slater, M., & de Gelder, B. (2020). First person virtual embodiment modulates cortical network that encodes the bodily self and its surrounding space during the experience of domestic violence. *eNeuro*.