Stanford



Jeremy Bailenson

Thomas More Storke Professor, Senior Fellow at the Woods Institute for the Environment and Professor, by courtesy, of Education

Communication

Bio

BIO

Jeremy Bailenson is founding director of Stanford University's Virtual Human Interaction Lab, Thomas More Storke Professor in the Department of Communication, Professor (by courtesy) of Education, Professor (by courtesy) Program in Symbolic Systems, and a Senior Fellow at the Woods Institute for the Environment. He has served as Director of Graduate Studies in the Department of Communication for fifteen years. He earned a B.A. from the University of Michigan in 1994 and a Ph.D. in cognitive psychology from Northwestern University in 1999. He spent four years at the University of California, Santa Barbara as a Post-Doctoral Fellow and then an Assistant Research Professor.

Bailenson studies the psychology of Virtual and Augmented Reality, in particular how virtual experiences lead to changes in perceptions of self and others. His lab builds and studies systems that allow people to meet in virtual space, and explores the changes in the nature of social interaction. His most recent research focuses on how virtual experiences can transform education, environmental conservation, empathy, and health. He is the recipient of the Dean's Award for Distinguished Teaching at Stanford. In 2020, IEEE recognized his work with "The Virtual/Augmented Reality Technical Achievement Award".

He has published more than 250 academic papers, spanning the fields of communication, computer science, education, environmental science, law, linguistics, marketing, medicine, political science, and psychology. His work has been continuously funded by the National Science Foundation for over 25 years.

His first book Infinite Reality, co-authored with Jim Blascovich, emerged as an Amazon Best-seller eight years after its initial publication, and was quoted by the U.S. Supreme Court. His most recent book, Experience on Demand, was reviewed by The New York Times, The Wall Street Journal, The Washington Post, Nature, and The Times of London, and was an Amazon Best-seller.

He has written opinion pieces for The Washington Post, The Wall Street Journal, Harvard Business Review, CNN, PBS NewsHour, Wired, National Geographic, Slate, The San Francisco Chronicle, TechCrunch, and The Chronicle of Higher Education, and has produced and directed six Virtual Reality documentary experiences which were official selections at the Tribeca Film Festival. His lab has exhibited VR in hundreds of venues ranging from The Smithsonian to The Superbowl.

ACADEMIC APPOINTMENTS

- Professor, Communication
- Senior Fellow, Stanford Woods Institute for the Environment

- Professor (By courtesy), Graduate School of Education
- Member, Bio-X
- Member, Wu Tsai Human Performance Alliance
- Senior Fellow, Stanford Woods Institute for the Environment
- Member, Wu Tsai Neurosciences Institute

ADMINISTRATIVE APPOINTMENTS

- Senior Fellow, Woods Institute for the Environment, Stanford University, (2013- present)

HONORS AND AWARDS

- Dean's Award for Distinguished Teaching for First Years of Teaching, Stanford University (2007)
- Top-Paper Award, Communication and Technology division of the International Communication Association (2005)
- Top-Paper Award, Communication and Technology division of the International Communication Association (2007)
- Top-Paper Award, Nonverbal Communication Division of the National Communication Association (2009)
- Top-Paper Award, International Society for Presence conference (2012)
- Top-Paper nomination, Conference on Computer-Human Interaction (CHI) (2008)

BOARDS, ADVISORY COMMITTEES, PROFESSIONAL ORGANIZATIONS

- Director of Graduate Studies, Doctoral Program in Communication (2010 - present)
- Director, Co-terminal Masters Program, Department of Communication, Stanford University (2006 - 2010)
- Director, Co-Terminal Master’s Degree Program in Media Studies, Department of Communication (2006 - 2009)
- Director, Job Search in Mideast Studies for the Communication Department, Stanford University (2013 - 2013)
- Director, Job Search in Environmental Communication, Stanford University (2013 - 2013)
- Director of Graduate Studies, Department of Communication, Stanford University (2012 - present)
- Member, Dean’s Committee for Curriculum Review, Humanities and Social Sciences, Stanford University (2010 - present)
- Member, PhD Committee, Department of Communication, Stanford University (2007 - present)
- Member, Admissions Committee, Ph.D. Program, Department of Communication, Stanford University (2003 - present)
- Member, Departmental Committee on Mendenhall Reconstruction, Department of Communication, Departmental Committee on Mendenhall Reconstruction, Stanford University (2007 - 2007)
- Member, Faculty, Symbolic Systems Program, Stanford University (2004 - present)
- Member, Advisory Board, Research Experience Program, Stanford University (2007 - present)
- Reviewer, Annual International Workshop on Presence (Program Committee)
- Reviewer, Association for Education in Journalism and Mass Communication
- Reviewer, Association for Computing Machinery Special Interest Group on Computer-Human Interaction
- Reviewer, Association for Computing Machinery Special Interest Group on Graphics
- Reviewer, Association for Computing Machinery Transactions on Applied Perception
- Reviewer, Cognition
- Reviewer, Communication Research
- Reviewer, Communication Theory
- Reviewer, Computers in Human Behavior
- Reviewer, Cyberpsychology and Behavior
- Reviewer, European Journal of Social Psychology

- Reviewer, Institute of Electrical and Electronics Engineers Virtual Reality
- Reviewer, Health Psychology
- Reviewer, Human Communication Research
- Reviewer, Human Robot Interaction (Program Committee)
- Reviewer, IEEE Computer Graphics and Applications
- Reviewer, International Communication Association
- Reviewer, International Journal of Human Computer Studies
- Reviewer, Intelligent Virtual Agents (Program Committee)
- Reviewer, Journal of Applied Social Psychology
- Reviewer, Journal of Consumer Research
- Reviewer, Journal of Experimental Psychology: General
- Reviewer, Media Psychology (Editorial Board)
- Reviewer, Memory and Cognition
- Reviewer, Political Communication
- Reviewer, Political Psychology
- Associate Editor, PRESENCE: Teleoperators and Virtual Environments
- Reviewer, Psychiatry Research
- Reviewer, Psychological Science
- Reviewer, Transactions on Computer-Human Interaction
- Reviewer, Virtual Reality
- Grant Reviewer, United Kingdom Engineering and Physical Sciences Research Council
- Grant Reviewer, MacArthur Fellows Program
- Grant Reviewer, National Science Foundation (HCC)
- Grant Reviewer, National Science Foundation (TESS)
- Grant Reviewer, National Science Foundation (VOSS)
- Grant Reviewer, Netherlands Organisation for Scientific Research
- Grant Reviewer, Stanford Humanities Center
- Grant Reviewer, Stanford’s Media-X Center
- Grant Reviewer, Swiss National Science Foundation
- Grant Reviewer, United States Army

PROGRAM AFFILIATIONS

- Science, Technology and Society

PROFESSIONAL EDUCATION

- B.A., University of Michigan , Cognitive Science (1994)
- M.S., Cognitive Psychology , Northwestern University (1996)
- Ph.D., Northwestern University , Cognitive Psychology (1999)

Research & Scholarship

RESEARCH INTERESTS

- Learning Sciences
- Learning Technologies

Teaching

COURSES

2026-27

- Advanced Topics in Human Virtual Representation: COMM 326 (Win)
- Communication Research, Curriculum Development and Pedagogy: COMM 301 (Spr)
- Virtual People: COMM 166, COMM 266 (Spr)

2025-26

- Advanced Topics in Human Virtual Representation: COMM 326 (Win)
- Communication Research, Curriculum Development and Pedagogy: COMM 301 (Aut)
- Virtual People: COMM 166, COMM 266 (Aut)

2024-25

- Advanced Topics in Human Virtual Representation: COMM 326 (Aut)
- Communication Research, Curriculum Development and Pedagogy: COMM 301 (Aut)
- Virtual People: COMM 166, COMM 266 (Aut)

STANFORD ADVISEES

Doctoral Dissertation Reader (AC)

Rinseo Park

Orals Chair

Swapnil Gandhi

Doctoral Dissertation Advisor (AC)

Cyan DeVeaux

Master's Program Advisor

Elijah Anderson, Ivy Davis, Sebastian Esteva, Lauren Green

Doctoral (Program)

Cyan DeVeaux, Ariel Gordon, Monique Santoso, Portia Qingfeng Wang

Publications

PUBLICATIONS

- **VR scuba diving with harbor seals increases ocean connectedness, and the effect of conversational AI on pro-environmental engagement depends on prior experience with seals** *COMPUTERS & EDUCATION: X REALITY*
  Petersen, G., Santoso, M., Fauville, G., Hancock, J. T., Bailenson, J. N.
  2026; 9

- **Attitudinal, Social, and Behavioral Outcomes in Group Collaboration with Passthrough Mixed Reality** *SMALL GROUP RESEARCH*
  Santoso, M., Wang, P., Han, E., Bailenson, J. N.
  2026
- **Evolution of networks in virtual reality: A scalable framework for studying social dynamics of small groups.** *PloS one*
  Park, R., Miller, M. R., Han, E., DeVeaux, C., Bailenson, J. N., Ram, N.
  2026; 21 (8): e0355470
- **Pupil size dynamics predict momentary changes in self-reported arousal.** *The Journal of neuroscience : the official journal of the Society for Neuroscience*
  Yan ##, R. Y., Srirangarajan, T., Bailenson, J. N., Knutson, B.
  2026
- **Not seeing eye to eye: The effects of perceptual conflicts during social interactions in mixed reality** *COMPUTERS IN HUMAN BEHAVIOR*
  Han, E., Wang, P., Santoso, M., Rastogi, K., Bailenson, J. N.
  2026; 181
- **Synchrony and Task Engagement in Virtual Reality: Temporal Dynamics, Predictors, and Psychological Outcomes of Collaborative Behaviors.** *Cognitive science*
  Wang, P., Santoso, M., Han, E., Bailenson, J. N.
  2026; 50 (4): e70211
- **Underwater virtual reality and situated cognition: Comparing ground, docked, and floating conditions for ocean connectedness and psychological wellbeing** *JOURNAL OF ENVIRONMENTAL PSYCHOLOGY*
  Santoso, M., Petersen, G., Bailenson, J. N., Fauville, G.
  2026; 110
- **An Explication and Classroom Field Study of the Virtual Human Interaction Lab's Expert (VHIL-E) LLM.** *Cyberpsychology, behavior and social networking*
  Bailenson, J. N., You, J., Markowitz, D., Petersen, G., Ratan, R., Santoso, M., Wang, P.
  2026: 21522715261423752
- **Virtual placemaking: self-built environments and revisiting shared memories in virtual reality increase group cohesion** *JOURNAL OF COMPUTER-MEDIATED COMMUNICATION*
  Wang, P., Santoso, M., Han, E., Srirangarajan, T., Bailenson, J. N.
  2026; 31 (1)
- **Audio Personas: Augmenting Social Perception via Body-Anchored Audio Cues** *ACM TRANSACTIONS ON COMPUTER-HUMAN INTERACTION*
  Tao, Y., Ye, L., Bailenson, J. N., Follmer, S.
  2025; 32 (6)
- **Audio Augmentation of Manual Interactions to Support Mindfulness** *PROCEEDINGS OF THE ACM ON INTERACTIVE MOBILE WEARABLE AND UBIQUITOUS TECHNOLOGIES-IMWUT*
  Tao, Y., Li, J., Zhang, A., Ye, L., Bailenson, J. N., Follmer, S.
  2025; 9 (4)
- **Predicting and Understanding Turn-Taking Behavior in Open-Ended Group Activities in Virtual Reality** *PROCEEDINGS OF THE ACM ON HUMAN COMPUTER INTERACTION*
  Wang, P., Han, E., Queiroz, A. C. M., Deveaux, C., Bailenson, J. N.
  2025; 9 (7)
- **Virtual reality reduces climate indifference by making distant locations feel psychologically close.** *Scientific reports*
  Santoso, M., Wang, P., Han, E., Bailenson, J.
  2025; 15 (1): 37102
- **Evaluation of a novel virtual reality training intervention to address implicit bias among healthcare workers, using an implementation science framework.** *PloS one*
  Olmos-Rodriguez, M., Anicete, L. M., Wilson, N., Gutierrez-Mock, L., Bailenson, J. N., Mirzazadeh, A., Harris, O. O., Dandu, M., Welty, S., Fernandez, A., Rojo, E. M., Harris, S., Taylor, et al
  2025; 20 (10): e0331324

- **Individual Differences and Contextual Influences on Group Behavior in Virtual Reality: An Exploratory Person-Environment Interactionist Perspective** *PRESENCE-VIRTUAL AND AUGMENTED REALITY*
  Markowitz, D. M., Harari, G. M., Han, E., DeVeaux, C., Bailenson, J. N., Miller, M. R.
  2025; 34: 395-414

- **Time matters in VR: Students benefit from longer VR class duration, but certain outcomes decline after 45 minutes, with large individual variance** *COMPUTERS & EDUCATION*
  Ratan, R., Lin, Q., Lim, C., Park, R., Lover, A., Han, E., Jang, D., Leith, A. P., Bailenson, J. N.
  2025; 235

- **Conversational dynamics in social virtual reality: A large-scale, longitudinal study of speech acts and nonverbal behavior** *COMPUTERS IN HUMAN BEHAVIOR*
  Santoso, M., Wang, P., Han, E., Bailenson, J. N.
  2025; 170

- **Exploring Racism in Immersive Virtual Reality: Understanding the Effects on Awareness and Engagement With Social and Racial Inequities** *TECHNOLOGY, MIND, AND BEHAVIOR*
  Cogburn, C. D., Bailenson, J., Brown, B., Nussinov, T., Witte, S. S., Filippone, P., Herrera, F., Ross, S.
  2025; 6 (3)

- **Self-review and feedback in virtual reality dialogues increase language markers of personal and emotional expression in an empathetic communication training experience** *COMPUTERS & EDUCATION: X REALITY*
  Queiroz, A. C. M., Bailenson, J. N., Blair, K., Schwartz, D. L., Thille, C., Wagner, A. D.
  2025; 7

- **Understanding the role of virtual mobility on how and what people create in virtual reality** *THINKING SKILLS AND CREATIVITY*
  Han, E., Wang, P., Deveaux, C., Harari, G. M., Bailenson, J. N.
  2025; 56

- **Five canonical findings from 30 years of psychological experimentation in virtual reality.** *Nature human behaviour*
  Bailenson, J. N., DeVeaux, C., Han, E., Markowitz, D. M., Santoso, M., Wang, P.
  2025

- **Black immersive virtuality: Racialized experiences of avatar embodiment and customization among Black users in social VR** *COMPUTERS IN HUMAN BEHAVIOR*
  Deveaux, C., Han, E., Hudson, Z., Egelman, J., Landay, J. A., Bailenson, J. N.
  2025; 168

- **Using Virtual Reality to Improve Outcomes Related to Quality of Life Among Older Adults With Serious Illnesses: Systematic Review of Randomized Controlled Trials.** *Journal of medical Internet research*
  Maheta, B., Kraft, A., Interrante, N., Fereydooni, S., Bailenson, J., Beams, B., Keny, C., Osborne, T., Giannitrapani, K., Lorenz, K.
  2025; 27: e54452

- **A Looking Glass into a Research Wonderland: Decades of Virtual Reality Scholarship Explicated Via Natural Language Processing.** *Cyberpsychology, behavior and social networking*
  Markowitz, D. M., Bailenson, J. N.
  2025

- **Complexity of Agency in VR Learning Environments: Exploring Associations with Interactivity, Learning Outcomes, and Affect**
  McGivney, E., Queiroz, A. C. M., Miller, M., Liu, S., Beams, B., Han, E., Woolsey, E. S., Frazier, K., Petersen, X., Hancock, J., Bailenson, J.
  edited by Kruger, J. M., Pedrosa, D., Beck, D., Bourguet, M. L., Dengel, A., Ghannam, R., Miller, A., Pena-Rios, A., Richter, J.
  SPRINGER INTERNATIONAL PUBLISHING AG.2025: 65-79

- **An Evaluation of Movement Data Analysis Techniques for Virtual Reality**
  Guth, A., Good, J. J., Han, E., Bailenson, J., Peck, T. C.
  edited by Eck, U., Lee, G., Plopski, A., Smith, M., Sun, Q., Tatzgern, M.
  IEEE COMPUTER SOC.2025: 1565-1574

- **Cognitive Load Inference Using Physiological Markers in Virtual Reality**
  Wei, J., Siegel, E., Sundaramoorthy, P., Gomes, A., Zhang, S., Vankipuram, M., Smathers, K., Ghosh, S., Horii, H., Bailenson, J., Ballagas, R., IEEE COMPUTER SOC

IEEE COMPUTER SOC.2025: 759-769

- **How Video Passthrough Headsets Influence Perception of Self and Others.** *Cyberpsychology, behavior and social networking*
  Santoso, M., Bailenson, J.
  2024
- **Advances in Research on Learning in Immersive Virtual Reality INTRODUCTION** *TECHNOLOGY, MIND, AND BEHAVIOR*
  Mayer, R. E., Bailenson, J. N.
  2024; 5 (4)
- **Alone Together, Together Alone: The Effects of Social Context on Nonverbal Behavior in Virtual Reality** *PRESENCE-VIRTUAL AND AUGMENTED REALITY*
  Han, E., Deveaux, C., Miller, M., Harari, G. M., Hancock, J. T., Ram, N., Bailenson, J. N.
  2024; 33: 425-451
- **Seeing the World Through Digital Prisms: Psychological Implications of Passthrough Video Usage in Mixed Reality** *TECHNOLOGY, MIND, AND BEHAVIOR*
  Bailenson, J. N., Beams, B., Brown, J., Deveaux, C., Han, E., Queiroz, A. C. M., Ratan, R., Santoso, M., Srirangarajan, T., Tao, Y., Wang, P.
  2024; 5 (2)
- **Presence and Pronouns: An Exploratory Investigation into the Language of Social VR** *JOURNAL OF LANGUAGE AND SOCIAL PSYCHOLOGY*
  DeVeaux, C., Markowitz, D. M., Han, E., Miller, M., Hancock, J. T., Bailenson, J. N.
  2024
- **Lessons for/in virtual classrooms: designing a model for classrooms inside virtual reality** *COMMUNICATION EDUCATION*
  Han, E., Bailenson, J. N.
  2024; 73 (2): 234-243
- **The influence of spatial dimensions of virtual environments on attitudes and nonverbal behaviors during social interactions** *JOURNAL OF ENVIRONMENTAL PSYCHOLOGY*
  Han, E., DeVeaux, C., Hancock, J. T., Ram, N., Harari, G. M., Bailenson, J. N.
  2024; 95
- **Underwater virtual reality for marine education and ocean literacy: technological and psychological potentials** *ENVIRONMENTAL EDUCATION RESEARCH*
  Fauville, G., Voski, A., Mado, M., Bailenson, J. N., Lantz-Andersson, A.
  2024
- **Examining the Efficacy of Extended Reality-Enhanced Behavioral Activation for Adults with Major Depressive Disorder: A Randomized Controlled Trial.** *JMIR mental health*
  Paul, M., Bullock, K., Bailenson, J., Burns, D.
  2024
- **Best Practices for Research in Virtual and Augmented Reality in Dermatology.** *The Journal of investigative dermatology*
  Muralidharan, V., Tran, M. M., Barrios, L., Beams, B., Ko, J. M., Siegel, D. H., Bailenson, J.
  2024; 144 (1): 17-23
- **I Feel You: Impact of Shared Body Sensations on Social Interactions in Virtual Reality**
  Tao, Y., Egelman, J., Bailenson, J. N.
  edited by Eck, U., Sra, M., Stefanucci, J., Sugimoto, M., Tatzgern, M., Williams
  IEEE COMPUTER SOC.2024: 1097-1106
- **Extended Realities and the Future of Knowledge Work: Opportunities and Challenges**
  Queiroz, A. C. M., Bailenson, J. N., Blair, K., Schwartz, D. L., Thille, C., Wagner, A., IEEE COMPUTER SOC
  IEEE COMPUTER SOC.2024: 662-666
- **Socially Late, Virtually Present: The Effects of Transforming Asynchronous Social Interactions in Virtual Reality**
  Wang, P., Miller, M. R., Queiroz, A. C. M., Bailenson, J. N., ACM
  ASSOC COMPUTING MACHINERY.2024

- **Effect of Duration and Delay on the Identifiability of VR Motion**
  Miller, M., Nair, V., Han, E., DeVeaux, C., Rack, C., Wang, R., Huang, B., Latoschik, M., O'Brien, J. F., Bailenson, J. N., IEEE COMPUTER SOC
  IEEE COMPUTER SOC.2024: 70-75

- **How Different Training Types and Computer Anxiety Influence Performance and Experiences in Virtual Reality** *MEDIA AND COMMUNICATION*
  Han, E., Strate, I., Nowak, K. L., Bailenson, J. N.
  2024; 12

- **Understanding virtual design behaviors: A large-scale analysis of the design process in Virtual Reality** *DESIGN STUDIES*
  Wang, P., Miller, M. R., Han, E., Deveaux, C., Bailenson, J. N.
  2024; 90

- **Too tired to connect: Understanding the associations between video-conferencing, social connection and well-being through the lens of zoom fatigue** *COMPUTERS IN HUMAN BEHAVIOR*
  Queiroz, A. C. M., Lee, A. Y., Luo, M., Fauville, G., Hancock, J. T., Bailenson, J. N.
  2023; 149

- **From 65 to 103, Older Adults Experience Virtual Reality Differently Depending on Their Age: Evidence from a Large-Scale Field Study in Nursing Homes and Assisted Living Facilities.** *Cyberpsychology, behavior and social networking*
  Moore, R. C., Hancock, J. T., Bailenson, J. N.
  2023

- **A novel quantitative assessment of engagement in virtual reality: Task-unrelated thought is reduced compared to 2D videos.** *COMPUTERS & EDUCATION*
  Kuvar, V., Bailenson, J. N., Mills, C.
  2024; 209

- **Exploring the Relationship Between Attribute Discrepancy and Avatar Embodiment in Immersive Social Virtual Reality.** *Cyberpsychology, behavior and social networking*
  DeVeaux, C., Han, E., Landay, J. A., Bailenson, J. N.
  2023

- **Linguistic Markers of Inherently False AI Communication and Intentionally False Human Communication: Evidence From Hotel Reviews** *JOURNAL OF LANGUAGE AND SOCIAL PSYCHOLOGY*
  Markowitz, D. M., Hancock, J. T., Bailenson, J. N.
  2023

- **The Efficacy of Virtual Reality in Climate Change Education Increases with Amount of Body Movement and Message Specificity** *SUSTAINABILITY*
  Queiroz, A. C. M., Fauville, G., Abeles, A. T., Levett, A., Bailenson, J. N.
  2023; 15 (7)

- **People, places, and time: a large-scale, longitudinal study of transformed avatars and environmental context in group interaction in the metaverse** *JOURNAL OF COMPUTER-MEDIATED COMMUNICATION*
  Han, E., Miller, M. R., DeVeaux, C., Jun, H., Nowak, K. L., Hancock, J. T., Ram, N., Bailenson, J. N.
  2023; 28 (2)

- **Descriptive Linguistic Patterns of Group Conversations in VR**
  DeVeaux, C., Markowitz, D. M., Han, E., Miller, M., Hancock, J. T., Bailenson, J. N., IEEE
  IEEE COMPUTER SOC.2023: 785-786

- **A Large-Scale Study of Proxemics and Gaze in Groups**
  Miller, M., DeVeaux, C., Han, E., Ram, N., Bailenson, J. N., IEEE
  IEEE COMPUTER SOC.2023: 409-417

- **The Belated Guest: Exploring the Design Space for Transforming Asynchronous Social Interactions in Virtual Reality**
  Wang, P., Miller, M. R., Bailenson, J. N., IEEE
  IEEE COMPUTER SOC.2023: 617-618

- **An Evaluation Study of 2D and 3D Teleconferencing for Remote Physical Therapy** *PRESENCE-VIRTUAL AND AUGMENTED REALITY*

Jun, H., Shaik, H., DeVeaux, C., Lewek, M., Fuchs, H., Bailenson, J.
2022; 31: 47-67

- **The advantages of virtual dogs over virtual people: Using augmented reality to provide social support in stressful situations** *INTERNATIONAL JOURNAL OF HUMAN-COMPUTER STUDIES*
Norouzi, N., Kim, K., Bruder, G., Bailenson, J. N., Wisniewski, P., Welch, G. F.
2022; 165

- **Unintended consequences of spatial presence on learning in virtual reality** *COMPUTERS & EDUCATION*
Ahn, S., Nowak, K. L., Bailenson, J. N.
2022; 186

- **Learning with simulated virtual classmates: Effects of social-related configurations on students' visual attention and learning experiences in an immersive virtual reality classroom** *COMPUTERS IN HUMAN BEHAVIOR*
Hasenbein, L., Stark, P., Trautwein, U., Queiroz, A., Bailenson, J., Hahn, J., Goellner, R.
2022; 133

- **Stimulus Sampling With 360-Videos: Examining Head Movements, Arousal, Presence, Simulator Sickness, and Preference on a Large Sample of Participants and Videos** *IEEE TRANSACTIONS ON AFFECTIVE COMPUTING*
Jun, H., Miller, M., Herrera, F., Reeves, B., Bailenson, J. N.
2022; 13 (3): 1416-1425

- **Virtual Reality Behavioral Activation for Adults with Major Depressive Disorder: Feasibility and Randomized Controlled Trial.** *JMIR mental health*
Paul, M., Bullock, K., Bailenson, J.
2022

- **Feasibility of Virtual Reality Technology to Improve Experience During Pediatric Oral Food Challenge**
Collins, W., Adlou, B., Rodriguez, A., Albarran, M., O'Neal, E., Weiss, T., Hsu, K., Sindher, S., Bailenson, J., Caruso, T., Chinthrajah, S.
MOSBY-ELSEVIER.2022: AB108

- **Virtual Humans with Pets and Robots: Exploring the Influence of Social Priming on One's Perception of a Virtual Human**
Norouzi, N., Gottsacker, M., Bruder, G., Wisniewski, P. J., Bailenson, J., Welch, G., IEEE COMP SOC
IEEE COMPUTER SOC.2022: 311-320

- **Facial Appearance Dissatisfaction Explains Differences in Zoom Fatigue.** *Cyberpsychology, behavior and social networking*
Ratan, R., Miller, D. B., Bailenson, J. N.
2021

- **Virtual Animals as Diegetic Attention Guidance Mechanisms in 360-Degree Experiences** *IEEE TRANSACTIONS ON VISUALIZATION AND COMPUTER GRAPHICS*
Norouzi, N., Bruder, G., Erickson, A., Kim, K., Bailenson, J., Wisniewski, P., Hughes, C., Welch, G.
2021; 27 (11): 4321-4331

- **Virtual reality perspective-taking at scale: Effect of avatar representation, choice, and head movement on prosocial behaviors** *NEW MEDIA & SOCIETY*
Herrera, F., Bailenson, J. N.
2021; 23 (8): 2189-2209

- **The sense of presence: lessons from virtual reality** *RELIGION BRAIN & BEHAVIOR*
Erickson-Davis, C., Luhrmann, T. M., Kurina, L. M., Weisman, K., Cornman, N., Corwin, A., Bailenson, J.
2021

- **Effect of Virtual Reality Perspective-Taking on Related and Unrelated Contexts.** *Cyberpsychology, behavior and social networking*
Mado, M., Herrera, F., Nowak, K., Bailenson, J.
2021

- **Using Virtual Reality in Sea Level Rise Planning and Community Engagement-An Overview** *WATER*
Calil, J., Fauville, G., Queiroz, A., Leo, K. L., Newton Mann, A. G., Wise-West, T., Salvatore, P., Bailenson, J. N.
2021; 13 (9)

- **The Social Impact of Deepfakes** *CYBERPSYCHOLOGY BEHAVIOR AND SOCIAL NETWORKING*
  Hancock, J. T., Bailenson, J. N.
  2021; 24 (3): 149–52
- **The effect of water immersion on vection in virtual reality.** *Scientific reports*
  Fauville, G., Queiroz, A. C., Woolsey, E. S., Kelly, J. W., Bailenson, J. N.
  2021; 11 (1): 1022
- **Virtual reality and the psychology of climate change.** *Current opinion in psychology*
  Markowitz, D. M., Bailenson, J. N.
  2021; 42: 60–65
- **Motion and Meaning: Sample-Level Nonlinear Analyses of Virtual Reality Tracking Data**
  Miller, M., Jun, H., Bailenson, J. N., IEEE Comp Soc
  IEEE COMPUTER SOC.2021: 147-152
- **Personal identifiability of user tracking data during observation of 360-degree VR video.** *Scientific reports*
  Miller, M. R., Herrera, F., Jun, H., Landay, J. A., Bailenson, J. N.
  2020; 10 (1): 17404
- **Participatory research on using virtual reality to teach ocean acidification: a study in the marine education community** *ENVIRONMENTAL EDUCATION RESEARCH*
  Fauville, G., Queiroz, A. C. M., Hambrick, L., Brown, B. A., Bailenson, J. N.
  2020
- **Exploring the heart rate as a chronemic cue in virtual settings: how perceptions of consistent and varied heart rates of a storyteller influence self-reported other-arousal, empathy and social presence** *MEDIA PSYCHOLOGY*
  Li, B. J., Bailenson, J. N., Ogle, E., Zaki, J.
  2020
- **Call for Special Issue Papers: The Social Impact of Deep Fakes.** *Cyberpsychology, behavior and social networking*
  Bailenson, J. n., Hancock, J. n.
  2020; 23 (1): 68
- **Effects of Behavioral and Anthropomorphic Realism on Social Influence with Virtual Humans in AR**
  Jun, H., Bailenson, J., IEEE COMP SOC
  IEEE COMPUTER SOC.2020: 41-44
- **Temporal RVL: A Depth Stream Compression Method**
  Jun, H., Bailenson, J., IEEE
  IEEE COMPUTER SOC.2020: 665–66
- **Facial expressions contribute more than body movements to conversational outcomes in avatar-mediated virtual environments.** *Scientific reports*
  Oh Kruzic, C. n., Kruzic, D. n., Herrera, F. n., Bailenson, J. n.
  2020; 10 (1): 20626
- **Case Report: Virtual Reality Behavioral Activation as an Intervention for Major Depressive Disorder.** *JMIR mental health*
  Paul, M. n., Bullock, K. n., Bailenson, J. n.
  2020
- **The future is now: Age-progressed images motivate community college students to prepare for their financial futures.** *Journal of experimental psychology. Applied*
  Sims, T. n., Raposo, S. n., Bailenson, J. N., Carstensen, L. L.
  2020
- **Cultivating Empathy Through Virtual Reality: Advancing Conversations About Racism, Inequity, and Climate in Medicine.** *Academic medicine : journal of the Association of American Medical Colleges*
  Roswell, R. O., Cogburn, C. D., Tocco, J. n., Martinez, J. n., Bangeranye, C. n., Bailenson, J. N., Wright, M. n., Mieres, J. H., Smith, L. n.
  2020

- **Call for Special Issue Papers: The Social Impact of Deep Fakes.** *Cyberpsychology, behavior and social networking*
  Bailenson, J. n., Hancock, J. n.
  2020; 23 (2): 69
- **Virtual Reality-Delivered Mirror Visual Feedback and Exposure Therapy for FND: A Midpoint Report of a Randomized Controlled Feasibility Study.** *The Journal of neuropsychiatry and clinical neurosciences*
  Bullock, K., Won, A. S., Bailenson, J., Friedman, R.
  2019: appineuropsych19030071
- **Social interaction in augmented reality** *PLOS ONE*
  Miller, M., Jun, H., Herrera, F., Villa, J., Welch, G., Bailenson, J. N.
  2019; 14 (5)
- **Investigating Augmented Reality Animals as Companions**
  Norouzi, N., Bruder, G., Bailenson, J., Welch, G., IEEE
  IEEE COMPUTER SOC.2019: 400–403
- **Call for Special Issue Papers: The Social Impact of Deep Fakes.** *Cyberpsychology, behavior and social networking*
  Bailenson, J. n., Hancock, J. n.
  2019
- **Climate Change on Your Plate: A VR Seafood Buffet Experience**
  Pimentel, D., Amaya, R., Halan, S., Kalyanaraman, S., Bailenson, J., IEEE
  IEEE.2019: 1120–21
- **Virtual reality's effect on children's inhibitory control, social compliance, and sharing** *Journal of Applied Developmental Psychology*
  Bailey, J. O., Bailenson, J. N., Obradović, J., Aguiar, N. R.
  2019; 64: 1-11
- **Key Considerations for Incorporating Conversational AI in Psychotherapy.** *Frontiers in psychiatry*
  Miner, A. S., Shah, N., Bullock, K. D., Arnow, B. A., Bailenson, J., Hancock, J.
  2019; 10: 746
- **Close Relationships and Virtual Reality** *MIND, BRAIN AND TECHNOLOGY: LEARNING IN THE AGE OF EMERGING TECHNOLOGIES*
  Huang, S. A., Bailenson, J.
  edited by Parsons, T. D., Lin, L., Cockerham, D.
  2019: 49–65
- **Call for Special Issue Papers: The Social Impact of Deep Fakes.** *Cyberpsychology, behavior and social networking*
  Bailenson, J. n., Hancock, J. n.
  2019; 22 (11): 673
- **Call for Special Issue Papers: The Social Impact of Deep Fakes.** *Cyberpsychology, behavior and social networking*
  Bailenson, J. n., Hancock, J. n.
  2019; 22 (12): 749
- **Psychological and physiological effects of applying self-control to the mobile phone.** *PloS one*
  Markowitz, D. M., Hancock, J. T., Bailenson, J. N., Reeves, B. n.
  2019; 14 (11): e0224464
- **Stereotype Threat in Virtual Learning Environments: Effects of Avatar Gender and Sexist Behavior on Women's Math Learning Outcomes.** *Cyberpsychology, behavior and social networking*
  Chang, F. n., Luo, M. n., Walton, G. n., Aguilar, L. n., Bailenson, J. n.
  2019
- **Social interaction in augmented reality.** *PloS one*
  Miller, M. R., Jun, H., Herrera, F., Yu Villa, J., Welch, G., Bailenson, J. N.
  2019; 14 (5): e0216290
- **The Effects of Immersion and Real-World Distractions on Virtual Social Interactions.** *Cyberpsychology, behavior and social networking*

Oh, C. n., Herrera, F. n., Bailenson, J. n.
2019; 22 (6): 365–72

- **The Role of Virtual Reality in Autonomous Vehicles' Safety**
  Nascimento, A. M., Queiroz, A. M., Vismari, L. F., Bailenson, J. N., Cugnasca, P. S., Camargo Junior, J. B., de Almeida, J. R., IEEE
  IEEE COMPUTER SOC.2019: 50–57
- **Immersive Virtual Reality Field Trips Facilitate Learning About Climate Change.** *Frontiers in psychology*
  Markowitz, D. M., Laha, R., Perone, B. P., Pea, R. D., Bailenson, J. N.
  2018; 9: 2364
- **Immersive Virtual Reality Field Trips Facilitate Learning About Climate Change** *FRONTIERS IN PSYCHOLOGY*
  Markowitz, D. M., Laha, R., Perone, B. P., Pea, R. D., Bailenson, J. N.
  2018; 9
- **Building long-term empathy: A large-scale comparison of traditional and virtual reality perspective-taking** *PLOS ONE*
  Herrera, F., Bailenson, J., Weisz, E., Ogle, E., Zaki, J.
  2018; 13 (10)
- **A Systematic Review of Social Presence: Definition, Antecedents, and Implications** *FRONTIERS IN ROBOTICS AND AI*
  Oh, C. S., Bailenson, J. N., Welch, G. F.
  2018; 5
- **A Systematic Review of Social Presence: Definition, Antecedents, and Implications.** *Frontiers in robotics and AI*
  Oh, C. S., Bailenson, J. N., Welch, G. F.
  2018; 5: 114
- **Virtual reality perspective-taking increases cognitive empathy for specific others** *PLOS ONE*
  van Loon, A., Bailenson, J., Zaki, J., Bostick, J., Willer, R.
  2018; 13 (8)
- **Protecting Nonverbal Data Tracked in Virtual Reality.** *JAMA pediatrics*
  Bailenson, J.
  2018
- **The ENGAGE study: Integrating neuroimaging, virtual reality and smartphone sensing to understand self-regulation for managing depression and obesity in a precision medicine model.** *Behaviour research and therapy*
  Williams, L. M., Pines, A. n., Goldstein-Piekarski, A. N., Rosas, L. G., Kullar, M. n., Sacchet, M. D., Gevaert, O. n., Bailenson, J. n., Lavori, P. W., Dagum, P. n., Wandell, B. n., Correa, C. n., Greenleaf, et al
  2018; 101: 58–70
- **Building long-term empathy: A large-scale comparison of traditional and virtual reality perspective-taking.** *PloS one*
  Herrera, F., Bailenson, J., Weisz, E., Ogle, E., Zaki, J.
  2018; 13 (10): e0204494
- **Virtual reality perspective-taking increases cognitive empathy for specific others.** *PloS one*
  van Loon, A., Bailenson, J., Zaki, J., Bostick, J., Willer, R.
  2018; 13 (8): e0202442
- **Does a Digital Assistant Need a Body? The Influence of Visual Embodiment and Social Behavior on the Perception of Intelligent Virtual Agents in AR**
  Kim, K., Boelling, L., Haesler, S., Bailenson, J. N., Bruder, G., Welch, G. F.
  edited by Chu, D., Gabbard, J. L., Grubert, J., Regenbrecht, H.
  IEEE.2018: 105–14
- **A Public Database of Immersive VR Videos with Corresponding Ratings of Arousal, Valence, and Correlations between Head Movements and Self Report Measures** *FRONTIERS IN PSYCHOLOGY*
  Li, B. J., Bailenson, J. N., Pines, A., Greenleaf, W. J., Williams, L. M.
  2017; 8: 2116
- **Immersive Virtual Reality for Pediatric Pain.** *Children (Basel, Switzerland)*

Won, A. S., Bailey, J., Bailenson, J., Tataru, C., Yoon, I. A., Golianu, B.
2017; 4 (7)

- **Exploring the Influence of Haptic and Olfactory Cues of a Virtual Donut on Satiation and Eating Behavior** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Li, B. J., Bailenson, J. N.
  2017; 26 (3): 337–54
- **Let the Avatar Brighten Your Smile: Effects of Enhancing Facial Expressions in Virtual Environments.** *PloS one*
  Oh, S. Y., Bailenson, J., Krämer, N., Li, B.
  2016; 11 (9): e0161794
- **Virtually old: Embodied perspective taking and the reduction of ageism under threat** *COMPUTERS IN HUMAN BEHAVIOR*
  Oh, S. Y., Bailenson, J., Weisz, E., Zaki, J.
  2016; 60: 398-410
- **When Does Virtual Embodiment Change Our Minds?** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Bailey, J. O., Bailenson, J. N., Casasanto, D.
  2016; 25 (3): 222-233
- **Oligodendrocyte heterogeneity in the mouse juvenile and adult central nervous system** *SCIENCE*
  Brown, T. I., Carr, V. A., LaRocque, K. F., Favila, S. E., Gordon, A. M., Bowles, B., Bailenson, J. N., Wagner, A. D.
  2016; 352 (6291): 1323-1326
- **Prospective representation of navigational goals in the human hippocampus.** *Science*
  Brown, T. I., Carr, V. A., LaRocque, K. F., Favila, S. E., Gordon, A. M., Bowles, B., Bailenson, J. N., Wagner, A. D.
  2016; 352 (6291): 1323-1326
- **Identifying Anxiety Through Tracked Head Movements in a Virtual Classroom** *CYBERPSYCHOLOGY BEHAVIOR AND SOCIAL NETWORKING*
  Won, A. S., Perone, B., Friend, M., Bailenson, J. N.
  2016; 19 (6): 380-387
- **How Immersive Is Enough? A Meta-Analysis of the Effect of Immersive Technology on User Presence** *MEDIA PSYCHOLOGY*
  Cummings, J. J., Bailenson, J. N.
  2016; 19 (2): 272-309
- **Evaluating Control Schemes for the Third Arm of an Avatar** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Laha, B., Bailenson, J. N., Won, A. S., Bailey, J. O.
  2016; 25 (2): 129-147
- **Social robots and virtual agents as lecturers for video instruction** *COMPUTERS IN HUMAN BEHAVIOR*
  Li, J., Kizilcec, R., Bailenson, J., Ju, W.
  2016; 55: 1222-1230
- **Developing a Novel Measure of Body Satisfaction Using Virtual Reality** *PLOS ONE*
  Purvis, C. K., Jones, M., Bailey, J. O., Bailenson, J., Taylor, C. B.
  2015; 10 (10)
- **Appearance and Task Success in Novel Avatars** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Won, A. S., Bailenson, J. N., Lanier, J.
  2015; 24 (4): 335-346
- **Avatars Versus Agents: A Meta-Analysis Quantifying the Effect of Agency on Social Influence** *HUMAN-COMPUTER INTERACTION*
  Fox, J., Ahn, S. J., Janssen, J. H., Yeykelis, L., Segovia, K. Y., Bailenson, J. N.
  2015; 30 (5): 401-432
- **The Instructor's Face in Video Instruction: Evidence From Two Large-Scale Field Studies** *JOURNAL OF EDUCATIONAL PSYCHOLOGY*
  Kizilcec, R. F., Bailenson, J. N., Gomez, C. J.
  2015; 107 (3): 724-739

- **Two Virtual Reality Pilot Studies for the Treatment of Pediatric CRPS** *PAIN MEDICINE*
  Won, A., Tataru, C. A., Cojocaru, C. M., Krane, E. J., Bailenson, J. N., Niswonger, S., Golianu, B.
  2015; 16 (8): 1644–47
- **The Impact of Vivid Messages on Reducing Energy Consumption Related to Hot Water Use** *ENVIRONMENT AND BEHAVIOR*
  Bailey, J. O., Bailenson, J. N., Flora, J., Armel, K. C., Voelker, D., Reeves, B.
  2015; 47 (5): 570-592
- **The Relationship between Virtual Self Similarity and Social Anxiety.** *Frontiers in human neuroscience*
  Aymerich-Franch, L., Kizilcec, R. F., Bailenson, J. N.
  2014; 8: 944
- **The relationship between virtual self similarity and social anxiety** *FRONTIERS IN HUMAN NEUROSCIENCE*
  Aymerich-Franch, L., Kizilcec, R. F., Bailenson, J. N.
  2014; 8
- **Short- and long-term effects of embodied experiences in immersive virtual environments on environmental locus of control and behavior** *COMPUTERS IN HUMAN BEHAVIOR*
  Ahn, S. J., Bailenson, J. N., Park, D.
  2014; 39: 235-245
- **Automatically Detected Nonverbal Behavior Predicts Creativity in Collaborating Dyads** *JOURNAL OF NONVERBAL BEHAVIOR*
  Won, A. S., Bailenson, J. N., Stathatos, S. C., Dai, W.
  2014; 38 (3): 389-408
- **Does the Mask Govern the Mind?: Effects of Arbitrary Gender Representation on Quantitative Task Performance in Avatar-Represented Virtual Groups** *CYBERPSYCHOLOGY BEHAVIOR AND SOCIAL NETWORKING*
  Lee, J. R., Nass, C. I., Bailenson, J. N.
  2014; 17 (4): 248-254
- **Automatic Detection of Nonverbal Behavior Predicts Learning in Dyadic Interactions** *IEEE TRANSACTIONS ON AFFECTIVE COMPUTING*
  Won, A. S., Bailenson, J. N., Janssen, J. H.
  2014; 5 (2): 112-125
- **Social Attention in a Virtual Public Speaking Task in Higher Functioning Children With Autism** *AUTISM RESEARCH*
  Jarrold, W., Mundy, P., Gwaltney, M., Bailenson, J., Hatt, N., McIntyre, N., Kim, K., Solomon, M., Novotny, S., Swain, L.
  2013; 6 (5): 393-410
- **Post-error expression of speed and force while performing a simple, monotonous task with a haptic pen** *BEHAVIOUR & INFORMATION TECHNOLOGY*
  Alonso, M. B., Keyson, D. V., Jabon, M. E., Hummels, C. C., Hekkert, P. P., Bailenson, J. N.
  2013; 32 (8): 778-782
- **The embodiment of sexualized virtual selves: The Proteus effect and experiences of self-objectification via avatars** *COMPUTERS IN HUMAN BEHAVIOR*
  Fox, J., Bailenson, J. N., Tricase, L.
  2013; 29 (3): 930-938
- **Virtual Superheroes: Using Superpowers in Virtual Reality to Encourage Prosocial Behavior** *PLOS ONE*
  Rosenberg, R. S., Baughman, S. L., Bailenson, J. N.
  2013; 8 (1)
- **Designing virtual environments to measure behavioral correlates of state-level body satisfaction.** *Studies in health technology and informatics*
  Purvis, C. K., Jones, M., Bailey, J., Bailenson, J., Taylor, C. B.
  2013; 191: 168-172
- **Identity Manipulation—What Happens When Identity Presentation is Not Truthful** *The Social Net: Understanding Our Online Behavior*
  Segovia, K. Y., Bailenson, J. N.
  edited by Amichai - Hamburger, Y.

Oxford University Press.2013: 45–61

- **The effect of embodied experiences on selfother merging, attitude, and helping behavior** *Media Psychology*
  Ahn, S. J., Le, A. M., Bailenson, J. N.
  2013; 16 (1): 7 - 38
- **The Effect of Embodied Experience on Self-Other Merging Attitude, and Helping Behaviour** *MEDIA PSYCHOLOGY*
  Ahn, S. J., Amanda Minh Tran Le, A. M., Bailenson, J.
  2013; 16 (1): 7-38
- **Virtual imposters: Responses to avatars that do not look like their controllers** *SOCIAL INFLUENCE*
  Segovia, K. Y., Bailenson, J. N.
  2012; 7 (4): 285-303
- **Avatar Self-Identification as a Metric of Self-Presence**
  Won, A. S., Bailansen, J. N.
  2012
- **Virtual human identification line-ups** *Craniofacial Identification*
  Segovia, K. Y., Bailenson, J. N., Leonetti, C.
  edited by Wilkinson, C., Rynn, C.
  Cambridge University Press.2012: 101–114
- **Effects of Facial and Voice Similarity on Presence in a Public Speaking Virtual Environment**
  Aymerich-Franch, L., Karutz, C., Bailenson, J. N.
  2012
- **Tracking Gestures to Detect Gender**
  Won, A. S., Yu, L., Janssen, J. H., Bailenson, J. N.
  2012
- **Avatars** *Leadership in Science and Technology: A Reference Handbook*
  Ahn, S. J., Fox, J., Bailenson, J. N.
  edited by Bainbridge, W. S.
  SAGE Publications.2012
- **How immersive is enough? A foundation for a meta-analysis of the effect of immersive technology on measured presence**
  Cummings, J. J., Bailenson, J. N., Fielder, M. J.
  2012
- **Physiological Responses to Virtual Selves and Virtual Others** *Journal of CyberTherapy & Rehabilitation*
  Fox, J., Bailenson, J. N., Ricciardi, T.
  2012; 5 (1): 69 - 72
- **Doppelgangers - a new form of self?** *PSYCHOLOGIST*
  Bailenson, J. N.
  2012; 25 (1): 36-38
- **INCREASING SAVING BEHAVIOR THROUGH AGE-PROGRESSED RENDERINGS OF THE FUTURE SELF.** *JMR, Journal of marketing research*
  Hershfield, H. E., Goldstein, D. G., Sharpe, W. F., Fox, J., Yeykelis, L., Carstensen, L. L., Bailenson, J. N.
  2011; 48: S23-S37
- **Facial-Expression Analysis for Predicting Unsafe Driving Behavior** *IEEE PERVASIVE COMPUTING*
  Jabon, M. E., Bailenson, J. N., Pontikakis, E., Takayama, L., Nass, C.
  2011; 10 (4): 84-95
- **A MUSEUM OF VIRTUAL MEDIA** *NATURAL HISTORY*
  Blascovich, J., Bailenson, J.
  2011; 119 (8): 21-27

- **SELF-ENDORSING VERSUS OTHER-ENDORSING IN VIRTUAL ENVIRONMENTS The Effect on Brand Attitude and Purchase Intention** *JOURNAL OF ADVERTISING*
  Ahn, S. J., Bailenson, J. N.
  2011; 40 (2): 93-106
- **This Is Your Mind Online** *IEEE SPECTRUM*
  Bailenson, J. N., Blascovich, J.
  2011; 48 (6): 78-83
- **Automatically Analyzing Facial-Feature Movements to Identify Human Errors** *IEEE INTELLIGENT SYSTEMS*
  Jabon, M. E., Ahn, S. J., Bailenson, J. N.
  2011; 26 (2): 54-63
- **Increasing Saving Behavior Through Age-Progressed Renderings of the Future Self** *JOURNAL OF MARKETING RESEARCH*
  Hershfield, H. E., Goldstein, D. G., Sharpe, W. F., Fox, J., Yeykelis, L., Carstensen, L. L., Bailenson, J. N.
  2011; 48: S23-S37
- **Virtual Reality and Social Networks Will Be a Powerful Combination: Avatars will make social networks seductive** *IEEE Spectrum*
  Bailenson, J. N., Blascovich, J.
  2011
- **Virtual Reality and Social Networks Will Be a Powerful Combination: Avatars will make social networks seductive** *IEEE Spectrum*
  Bailenson, J. N., Blascovich, J.
  2011
- **Infinite Reality: Avatars, Eternal Life, New Worlds, and the Dawn of the Virtual Revolution**
  Bailenson, J. N.
  Harper Collins, William Morrow division.2011
- **The Expression of Personality in Virtual Worlds** *SOCIAL PSYCHOLOGICAL AND PERSONALITY SCIENCE*
  Yee, N., Harris, H., Jabon, M., Bailenson, J. N.
  2011; 2 (1): 5-12
- **Intimate Heartbeats: Opportunities for Affective Communication Technology** *IEEE TRANSACTIONS ON AFFECTIVE COMPUTING*
  Janssen, J. H., Bailenson, J. N., IJsselsteijn, W. A., Westerink, J. H.
  2010; 1 (2): 72-80
- **Effects of Facial Similarity on User Responses to Embodied Agents** *ACM TRANSACTIONS ON COMPUTER-HUMAN INTERACTION*
  van Vugt, H. C., Bailenson, J. N., Hoorn, J. F., Konijn, E. A.
  2010; 17 (2)
- **The use of doppelgangers to promote health behavior change** *CyberTherapy & Rehabilitation*
  Fox, J., Bailenson, J. N.
  2010; 3 (2): 16 - 17
- **Virtual Doppelgangers: Psychological Effects of Avatars who Ignore their Owners** *Online Worlds: Convergence of the Real and the Virtual*
  Bailenson, J. N., Segovia, K.
  edited by Bainbridge, B.
  New York: Springer.2010: 175–186
- **High-Tech view: The use of immersive virtual environments in jury trials** *Marquette Law Review*
  Leonetti, C., Bailenson, J. N.
  2010; 93: 1073 - 1120
- **Using Automated Facial Expression Analysis for Emotion and Behavior Prediction** *Handbook of Emotions and Mass Media*
  Ahn, S. J., Bailenson, J. N., Fox, J., Jabon, M. E.
  edited by Doeveling, K., von Scheve, C., Konjin, E. A.
  London/New York: Routledge..2010
- **High-Tech view: The use of immersive virtual environments in jury trials** *Marquette Law Review*

Leonetti, C., Bailenson, J. N.
2010; 93: 1073 - 1120

- **The Evolution of Social Behavior over Time in Second Life** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Harris, H., Bailenson, J. N., Nielsen, A., Yee, N.
  2009; 18 (6): 434-448
- **Leveraging Collaborative Virtual Environment Technology for Inter-Population Research on Persuasion in a Classroom Setting** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  McCall, C., Bunyan, D. P., Bailenson, J. N., Blascovich, J., Beall, A. C.
  2009; 18 (5): 361-369
- **Virtual Virgins and Vamps: The Effects of Exposure to Female Characters' Sexualized Appearance and Gaze in an Immersive Virtual Environment** *SEX ROLES*
  Fox, J., Bailenson, J. N.
  2009; 61 (3-4): 147-157
- **Virtual Experiences, Physical Behaviors: The Effect of Presence on Imitation of an Eating Avatar** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Fox, J., Bailenson, J., Binney, J.
  2009; 18 (4): 294-303
- **The Proteus Effect Implications of Transformed Digital Self-Representation on Online and Offline Behavior** *COMMUNICATION RESEARCH*
  Yee, N., Bailenson, J. N., Ducheneaut, N.
  2009; 36 (2): 285-312
- **Virtual Self-Modeling: The Effects of Vicarious Reinforcement and Identification on Exercise Behaviors** *MEDIA PSYCHOLOGY*
  Fox, J., Bailenson, J. N.
  2009; 12 (1): 1-25
- **Virgins and vamps: The effects of exposure to agents' sexualized appearance and gaze in an immersive virtual environment** *Sex Roles*
  Fox, J. A., Bailenson, J. N.
  2009; 61: 147 - 157
- **Virtual Reality: A Social Scientist's Survival Guide** *Journal of Media Psychology*
  Fox, J. A., Arena, D., Bailenson, J. N.
  2009; 21 (3): 95 - 113
- **Morality in tele-immersive environments**
  Segovia, K. Y., Bailenson, J. N., Monin, B.
  2009
- **Virtually True: Children's Acquisitions of False Memories in Virtual Reality** *Media Psychology*
  Segovia, K., Bailenson, J. N.
  2009; 12: 371 - 393
- **The Difference Between Being and Seeing: The Relative Contribution of Self-Perception and Priming to Behavioral Changes via Digital Self-Representation** *MEDIA PSYCHOLOGY*
  Yee, N., Bailenson, J. N.
  2009; 12 (2): 195-209
- **The influence of racial embodiment on racial bias in immersive virtual environments** *SOCIAL INFLUENCE*
  Groom, V., Bailenson, J. N., Nass, C.
  2009; 4 (3): 231-248
- **Virtually True: Children's Acquisition of False Memories in Virtual Reality** *MEDIA PSYCHOLOGY*
  Segovia, K. Y., Bailenson, J. N.
  2009; 12 (4): 371-393
- **A Method for Longitudinal Behavioral Data Collection in Second Life** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Yee, N., Bailenson, J. N.

2008; 17 (6): 594-596

- **Self-Representations in Immersive Virtual Environments** *JOURNAL OF APPLIED SOCIAL PSYCHOLOGY*
  Bailenson, J. N., Blascovich, J., Guadagno, R. E.
  2008; 38 (11): 2673-2690
- **The effect of interactivity on learning physical actions in virtual reality** *MEDIA PSYCHOLOGY*
  Bailenson, J., Patel, K., Nielsen, A., Bajscy, R., Jung, S., Kurillo, G.
  2008; 11 (3): 354-376
- **The effects of witness viewpoint distance, angle, and choice on eyewitness accuracy in police lineups conducted in immersivc virtual environments** *9th Annual International Workshop on Presence*
  Bailenson, J. M., Davies, A., Blascovich, J., Beall, A. C., McCall, C., Guadagno, R. E.
  M I T PRESS.2008: 242–55
- **Real-time classification of evoked emotions using facial feature tracking and physiological responses** *INTERNATIONAL JOURNAL OF HUMAN-COMPUTER STUDIES*
  Bailenson, J. N., Pontikakis, E. D., Mauss, I. B., Gross, J. J., Jabon, M. E., Hutcherson, C. A., Nass, C., John, O.
  2008; 66 (5): 303-317
- **Virtual interpersonal touch: Haptic interaction and copresence in collaborative virtual environments** *MULTIMEDIA TOOLS AND APPLICATIONS*
  Bailenson, J. N., Yee, N.
  2008; 37 (1): 5-14
- **Detecting digital chameleons** *COMPUTERS IN HUMAN BEHAVIOR*
  Bailenson, J. N., Yee, N., Patel, K., Beall, A. C.
  2008; 24 (1): 66-87
- **Cognitive science** *The International Encyclopedia of Communication*
  Bailenson, J. N., Fox, J.
  edited by Donsbach, W.
  Malden, MA: Wiley-Blackwell.2008: 548–551
- **Cognitive processing of visuals** *International encyclopedia of communication*
  Bailenson, J. N., Ahn, S. J.
  edited by Donsbach, W.
  2008: 5325–5327
- **Transformed social interaction in mediated interpersonal communication** *Mediated interpersonal communication*
  Bailenson, J. N., Yee, N., Blascovich, J., Guadgano, R. E.
  edited by Konijn, E., Tanis, M., Utz, M. S., Linden, A.
  2008: 77–99
- **Psychology in communication processes** *International encyclopedia of communication*
  Bailenson, J. N., Yee, N.
  edited by Donsbach, W.
  2008: 3931–3937
- **Research uses of multi-user virtual environments** *The handbook of Internet research*
  Schroeder, R., Bailensen, J. N.
  edited by Lee, R., Fielding, N., Blank, G.
  London: Sage.2008: 327–342
- **Psychophysics of perceiving eye-gaze and head direction with peripheral vision: Implications for the dynamics of eye-gaze behavior** *PERCEPTION*
  Loomis, J. M., Kelly, J. W., Pusch, M., Bailenson, J. N., Beall, A. C.
  2008; 37 (9): 1443-1457
- **FACIAL SIMILARITY BETWEEN VOTERS AND CANDIDATES CAUSES INFLUENCE** *PUBLIC OPINION QUARTERLY*

Bailenson, J. N., Iyengar, S., Yee, N., Collins, N. A.
2008; 72 (5): 935-961

- **The use of immersive virtual reality in the learning sciences: Digital transformations of teachers, students, and social context** *JOURNAL OF THE LEARNING SCIENCES*
  Bailenson, J. N., Yee, N., Blascovich, J., Beall, A. C., Lundblad, N., Jin, M.
  2008; 17 (1): 102-141
- **Virtual interpersonal touch and digital chameleons** *JOURNAL OF NONVERBAL BEHAVIOR*
  Bailenson, J. N., Yee, N.
  2007; 31 (4): 225-242
- **The Proteus Effect: The effect of transformed self-representation on behavior** *HUMAN COMMUNICATION RESEARCH*
  Yee, N., Bailenson, J.
  2007; 33 (3): 271-290
- **The unbearable likeness of being digital: The persistence of nonverbal social norms in online virtual environments** *CYBERPSYCHOLOGY & BEHAVIOR*
  Yee, N., Bailenson, J. N., Urbanek, M., Chang, F., Merget, D.
  2007; 10 (1): 115-121
- **Virtual humans and persuasion: The effects of agency and behavioral realism** *MEDIA PSYCHOLOGY*
  Guadagno, R. E., Blascovich, J., Bailenson, J. N., McCall, C.
  2007; 10 (1): 1-22
- **Virtual interpersonal touch: Expressing and recognizing emotions through haptic devices** *HUMAN-COMPUTER INTERACTION*
  Bailenson, J. N., Yee, N., Brave, S., Merget, D., Koslow, D.
  2007; 22 (3): 325-353
- **The mere belief of social interaction improves learning**
  Okita, S. Y., Bailenson, J., Schwartz, D. L.
  2007
- **Virtual interpersonal touch: Haptic interaction and copresence in collaborative virtual environments** *International Journal of Multimedia Tools and Applications*
  Bailenson, J. N., Yee, N.
  2007; 37 (1): 5 - 14
- **A Meta-Analysis of the Impact of the Inclusion and Realism of Human-Like Faces on User Experiences in Interfaces** *Conference on Human Factors in Computing Systems*
  Yee, N., Bailenson, J. N., Rickertsen, K.
  ASSOC COMPUTING MACHINERY.2007: 1–10
- **Virtual interpersonal touch: Expressing and recognizing emotions through haptic devices** *HUMAN-COMPUTER INTERACTION*
  Bailenson, J. N., Yee, N., Brave, S., Merget, D., Koslow, D.
  2007; 22 (3): 325-353
- **A longitudinal study, of task performance, head movements, subjective report, simulator sickness, and transformed social interaction in collaborative virtual environments** *International VR Design and Usability Workshop*
  Bailenson, J. N., Yee, N.
  M I T PRESS.2006: 699–716
- **The effect of behavioral realism and form realism of real-time avatar faces on verbal disclosure, nonverbal disclosure, emotion recognition, and copresence in dyadic interaction** *8th Annual International Workshop on Presence*
  Bailenson, J. N., Yee, N., Merget, D., Schroeder, R.
  M I T PRESS.2006: 359–72
- **Transformed facial similarity as a political cue: A preliminary investigation** *POLITICAL PSYCHOLOGY*
  Bailenson, J. N., Garland, P., Iyengar, S., Yee, N.
  2006; 27 (3): 373-385

- **Perceiving visual emotions with speech** *6th International Conference on Intelligent Virtual Agents*
  Deng, Z., Bailenson, J., Lewis, J. P., Neumann, U.
  SPRINGER-VERLAG BERLIN.2006: 107–120
- **Transformed social interaction: Exploring the digital plasticity of avatars** *Avatars at work and play: Collaboration and interaction in shared virtual environments*
  Bailenson, J. N., Beall, A. C.
  edited by Schroeder, R., Axelsson, A.
  Springer-Verlag.2006: 1–16
- **The effects of fully immersive virtual reality on the learning of physical tasks**
  Patel, K., Bailenson, J. N., Hack-Jung, S., Diankov, R., Bajcsy, R.
  2006
- **Transformed Social Interaction in Collaborative Virtual Environments** *Digital Media: Transformations in Human Communication*
  Bailenson, J. N.
  edited by Messaris, P., Humphreys , L.
  New York: Peter Lang.2006: 255–264
- **Courtroom applications of virtual environments, immersive virtual environments, and collaborative virtual environments** *Law and Policy*
  Bailenson, J. N., Blascovich, J., Beall, A. C., Noveck, B.
  2006; 28: 249 - 270
- **Digital chameleons - Automatic assimilation of nonverbal gestures in immersive virtual environments** *PSYCHOLOGICAL SCIENCE*
  Bailenson, J. N., Yee, N.
  2005; 16 (10): 814-819
- **Transformed social interaction, augmented gaze, and social influence in immersive virtual environments** *HUMAN COMMUNICATION RESEARCH*
  Bailenson, J. N., Beall, A. C., Loomis, J., Blascovich, J., Turk, M.
  2005; 31 (4): 511-537
- **The independent and interactive effects of embodied-agent appearance and behavior on self-report, cognitive, and behavioral markers of copresence in immersive virtual environments** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Bailenson, J. N., Swinth, K., Hoyt, C., Persky, S., Dimov, A., Blascovich, J.
  2005; 14 (4): 379-393
- **Using immersive virtual environment technology to simulate police lineups** *Virtual decisions: Digital simulations for teaching reasoning in the social sciences and humanities*
  Blascovich, J., Bailenson, J. N.
  edited by Cohen, Portney, Rehberger, Thorsen
  Mahwah, NJ: Lawrence Earlbaum Associates, Inc..2005
- **Transformed social interaction: Decoupling representation from behavior and form in collaborative virtual environments** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Bailenson, J. N., Beall, A. C., Loomis, J., Blascovich, J., Turk, M.
  2004; 13 (4): 428-441
- **Examining virtual busts: Are photogrammetrically generated head models effective for person identification?** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Bailenson, J. N., Beall, A. C., Blascovich, J., Rex, C.
  2004; 13 (4): 416-427
- **Comparing behavioral and self-report measures of embodied agents' social presence in immersive virtual environments**
  Bailenson, J. N., Aharoni, E., Beall, A. C., Guadagno, R. E., Dimov, A., Blascovich, J.
  2004
- **Multimodal transformed social interaction**
  Turk, M., Bailenson, J. N., Beall, A. C., Blascovich, J., Guadagno, R.
  2004

- **Avatars** *Encyclopedia of human-computer interaction*
  Bailenson, J. N., Blascovich, J.
  edited by Bainbridge, W. S.
  Berkshire Publishing Group.2004: 64–68
- **Interpersonal distance in immersive virtual environments** *PERSONALITY AND SOCIAL PSYCHOLOGY BULLETIN*
  Bailenson, J. N., Blascovich, J., Beall, A. C., Loomis, J. M.
  2003; 29 (7): 819-833
- **Non-zero-sum mutual gaze in collaborative virtual environments**
  Beall, A. C., Bailenson, J. N., Loomis, J., Blascovich, J., Rex, C.
  2003
- **Using virtual heads for person identification: An empirical study comparing photographs to photogrammetricallygenerated models** *Journal of Forensic Identification*
  Bailenson, J. N., Beall, A. C., Blascovich, J.
  2003; 53: 722 - 728
- **Gaze and task performance in shared virtual environments** *JOURNAL OF VISUALIZATION AND COMPUTER ANIMATION*
  Bailenson, J. N., Beall, A. C., Blascovich, J.
  2002; 13 (5): 313-320
- **A bird's eye view: biological categorization and reasoning within and across cultures** *COGNITION*
  Bailenson, J. N., Shum, M. S., Atran, S., MEDIN, D. L., Coley, J. D.
  2002; 84 (1): 1-53
- **Mutual gaze and task performance in shared virtual environments** *Journal of Visualization and Computer Animation*
  Bailenson, J. N., Beall, A. C., Blascovich, J.
  2002; 13: 1 - 8
- **Immersive virtual environment technology: Just another methodological tool for social psychology?** *PSYCHOLOGICAL INQUIRY*
  Blascovich, J., Loomis, J., Beall, A. C., Swinth, K. R., Hoyt, C. L., Bailenson, J. N.
  2002; 13 (2): 146-149
- **Immersive virtual environment technology as a methodological tool for social psychology** *PSYCHOLOGICAL INQUIRY*
  Blascovich, J., Loomis, J., Beall, A. C., Swinth, K. R., Hoyt, C. L., Bailenson, J. N.
  2002; 13 (2): 103-124
- **Equilibrium theory revisited: Mutual gaze and personal space in virtual environments** *PRESENCE-TELEOPERATORS AND VIRTUAL ENVIRONMENTS*
  Bailenson, J. N., Blascovich, J., Beall, A. C., Loomis, J. M.
  2001; 10 (6): 583-598
- **Contrast ratio: Shifting burden of proof in informal arguments** *DISCOURSE PROCESSES*
  Bailenson, J.
  2001; 32 (1): 29-41
- **Intelligent agents who wear your face: Users' reactions to the virtual self**
  Bailenson, J. N., Beall, A. C., Blascovich, J., Weisbuch, M., Raimmundo, R.
  2001
- **The initial segment strategy: A heuristic for route selection** *MEMORY & COGNITION*
  Bailenson, J. N., Shum, M. S., Uttal, D. H.
  2000; 28 (2): 306-318
- **Conversational argument strength and burden of proof** *Doctoral dissertation, Department of Psychology Northwestern University*
  Bailenson, J. N.
  2000
- **Reasoning dialogues** *CURRENT DIRECTIONS IN PSYCHOLOGICAL SCIENCE*

Rips, L. J., Brem, S. K., Bailenson, J. N.
1999; 8 (6): 172-177

- **Road climbing: Principles governing asymmetric route choices on maps** *JOURNAL OF ENVIRONMENTAL PSYCHOLOGY*
  Bailenson, J. N., Shum, M. S., Uttal, D. H.
  1998; 18 (3): 251-264
- **Road climbing: A route choice heuristic** *20th Annual Conference of the Cognitive-Science-Society*
  Shum, M. S., Bailenson, J. N., Hwang, S. I., Piland, L. R., Uttal, D. H.
  LAWRENCE ERLBAUM ASSOC PUBL.1998: 963–967
- **Road climbing: Principles of route choice**
  Shum, M. S., Bailenson, J., Hwang, S., Piland, L., Uttal, D.
  1998
- **Claim strength and burden of proof in interactive arguments** *19th Annual Conference of the Cognitive-Science-Society*
  Bailenson, J. N.
  LAWRENCE ERLBAUM ASSOC PUBL.1997: 13–18
- **Mechanism-based explanations of causal attribution: An explanation of conjunction and discounting effect** *Cognitive Psychology*
  Ahn, W., Bailenson, J.
  1996; 31: 82 - 123
- **Informal reasoning and burden of proof** *APPLIED COGNITIVE PSYCHOLOGY*
  Bailenson, J. N., Rips, L. J.
  1996; 10: S3-S16
- **Causal attribution as mechanism-based story construction: An explanation of conjunction and discounting effects**
  Ahn, W., Bailenson, J., Gordon, B.
  1994