

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 over a decade. 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 200 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 new 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 or 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
- Stanford SystemX Alliance

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

- Brain and Learning Sciences

- Technology and Education

Teaching

COURSES

2022-23

- 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)

2021-22

- 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)

2020-21

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

STANFORD ADVISEES

Doctoral Dissertation Reader (AC)

Angela Lee, Ryan Moore, Tara Srirangarajan, Anais Voski

Postdoctoral Faculty Sponsor

Anna Carolina Muller Queiroz

Doctoral (Program)

Cyan DeVeaux, Eugy Han, Monique Santoso

Publications

PUBLICATIONS

- **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. M., Lee, A. Y., Luo, M., Fauville, G., Hancock, J. T., Bailenson, J. N.
2023; 149
- **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. 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., DeVaux, 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**
DeVaux, 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., DeVaux, 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., DeVaux, 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. 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., Obradovi#, 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., Arnou, 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., 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*

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- 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., 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.
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