



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, a Senior Fellow at the Woods Institute for the Environment, and a Faculty Leader at Stanford's Center for Longevity. He earned a B.A. cum laude 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.

He has published more than 100 academic papers, in interdisciplinary journals such as Science, the Journal of the American Medical Association, and PLoS One, as well domain-specific journals in the fields of communication, computer science, education, environmental science, law, marketing, medicine, political science, and psychology. His work has been continuously funded by the National Science Foundation for 15 years.

Bailenson consults pro bono on Virtual Reality policy for government agencies including the State Department, the US Senate, Congress, the California Supreme Court, the Federal Communication Committee, the U.S. Army, Navy, and Air Force, the Department of Defense, the Department of Energy, the National Research Council, and the National Institutes of Health.

His first book Infinite Reality, co-authored with Jim Blascovich, was quoted by the U.S. Supreme Court outlining the effects of immersive media. 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, CNN, PBS NewsHour, Wired, National Geographic, Slate, The San Francisco Chronicle, and The Chronicle of Higher Education, and has produced or directed five Virtual Reality documentary experiences which were official selections at the Tribeca Film Festival. His lab's research has exhibited publicly at museums and aquariums, including a permanent installation at the San Jose Tech Museum.

ACADEMIC APPOINTMENTS

- Professor, Communication
- Senior Fellow, Stanford Woods Institute for the Environment
- Professor (By courtesy), Graduate School of Education
- Member, Bio-X
- 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 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)
- Director, Co-terminal Masters Program, Department of Communication, Stanford University (2006 - 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

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)

2019-20

- 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)

2018-19

- Advanced Topics in Human Virtual Representation: COMM 326 (Aut)
- Communication Research, Curriculum Development and Pedagogy: COMM 301 (Aut)
- The Big, Virtual Apple: SINY 156 (Spr)

2017-18

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

STANFORD ADVISEES

Doctoral Dissertation Reader (AC)

Mufan Luo, Hannah Mieczkowski, Katie Roehrick, Aditya Vishwanath

Doctoral Dissertation Advisor (AC)

Hanseul Jun

Master's Program Advisor

Will Gutzman

Doctoral (Program)

Eugy Han, Hanseul Jun, Marijn Nura Mado, Mark Miller

Publications

PUBLICATIONS

- **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
- **Social Attention in a Virtual Public Speaking Task in Higher Functioning Children With Autism** *AUTISM RESEARCH*
Jarrod, 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
- **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
- **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
- **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 immersive virtual environments** *9th Annual International Workshop on Presence*
Bailenson, J. M., Davies, A., Blascovich, J., Beall, A. C., McCall, C., Guadagno, R. E.
MIT 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
- **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., Guadagno, 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., Bailenson, 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
- **Sciencepunk: The influence of informed science fiction on virtual reality research** *SciFi in the Mind's Eye: Reading Science Through Science Fiction*
Bailenson, J. N., Yee, N., Kim, A., Tecarro, J.
edited by Bisson, T., Grebowicz, M.
Open Court Publishing.2007
- **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.
MIT 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.
MIT 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 Erlbaum 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 photogrammetrically generated models** *Journal of Forensic Identification*
Bailenson, J. N., Beall, A. C., Blascovich, J.
2003; 53: 722 - 728
- **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.
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