Alice Chirico

List of Publications by Year
in descending order

60 papers	1,697 citations	430442 18 h-index	344852 36 g-index
68 all docs	68 docs citations	68 times ranked	1176 citing authors

#	Article	IF	Citations
1	On the Effects of Leader–Follower Roles in Dyadic Human–Robot Synchronization. IEEE Transactions on Cognitive and Developmental Systems, 2023, 15, 434-443.	2.6	10
2	Self-transcendent dispositions and spirituality: the mediating role of believing in a benevolent world. Journal of Spirituality in Mental Health, 2023, 25, 104-127.	0.5	3
3	<i>Call for Special Issue Papers:</i> Virtual Emotions: Understanding Affective Experiences in the Metaverse. Cyberpsychology, Behavior, and Social Networking, 2022, 25, 85-86.	2.1	2
4	Designing virtual environments for attitudes and behavioral change in plastic consumption: a comparison between concrete and numerical information. Virtual Reality, 2021, 25, 107-121.	4.1	22
5	Improving the Language of Designing for Ageing. Lecture Notes in Computer Science, 2021, , 405-425.	1.0	3
6	Nature versus art as elicitors of the sublime: A virtual reality study. PLoS ONE, 2021, 16, e0233628.	1.1	18
7	Positive emotion dispositions and emotion regulation in the Italian population. PLoS ONE, 2021, 16, e0245545.	1.1	7
8	The Potential Role of Awe for Depression: Reassembling the Puzzle. Frontiers in Psychology, 2021, 12, 617715.	1.1	19
9	Machines Like Us and People Like You: Toward Human–Robot Shared Experience. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 357-361.	2.1	10
10	Using virtual reality to target positive autobiographical memory in individuals with moderate-to-moderately severe depressive symptoms: A single case experimental design. Internet Interventions, 2021, 25, 100407.	1.4	14
11	The Need for a Paradigm Shift in Approaching Ageing-Related Design Research and Practice. Frontiers in Psychology, 2021, 12, 750178.	1.1	5
12	Editorial: Toward a Science of Complex Experiences. Frontiers in Psychology, 2021, 12, 775149.	1.1	2
13	COVID Feel Good—An Easy Self-Help Virtual Reality Protocol to Overcome the Psychological Burden of Coronavirus. Frontiers in Psychiatry, 2020, 11, 563319.	1.3	42
14	Emotional Expression of #body on Instagram. Social Media and Society, 2020, 6, 205630512092477.	1.5	12
15	The Effects of an Ecological Diversifying Experience on Creativity: An Experimental Study. Frontiers in Psychology, 2020, 11, 1396.	1.1	3
16	Digital Biomarkers for the Early Detection of Mild Cognitive Impairment: Artificial Intelligence Meets Virtual Reality. Frontiers in Human Neuroscience, 2020, 14, 245.	1.0	38
17	Rethinking the Role of Affect in Risk Judgment: What We Have Learned From COVID-19 During the First Week of Quarantine in Italy. Frontiers in Psychology, 2020, 11, 554561.	1.1	20
18	A Review on Research and Evaluation Methods for Investigating Self-Transcendence. Frontiers in Psychology, 2020, 11, 547687.	1.1	28

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19	Executive Functions Are Associated with Fall Risk but not Balance in Chronic Cerebrovascular Disease. Journal of Clinical Medicine, 2020, 9, 3405.	1.0	6
20	Gulliver's virtual travels: active embodiment in extreme body sizes for modulating our body representations. Cognitive Processing, 2020, 21, 509-520.	0.7	10
21	Awe. , 2020, , 1-9.		5
22	Networked Flow in Creative Collaboration: A Mixed Method Study. Creativity Research Journal, 2020, 32, 41-54.	1.7	7
23	Creative Learning in Digital and Virtual Environments During COVID-19 and Beyond. , 2020, , 162-179.		1
24	The development of the Awe Experience Scale (AWE-S): A multifactorial measure for a complex emotion. Journal of Positive Psychology, 2019, 14, 474-488.	2.6	131
25	The Effect of a Virtual-Reality Full-Body Illusion on Body Representation in Obesity. Journal of Clinical Medicine, 2019, 8, 1330.	1.0	18
26	Transformative Experience Design. , 2019, , .		11
27	When Virtual Feels Real: Comparing Emotional Responses and Presence in Virtual and Natural Environments. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 220-226.	2.1	124
28	Toward Emotionally Adaptive Virtual Reality for Mental Health Applications. IEEE Journal of Biomedical and Health Informatics, 2019, 23, 1877-1887.	3.9	37
29	Using Virtual Reality to Test Human-Robot Interaction During a Collaborative Task. , 2019, , .		16
30	Virtual-Reality Music-Based Elicitation of Awe: When Silence Is Better Than Thousands Sounds. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 1-11.	0.2	5
31	Networks and Creativity. , 2019, , 117-135.		0
32	A Process for Selecting and Validating Awe-Inducing Audio-Visual Stimuli. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 19-27.	0.2	2
33	Awe Enhances Creative Thinking: An Experimental Study. Creativity Research Journal, 2018, 30, 123-131.	1.7	56
34	Awe: A Self-Transcendent and Sometimes Transformative Emotion. , 2018, , 221-233.		75
35	The Role of Age on Multisensory Bodily Experience: An Experimental Study with a Virtual Reality Full-Body Illusion. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 304-310.	2.1	27
36	Effects of Interpersonal Sensorimotor Synchronization on Dyadic Creativity: Gender Matters. Frontiers in Psychology, 2018, 9, 2604.	1.1	7

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37	Psychophysiological Specificity of Four Basic Emotions Through Autobiographical Recall and Videos. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 1-8.	0.2	7
38	Awe: â€œMore than a feelingâ€. Humanistic Psychologist, 2018, 46, 274-280.	0.2	17
39	The Italian Adaptation of Interpersonal Communication Competences Questionnaire. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 34-41.	0.2	1
40	COLLEGO: An Interactive Platform for Studying Joint Action During an Ecological Collaboration Task. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 67-72.	0.2	1
41	Multilevel Behavioral Synchronization in a Joint Tower-Building Task. IEEE Transactions on Cognitive and Developmental Systems, 2017, 9, 223-233.	2.6	13
42	Networked Flow in musical bands. Psychology of Music, 2017, 45, 283-297.	0.9	29
43	Developing Emotional Design: Emotions as Cognitive Processes and their Role in the Design of Interactive Technologies. Frontiers in Psychology, 2017, 8, 1773.	1.1	51
44	Effectiveness of Immersive Videos in Inducing Awe: An Experimental Study. Scientific Reports, 2017, 7, 1218.	1.6	163
45	Designing Awe in Virtual Reality: An Experimental Study. Frontiers in Psychology, 2017, 8, 2351.	1.1	144
46	Healthy Avatars, Healthy People. Advances in Medical Diagnosis, Treatment, and Care, 2017, , 247-275.	0.1	9
47	The Potential of Virtual Reality for the Investigation of Awe. Frontiers in Psychology, 2016, 7, 1766.	1.1	100
48	A Novel Technique for Improving Bodily Experience in a Non-operable Superâ€"Super Obesity Case. Frontiers in Psychology, 2016, 7, 837.	1.1	35
49	New Technologies as Opportunities for Flow Experience: A Framework for the Analysis. , 2016, , 249-263.		7
50	Feeling Ghost Food as Real One: Psychometric Assessment of Presence Engagement Exposing to Food in Augmented Reality. Communications in Computer and Information Science, 2016, , 99-109.	0.4	4
51	Testing Augmented Reality for Cue Exposure in Obese Patients: An Exploratory Study. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 107-114.	2.1	33
52	Virtual Reality Body Swapping: A Tool for Modifying the Allocentric Memory of the Body. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 127-133.	2.1	140
53	Positive and Transformative Technologies for Active Ageing. Studies in Health Technology and Informatics, 2016, 220, 308-15.	0.2	17
54	When music â€œflowsâ€. State and trait in musical performance, composition and listening: a systematic review. Frontiers in Psychology, 2015, 6, 906.	1.1	67

#	ARTICLE	IF	CITATIONS
55	Automatic imitation of the arm kinematic profile in interacting partners. Cognitive Processing, 2015, 16, 197-201.	0.7	10
56	Bridging Minds: A Mixed Methodology to Assess Networked Flow. Studies in Health Technology and Informatics, 2015, 219, 33-6.	0.2	3
57	Intersections Between Awe and the Sublime: A Preliminary Empirical Study. Empirical Studies of the Arts, 0, , 027623742199469.	0.9	9
58	Healthy Avatars, Healthy People. , 0, , 1147-1168.		0
59	Healthy Avatars, Healthy People. , 0, , 1451-1472.		0
60	Defining Transformative Experiences: A Conceptual Analysis. Frontiers in Psychology, 0, 13, .	1.1	15