

# Mel Slater

## List of Publications by Citations

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273  
papers

20,960  
citations

73  
h-index

140  
g-index

300  
ext. papers

26,716  
ext. citations

3.3  
avg, IF

7.41  
L-index

#	Paper	IF	Citations
273	A Framework for Immersive Virtual Environments (FIVE): Speculations on the Role of Presence in Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , <b>1997</b> , 6, 603-616	2.9	994
272	From presence to consciousness through virtual reality. <i>Nature Reviews Neuroscience</i> , <b>2005</b> , 6, 332-9	13.5	903
271	Place illusion and plausibility can lead to realistic behaviour in immersive virtual environments. <i>Philosophical Transactions of the Royal Society B: Biological Sciences</i> , <b>2009</b> , 364, 3549-57	5.8	841
270	Depth of Presence in Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , <b>1994</b> , 3, 130-144	2.9	611
269	First person experience of body transfer in virtual reality. <i>PLoS ONE</i> , <b>2010</b> , 5, e10564	3.7	522
268	Enhancing Our Lives with Immersive Virtual Reality. <i>Frontiers in Robotics and AI</i> , <b>2016</b> , 3,	2.8	444
267	The Sense of Embodiment in Virtual Reality. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2012</b> , 21, 373-387	2.9	443
266	Walking > walking-in-place > flying, in virtual environments <b>1999</b> ,		433
265	Taking steps. <i>ACM Transactions on Computer-Human Interaction</i> , <b>1995</b> , 2, 201-219	4.7	422
264	Putting yourself in the skin of a black avatar reduces implicit racial bias. <i>Consciousness and Cognition</i> , <b>2013</b> , 22, 779-87	2.6	403
263	Using Presence Questionnaires in Reality. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2000</b> , 9, 497-503	2.9	403
262	Measuring Presence: A Response to the Witmer and Singer Presence Questionnaire. <i>Presence: Teleoperators and Virtual Environments</i> , <b>1999</b> , 8, 560-565	2.9	402
261	Virtual reality in the assessment, understanding, and treatment of mental health disorders. <i>Psychological Medicine</i> , <b>2017</b> , 47, 2393-2400	6.9	381
260	Illusory ownership of a virtual child body causes overestimation of object sizes and implicit attitude changes. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , <b>2013</b> , 110, 12846-51	11.5	347
259	Behavioral, Neural, and Computational Principles of Bodily Self-Consciousness. <i>Neuron</i> , <b>2015</b> , 88, 145-66	13.9	337
258	A virtual reprise of the Stanley Milgram obedience experiments. <i>PLoS ONE</i> , <b>2006</b> , 1, e39	3.7	316
257	Inducing illusory ownership of a virtual body. <i>Frontiers in Neuroscience</i> , <b>2009</b> , 3, 214-20	5.1	305

256	Towards a digital body: the virtual arm illusion. <i>Frontiers in Human Neuroscience</i> , <b>2008</b> , 2, 6	3.3	298
255	A Virtual Presence Counter. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2000</b> , 9, 413-434	2.9	294
254	The building blocks of the full body ownership illusion. <i>Frontiers in Human Neuroscience</i> , <b>2013</b> , 7, 83	3.3	286
253	Self-paced (asynchronous) BCI control of a wheelchair in virtual environments: a case study with a tetraplegic. <i>Computational Intelligence and Neuroscience</i> , <b>2007</b> , 2007, 79642	3	276
252	An Experiment on Public Speaking Anxiety in Response to Three Different Types of Virtual Audience. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2002</b> , 11, 68-78	2.9	249
251	Virtual hand illusion induced by visuomotor correlations. <i>PLoS ONE</i> , <b>2010</b> , 5, e10381	3.7	246
250	An experimental study on the role of touch in shared virtual environments. <i>ACM Transactions on Computer-Human Interaction</i> , <b>2000</b> , 7, 443-460	4.7	235
249	Extending body space in immersive virtual reality: a very long arm illusion. <i>PLoS ONE</i> , <b>2012</b> , 7, e40867	3.7	228
248	Brain-Computer Interfaces, Virtual Reality, and Videogames. <i>Computer</i> , <b>2008</b> , 41, 66-72	1.6	223
247	The influence of body movement on subjective presence in virtual environments. <i>Human Factors</i> , <b>1998</b> , 40, 469-77	3.8	220
246	Over my fake body: body ownership illusions for studying the multisensory basis of own-body perception. <i>Frontiers in Human Neuroscience</i> , <b>2015</b> , 9, 141	3.3	219
245	Changing bodies changes minds: owning another body affects social cognition. <i>Trends in Cognitive Sciences</i> , <b>2015</b> , 19, 6-12	14	215
244	Immersive Journalism: Immersive Virtual Reality for the First-Person Experience of News. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2010</b> , 19, 291-301	2.9	203
243	Representations Systems, Perceptual Position, and Presence in Immersive Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , <b>1993</b> , 2, 221-233	2.9	192
242	Virtual reality study of paranoid thinking in the general population. <i>British Journal of Psychiatry</i> , <b>2008</b> , 192, 258-63	5.4	189
241	Immersion and the illusion of presence in virtual reality. <i>British Journal of Psychology</i> , <b>2018</b> , 109, 431-433		189
240	Small-Group Behavior in a Virtual and Real Environment: A Comparative Study. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2000</b> , 9, 37-51	2.9	188
239	Walking from thought. <i>Brain Research</i> , <b>2006</b> , 1071, 145-52	3.7	182

238	How Colorful Was Your Day? Why Questionnaires Cannot Assess Presence in Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2004</b> , 13, 484-493	2.9	180
237	The impact of avatar realism and eye gaze control on perceived quality of communication in a shared immersive virtual environment <b>2003</b> ,		160
236	Multisensory stimulation can induce an illusion of larger belly size in immersive virtual reality. <i>PLoS ONE</i> , <b>2011</b> , 6, e16128	3.7	147
235	Visual realism enhances realistic response in an immersive virtual environment. <i>IEEE Computer Graphics and Applications</i> , <b>2009</b> , 29, 76-84	1.7	146
234	Virtual Embodiment of White People in a Black Virtual Body Leads to a Sustained Reduction in Their Implicit Racial Bias. <i>Frontiers in Human Neuroscience</i> , <b>2016</b> , 10, 601	3.3	145
233	Drumming in immersive virtual reality: the body shapes the way we play. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 597-605	4	143
232	Measuring the effects through time of the influence of visuomotor and visuotactile synchronous stimulation on a virtual body ownership illusion. <i>Perception</i> , <b>2014</b> , 43, 43-58	1.2	142
231	An experimental study on fear of public speaking using a virtual environment. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2006</b> , 9, 627-33		135
230	Immersion, presence and performance in virtual environments <b>1996</b> ,		134
229	Automated psychological therapy using immersive virtual reality for treatment of fear of heights: a single-blind, parallel-group, randomised controlled trial. <i>Lancet Psychiatry</i> , <b>2018</b> , 5, 625-632	23.3	131
228	Virtual reality in the treatment of persecutory delusions: randomised controlled experimental study testing how to reduce delusional conviction. <i>British Journal of Psychiatry</i> , <b>2016</b> , 209, 62-7	5.4	130
227	Testing the continuum of delusional beliefs: an experimental study using virtual reality. <i>Journal of Abnormal Psychology</i> , <b>2010</b> , 119, 83-92	7	127
226	The impact of eye gaze on communication using humanoid avatars <b>2001</b> ,		124
225	Public speaking in virtual reality: facing an audience of avatars. <i>IEEE Computer Graphics and Applications</i> , <b>1999</b> , 19, 6-9	1.7	119
224	How to Build an Embodiment Lab: Achieving Body Representation Illusions in Virtual Reality. <i>Frontiers in Robotics and AI</i> , <b>2014</b> , 1,	2.8	117
223	Embodying self-compassion within virtual reality and its effects on patients with depression. <i>BJPsych Open</i> , <b>2016</b> , 2, 74-80	5	111
222	The Responses of People to Virtual Humans in an Immersive Virtual Environment. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2005</b> , 14, 104-116	2.9	107
221	The contribution of real-time mirror reflections of motor actions on virtual body ownership in an immersive virtual environment <b>2010</b> ,		106

220	First Person Perspective of Seated Participants Over a Walking Virtual Body Leads to Illusory Agency Over the Walking. <i>Scientific Reports</i> , <b>2016</b> , 6, 28879	4.9	103
219	Body ownership causes illusory self-attribution of speaking and influences subsequent real speaking. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , <b>2014</b> , 111, 17678-83	11.5	98
218	What makes one person paranoid and another person anxious? The differential prediction of social anxiety and persecutory ideation in an experimental situation. <i>Psychological Medicine</i> , <b>2008</b> , 38, 1121-32	6.9	96
217	The psychology of persecutory ideation II: a virtual reality experimental study. <i>Journal of Nervous and Mental Disease</i> , <b>2005</b> , 193, 309-15	1.8	96
216	Conversations between self and self as Sigmund Freud--A virtual body ownership paradigm for self counselling. <i>Scientific Reports</i> , <b>2015</b> , 5, 13899	4.9	93
215	Bystander responses to a violent incident in an immersive virtual environment. <i>PLoS ONE</i> , <b>2013</b> , 8, e52766	7.7	93
214	Simulating virtual environments within virtual environments as the basis for a psychophysics of presence. <i>ACM Transactions on Graphics</i> , <b>2010</b> , 29, 1-9	7.6	92
213	Human tails: ownership and control of extended humanoid avatars. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 583-90	4	91
212	Can virtual reality be used to investigate persecutory ideation?. <i>Journal of Nervous and Mental Disease</i> , <b>2003</b> , 191, 509-14	1.8	88
211	Inducing a virtual hand ownership illusion through a brain-computer interface. <i>NeuroReport</i> , <b>2009</b> , 20, 589-94	1.7	83
210	Presence in Shared Virtual Environments and Virtual Togetherness. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2000</b> , 9, 214-217	2.9	83
209	Presence and The Sixth Sense. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2002</b> , 11, 435-439	2.9	80
208	Proxemics with multiple dynamic characters in an immersive virtual environment. <i>ACM Transactions on Applied Perception</i> , <b>2010</b> , 8, 1-12	1.4	78
207	Transatlantic Touch: A Study of Haptic Collaboration over Long Distance. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2004</b> , 13, 328-337	2.9	77
206	Offenders become the victim in virtual reality: impact of changing perspective in domestic violence. <i>Scientific Reports</i> , <b>2018</b> , 8, 2692	4.9	76
205	A threat to a virtual hand elicits motor cortex activation. <i>Experimental Brain Research</i> , <b>2014</b> , 232, 875-87	2.3	76
204	How cannabis causes paranoia: using the intravenous administration of $\Delta^9$ -tetrahydrocannabinol (THC) to identify key cognitive mechanisms leading to paranoia. <i>Schizophrenia Bulletin</i> , <b>2015</b> , 41, 391-9	1.3	75
203	Virtual race transformation reverses racial in-group bias. <i>PLoS ONE</i> , <b>2017</b> , 12, e0174965	3.7	75

202	The virtual playground: an educational virtual reality environment for evaluating interactivity and conceptual learning. <i>Virtual Reality</i> , <b>2006</b> , 10, 227-240	6	74
201	Embodying compassion: a virtual reality paradigm for overcoming excessive self-criticism. <i>PLoS ONE</i> , <b>2014</b> , 9, e111933	3.7	74
200	Collaborating in networked immersive spaces: as good as being there together?. <i>Computers and Graphics</i> , <b>2001</b> , 25, 781-788	1.8	73
199	Virtually Being Einstein Results in an Improvement in Cognitive Task Performance and a Decrease in Age Bias. <i>Frontiers in Psychology</i> , <b>2018</b> , 9, 917	3.4	72
198			72
197	Is my hand connected to my body? The impact of body continuity and arm alignment on the virtual hand illusion. <i>Cognitive Neurodynamics</i> , <b>2012</b> , 6, 295-305	4.2	69
196	Analysis of Physiological Responses to a Social Situation in an Immersive Virtual Environment. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2006</b> , 15, 553-569	2.9	69
195	Height, social comparison, and paranoia: an immersive virtual reality experimental study. <i>Psychiatry Research</i> , <b>2014</b> , 218, 348-52	9.9	68
194	Violating body movement semantics: Neural signatures of self-generated and external-generated errors. <i>NeuroImage</i> , <b>2016</b> , 124, 147-156	7.9	67
193	Virtual reality and paranoid ideations in people with an 'at-risk mental state' for psychosis. <i>British Journal of Psychiatry</i> , <b>2007</b> , 51, s63-8	5.4	67
192	The Ethics of Realism in Virtual and Augmented Reality. <i>Frontiers in Virtual Reality</i> , <b>2020</b> , 1,	3	65
191	Spatial Social Behavior in Second Life. <i>Lecture Notes in Computer Science</i> , <b>2007</b> , 252-263	0.9	65
190	The chording glove: a glove-based text input device. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , <b>1999</b> , 29, 186-191		64
189	Sliding perspectives: dissociating ownership from self-location during full body illusions in virtual reality. <i>Frontiers in Human Neuroscience</i> , <b>2014</b> , 8, 693	3.3	63
188	Virtual milgram: empathic concern or personal distress? Evidence from functional MRI and dispositional measures. <i>Frontiers in Human Neuroscience</i> , <b>2009</b> , 3, 29	3.3	63
187	Embodiment in a Child-Like Talking Virtual Body Influences Object Size Perception, Self-Identification, and Subsequent Real Speaking. <i>Scientific Reports</i> , <b>2017</b> , 7, 9637	4.9	59
186	Walking by Thinking: The Brainwaves Are Crucial, Not the Muscles!. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2006</b> , 15, 500-514	2.9	59
185	An Eye Gaze Model for Dyadic Interaction in an Immersive Virtual Environment: Practice and Experience. <i>Computer Graphics Forum</i> , <b>2004</b> , 23, 1-11	2.4	59

184	The relationship between virtual body ownership and temperature sensitivity. <i>Journal of the Royal Society Interface</i> , <b>2013</b> , 10, 20130300	4.1	58
183	The psychology of persecutory ideation I: a questionnaire survey. <i>Journal of Nervous and Mental Disease</i> , <b>2005</b> , 193, 302-8	1.8	57
182	Socially anxious and confident men interact with a forward virtual woman: an experimental study. <i>PLoS ONE</i> , <b>2012</b> , 7, e32931	3.7	53
181	The COVEN Project: Exploring Applicative, Technical, and Usage Dimensions of Collaborative Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , <b>1999</b> , 8, 218-236	2.9	52
180	Seeing an Embodied Virtual Hand is Analgesic Contingent on Colocation. <i>Journal of Pain</i> , <b>2017</b> , 18, 645-655		51
179	Virtual reality and persecutory delusions: safety and feasibility. <i>Schizophrenia Research</i> , <b>2008</b> , 104, 228-366		50
178	A comparative study of Desktop, Fishtank, and Cave systems for the exploration of volume rendered confocal data sets. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2008</b> , 14, 551-63	4	50
177	The Use of Virtual Reality in the Study of People's Responses to Violent Incidents. <i>Frontiers in Behavioral Neuroscience</i> , <b>2009</b> , 3, 59	3.5	49
176	Transcending the Self in Immersive Virtual Reality. <i>Computer</i> , <b>2014</b> , 47, 24-30	1.6	48
175	Paranoia and post-traumatic stress disorder in the months after a physical assault: a longitudinal study examining shared and differential predictors. <i>Psychological Medicine</i> , <b>2013</b> , 43, 2673-84	6.9	47
174	The effect of virtual reality on visual vertigo symptoms in patients with peripheral vestibular dysfunction: a pilot study. <i>Journal of Vestibular Research: Equilibrium and Orientation</i> , <b>2012</b> , 22, 273-81	2.5	46
173	Navigating Virtual Reality by Thought: What Is It Like?. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2007</b> , 16, 100-110	2.9	45
172	A Virtual Out-of-Body Experience Reduces Fear of Death. <i>PLoS ONE</i> , <b>2017</b> , 12, e0169343	3.7	44
171	Grand Challenges in Virtual Environments. <i>Frontiers in Robotics and AI</i> , <b>2014</b> , 1,	2.8	43
170	First-Person Perspective Virtual Body Posture Influences Stress: A Virtual Reality Body Ownership Study. <i>PLoS ONE</i> , <b>2016</b> , 11, e0148060	3.7	43
169	Decreasing Pain Ratings in Chronic Arm Pain Through Changing a Virtual Body: Different Strategies for Different Pain Types. <i>Journal of Pain</i> , <b>2019</b> , 20, 685-697	5.2	43
168	A Psychophysical Experiment Regarding Components of the Plausibility Illusion. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2017</b> , 23, 1369-1378	4	40
167	Social defeat predicts paranoid appraisals in people at high risk for psychosis. <i>Schizophrenia Research</i> , <b>2015</b> , 168, 16-22	3.6	40

166	Synchrony and social connection in immersive Virtual Reality. <i>Scientific Reports</i> , <b>2018</b> , 8, 3693	4.9	40
165	Temporal and Spatial Variations in Presence: Qualitative Analysis of Interviews from an Experiment on Breaks in Presence. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2008</b> , 17, 293-309	2.9	40
164	The Responses of Medical General Practitioners to Unreasonable Patient Demand for Antibiotics--A Study of Medical Ethics Using Immersive Virtual Reality. <i>PLoS ONE</i> , <b>2016</b> , 11, e0146837	3.7	40
163	The Effects of Visuomotor Calibration to the Perceived Space and Body, through Embodiment in Immersive Virtual Reality. <i>ACM Transactions on Applied Perception</i> , <b>2015</b> , 13, 1-22	1.4	39
162	Virtual reality for assessment of patients suffering chronic pain: a case study. <i>Experimental Brain Research</i> , <b>2013</b> , 225, 105-17	2.3	39
161	Comparison of SSVEP BCI and Eye Tracking for Controlling a Humanoid Robot in a Social Environment. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2014</b> , 23, 242-252	2.9	39
160	The Influence of Dynamic Shadows on Presence in Immersive Virtual Environments. <i>Eurographics</i> , <b>1995</b> , 8-21		38
159	Meeting People Virtually: Experiments in Shared Virtual Environments. <i>Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger</i> , <b>2002</b> , 146-171		38
158	The sense of body ownership relaxes temporal constraints for multisensory integration. <i>Scientific Reports</i> , <b>2016</b> , 6, 30628	4.9	36
157	It feels real: physiological responses to a stressful virtual reality environment and its impact on working memory. <i>Journal of Psychopharmacology</i> , <b>2019</b> , 33, 1264-1273	4.6	35
156	Implicit Learning Through Embodiment in Immersive Virtual Reality. <i>Smart Computing and Intelligence</i> , <b>2017</b> , 19-33	1.1	35
155	Small group behaviour experiments in the Coven project. <i>IEEE Computer Graphics and Applications</i> , <b>1998</b> , 18, 53-63	1.7	34
154	A method for generating an illusion of backwards time travel using immersive virtual reality-an exploratory study. <i>Frontiers in Psychology</i> , <b>2014</b> , 5, 943	3.4	33
153	Comparison of people's responses to real and virtual handshakes within a virtual environment. <i>Brain Research Bulletin</i> , <b>2011</b> , 85, 276-82	3.9	33
152	A fully immersive set-up for remote interaction and neurorehabilitation based on virtual body ownership. <i>Frontiers in Neurology</i> , <b>2012</b> , 3, 110	4.1	33
151	Self-Confidence and Paranoia: An Experimental Study Using an Immersive Virtual Reality Social Situation. <i>Behavioural and Cognitive Psychotherapy</i> , <b>2016</b> , 44, 56-64	2.1	32
150	Visual realism enhances realistic response in an immersive virtual environment--part 2. <i>IEEE Computer Graphics and Applications</i> , <b>2012</b> , 32, 36-45	1.7	31
149	Beaming: an asymmetric telepresence system. <i>IEEE Computer Graphics and Applications</i> , <b>2012</b> , 32, 10-7	1.7	31



148	Drift and ownership toward a distant virtual body. <i>Frontiers in Human Neuroscience</i> , <b>2013</b> , 7, 908	3.3	31
147	Virtual Smart Home Controlled by Thoughts <b>2009</b> ,		31
146	The Use of Questionnaire Data in Presence Studies: Do Not Seriously Likert. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2007</b> , 16, 447-456	2.9	31
145	The Plausibility of a String Quartet Performance in Virtual Reality. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2017</b> , 23, 1352-1359	4	30
144	STEPS AND LADDERS IN VIRTUAL REALITY <b>1994</b> ,		30
143	Biometric random number generators. <i>Computers and Security</i> , <b>2004</b> , 23, 77-84	4.9	28
142	Shifting visuo-spatial attention in a virtual three-dimensional space. <i>Cognitive Brain Research</i> , <b>2001</b> , 10, 317-22		28
141	Influence of Music on Anxiety Induced by Fear of Heights in Virtual Reality. <i>Frontiers in Psychology</i> , <b>2015</b> , 6, 1969	3.4	28
140	An experimental study of a virtual reality counselling paradigm using embodied self-dialogue. <i>Scientific Reports</i> , <b>2019</b> , 9, 10903	4.9	27
139	Social anxiety in virtual environments: results of a pilot study. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2003</b> , 6, 237-43		27
138	Acting in virtual reality <b>2000</b> ,		27
137	Body ownership increases the interference between observed and executed movements. <i>PLoS ONE</i> , <b>2019</b> , 14, e0209899	3.7	27
136	Automated psychological therapy using virtual reality (VR) for patients with persecutory delusions: study protocol for a single-blind parallel-group randomised controlled trial (THRIVE). <i>Trials</i> , <b>2019</b> , 20, 87	2.8	26
135	Centrally controlled heart rate changes during mental practice in immersive virtual environment: a case study with a tetraplegic. <i>International Journal of Psychophysiology</i> , <b>2008</b> , 68, 1-5	2.9	26
134	Decreased Corticospinal Excitability after the Illusion of Missing Part of the Arm. <i>Frontiers in Human Neuroscience</i> , <b>2016</b> , 10, 145	3.3	26
133	Human-Computer Interface Issues in Controlling Virtual Reality With Brain-Computer Interface. <i>Human-Computer Interaction</i> , <b>2010</b> , 25, 67-94	2.9	25
132	Presence in response to dynamic visual realism <b>2006</b> ,		25
131	Understanding and realizing presence in the Presencia project. <i>IEEE Computer Graphics and Applications</i> , <b>2007</b> , 27, 90-3	1.7	25

130	Reducing risk and improving maternal perspective-taking and empathy using virtual embodiment. <i>Scientific Reports</i> , <b>2018</b> , 8, 2975	4.9	24
129	Using brain-computer interface to steer a humanoid robot <b>2011</b> ,		24
128	Full Body Acting Rehearsal in a Networked Virtual Environment – A Case Study. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2012</b> , 21, 229-243	2.9	24
127	Using music as a signal for biofeedback. <i>International Journal of Psychophysiology</i> , <b>2014</b> , 93, 140-9	2.9	22
126	The use of immersive virtual reality (VR) to predict the occurrence 6 months later of paranoid thinking and posttraumatic stress symptoms assessed by self-report and interviewer methods: a study of individuals who have been physically assaulted. <i>Psychological Assessment</i> , <b>2014</b> , 26, 841-847	5.3	22
125	Handshake: Realistic Human-Robot Interaction in Haptic Enhanced Virtual Reality. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2011</b> , 20, 371-392	2.9	22
124	Exploring activity theory as a tool for evaluating interactivity and learning in virtual environments for children. <i>Cognition, Technology and Work</i> , <b>2008</b> , 10, 141-153	2.9	22
123	Cardiac responses induced during thought-based control of a virtual environment. <i>International Journal of Psychophysiology</i> , <b>2006</b> , 62, 134-40	2.9	22
122	Presence and emotions. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2004</b> , 7, 121; author reply 123		22
121	Effects of P300-Based BCI Use on Reported Presence in a Virtual Environment. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2010</b> , 19, 1-11	2.9	21
120	Brain-computer interfaces for goal orientated control of a virtual smart home environment <b>2009</b> ,		21
119	The Rocketbox Library and the Utility of Freely Available Rigged Avatars. <i>Frontiers in Virtual Reality</i> , <b>2020</b> , 1,	3	20
118	Being the Victim of Intimate Partner Violence in Virtual Reality: First- Versus Third-Person Perspective. <i>Frontiers in Psychology</i> , <b>2020</b> , 11, 820	3.4	19
117	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2012</b> , 21, 406-422	2.9	19
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