

# Mel Slater

## List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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	Is Consciousness First in Virtual Reality?. <i>Frontiers in Psychology</i> , <b>2022</b> , 13, 787523	3.4	1
272	Agency and Responsibility While Controlling Movement Through Brain-Computer Interfaces for Neurorehabilitation. <i>Biosystems and Biorobotics</i> , <b>2022</b> , 557-561	0.2	
271	Encouraging bystander helping behaviour in a violent incident: a virtual reality study using reinforcement learning.. <i>Scientific Reports</i> , <b>2022</b> , 12, 3843	4.9	0
270	Impact of virtual embodiment and exercises on functional ability and range of motion in orthopedic rehabilitation.. <i>Scientific Reports</i> , <b>2022</b> , 12, 5046	4.9	2
269	Disturbance and Plausibility in a Virtual Rock Concert: A Pilot Study <b>2021</b> ,		2
268	Bystander Affiliation Influences Intervention Behavior: A Virtual Reality Study. <i>SAGE Open</i> , <b>2021</b> , 11, 215824402110400	1.5	1
267	Being the victim of virtual abuse changes default mode network responses to emotional expressions. <i>Cortex</i> , <b>2021</b> , 135, 268-284	3.8	6
266	Evaluating participant responses to a virtual reality experience using reinforcement learning. <i>Royal Society Open Science</i> , <b>2021</b> , 8, 210537	3.3	1
265	Self-observation of a virtual body-double engaged in social interaction reduces persecutory thoughts.. <i>Scientific Reports</i> , <b>2021</b> , 11, 23923	4.9	0
264	Exploring the Effect of Cooperation in Reducing Implicit Racial Bias and Its Relationship With Dispositional Empathy and Political Attitudes. <i>Frontiers in Psychology</i> , <b>2020</b> , 11, 510787	3.4	7
263	The Rocketbox Library and the Utility of Freely Available Rigged Avatars. <i>Frontiers in Virtual Reality</i> , <b>2020</b> , 1,	3	20
262	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
261	Which Body Would You Like to Have? The Impact of Embodied Perspective on Body Perception and Body Evaluation in Immersive Virtual Reality. <i>Frontiers in Robotics and AI</i> , <b>2020</b> , 7, 31	2.8	7
260	Evaluating Virtual Reality Experiences Through Participant Choices <b>2020</b> ,		3
259	Manipulating the Perceived Shape and Color of a Virtual Limb Can Modulate Pain Responses. <i>Journal of Clinical Medicine</i> , <b>2020</b> , 9,	5.1	16
258	The Ethics of Realism in Virtual and Augmented Reality. <i>Frontiers in Virtual Reality</i> , <b>2020</b> , 1,	3	65
257	An Embodied Perspective as a Victim of Sexual Harassment in Virtual Reality Reduces Action Conformity in a Later Milgram Obedience Scenario. <i>Scientific Reports</i> , <b>2020</b> , 10, 6207	4.9	14

256	First-Person Virtual Embodiment Modulates the Cortical Network that Encodes the Bodily Self and Its Surrounding Space during the Experience of Domestic Violence. <i>ENeuro</i> , <b>2020</b> , 7,	3.9	6
255	Conversation with Your Future Self About Nicotine Dependence. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 216-223	0.9	0
254	Virtual body ownership and its consequences for implicit racial bias are dependent on social context. <i>Royal Society Open Science</i> , <b>2020</b> , 7, 201848	3.3	11
253	Evaluating Virtual Reality Experiences Through Participant Choices <b>2020</b> ,		1
252	Comparison of the Effect of Interactive versus Passive Virtual Reality Learning Activities in Evoking and Sustaining Conceptual Change. <i>IEEE Transactions on Emerging Topics in Computing</i> , <b>2020</b> , 8, 233-244	4.1	13
251	When Your Robot Avatar Misbehaves You Are Likely to Apologize: An Exploration of Guilt During Robot Embodiment. <i>International Journal of Social Robotics</i> , <b>2020</b> , 12, 217-226	4	5
250	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
249	Beaming into the News: A System for and Case Study of Tele-Immersive Journalism. <i>IEEE Computer Graphics and Applications</i> , <b>2019</b> ,	1.7	10
248	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
247	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
246	Touching the Void: Exploring Virtual Objects through a Vibrotactile Glove. <i>The International Journal of Virtual Reality</i> , <b>2019</b> , 11, 19-24	1.4	6
245	Influence of Personality Traits and Body Awareness on the Sense of Embodiment in Virtual Reality <b>2019</b> ,		5
244	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
243	A mechanistic account of bodily resonance and implicit bias. <i>Cognition</i> , <b>2019</b> , 184, 1-10	3.5	13
242	Body ownership increases the interference between observed and executed movements. <i>PLoS ONE</i> , <b>2019</b> , 14, e0209899	3.7	27
241	Synchrony and social connection in immersive Virtual Reality. <i>Scientific Reports</i> , <b>2018</b> , 8, 3693	4.9	40
240	Reducing risk and improving maternal perspective-taking and empathy using virtual embodiment. <i>Scientific Reports</i> , <b>2018</b> , 8, 2975	4.9	24
239	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

238	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
237	Virtually Being Lenin Enhances Presence and Engagement in a Scene From the Russian Revolution. <i>Frontiers in Robotics and AI</i> , <b>2018</b> , 5, 91	2.8	14
236	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
235	Beaming into the News: A System for and Case Study of Tele-Immersive Journalism. <i>IEEE Computer Graphics and Applications</i> , <b>2018</b> , 38, 89-101	1.7	5
234	The relation between bystanders' behavioral reactivity to distress and later helping behavior during a violent conflict in virtual reality. <i>PLoS ONE</i> , <b>2018</b> , 13, e0196074	3.7	5
233	Participant concerns for the Learner in a Virtual Reality replication of the Milgram obedience study. <i>PLoS ONE</i> , <b>2018</b> , 13, e0209704	3.7	14
232	Virtual mortality and near-death experience after a prolonged exposure in a shared virtual reality may lead to positive life-attitude changes. <i>PLoS ONE</i> , <b>2018</b> , 13, e0203358	3.7	13
231	Immersion and the illusion of presence in virtual reality. <i>British Journal of Psychology</i> , <b>2018</b> , 109, 431-433	4	189
230	Seeing an Embodied Virtual Hand is Analgesic Contingent on Colocation. <i>Journal of Pain</i> , <b>2017</b> , 18, 645-655	4	51
229	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
228	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
227	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
226	Embodiment in a virtual body that speaks produces agency over the speaking but does not necessarily influence subsequent real speaking. <i>Scientific Reports</i> , <b>2017</b> , 7, 14227	4.9	16
225	A Virtual Out-of-Body Experience Reduces Fear of Death. <i>PLoS ONE</i> , <b>2017</b> , 12, e0169343	3.7	44
224	Virtual race transformation reverses racial in-group bias. <i>PLoS ONE</i> , <b>2017</b> , 12, e0174965	3.7	75
223	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
222	Patterns of activation and de-activation associated with cue-guided spatial navigation: A whole-brain, voxel-based study. <i>Neuroscience</i> , <b>2017</b> , 358, 70-78	3.9	1
221	Reinforcement Learning as a tool to make people move to a specific location in Immersive Virtual Reality. <i>International Journal of Human Computer Studies</i> , <b>2017</b> , 98, 89-94	4.6	14

220	Implicit Learning Through Embodiment in Immersive Virtual Reality. <i>Smart Computing and Intelligence</i> , <b>2017</b> , 19-33	1.1	35
219	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
218	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
217	Hypersensitivity to Contingent Behavior in Paranoia: A New Virtual Reality Paradigm. <i>Journal of Nervous and Mental Disease</i> , <b>2016</b> , 204, 148-52	1.8	12
216	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
215	Dancing with Physio: A Mobile Game with Physiologically Aware Virtual Humans. <i>IEEE Transactions on Affective Computing</i> , <b>2016</b> , 7, 326-336	5.7	7
214	Examining hippocampal function in schizophrenia using a virtual reality spatial navigation task. <i>Schizophrenia Research</i> , <b>2016</b> , 172, 86-93	3.6	14
213	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
212	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
211	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
210	The Neurological Traces of Look-Alike Avatars. <i>Frontiers in Human Neuroscience</i> , <b>2016</b> , 10, 392	3.3	13
209	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
208	Multi-Destination Beaming: Apparently Being in Three Places at Once through Robotic and Virtual Embodiment. <i>Frontiers in Robotics and AI</i> , <b>2016</b> , 3,	2.8	7
207	Enhancing Our Lives with Immersive Virtual Reality. <i>Frontiers in Robotics and AI</i> , <b>2016</b> , 3,	2.8	444
206	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
205	The sense of body ownership relaxes temporal constraints for multisensory integration. <i>Scientific Reports</i> , <b>2016</b> , 6, 30628	4.9	36
204	Remembering Nat Durlach. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2016</b> , 25, 287-287	2.9	
203	P1-356: Virtual Reality as an Assessment of Social Cognition in Behavioural Variant Frontotemporal Dementia: A Pilot Study. <b>2016</b> , 12, P566-P566		

202	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
201	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
200	How do people with persecutory delusions evaluate threat in a controlled social environment? A qualitative study using virtual reality. <i>Behavioural and Cognitive Psychotherapy</i> , <b>2015</b> , 43, 89-107	2.1	10
199	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
198	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
197	Behavioral, Neural, and Computational Principles of Bodily Self-Consciousness. <i>Neuron</i> , <b>2015</b> , 88, 145-66	13.9	337
196	Changing bodies changes minds: owning another body affects social cognition. <i>Trends in Cognitive Sciences</i> , <b>2015</b> , 19, 6-12	14	215
195	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
194	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
193	Virtual Character Personality Influences Participant Attitudes and Behavior --An Interview with a Virtual Human Character about Her Social Anxiety. <i>Frontiers in Robotics and AI</i> , <b>2015</b> , 2,	2.8	10
192	Turbulent motions cannot shake VR <b>2015</b> ,		11
191	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
190	A threat to a virtual hand elicits motor cortex activation. <i>Experimental Brain Research</i> , <b>2014</b> , 232, 875-87	2.3	76
189	Transcending the Self in Immersive Virtual Reality. <i>Computer</i> , <b>2014</b> , 47, 24-30	1.6	48
188	Height, social comparison, and paranoia: an immersive virtual reality experimental study. <i>Psychiatry Research</i> , <b>2014</b> , 218, 348-52	9.9	68
187	Using music as a signal for biofeedback. <i>International Journal of Psychophysiology</i> , <b>2014</b> , 93, 140-9	2.9	22
186	Supplementary Material for: "Measuring the Effects through Time of the Influence of Visuomotor and Visuo-tactile Synchronous Stimulation on a Virtual Body Ownership Illusion" <i>Perception</i> , <b>2014</b> , 43, NP1-NP4	1.2	0
185	The effects of rotating the self out of the body in the full virtual body ownership illusion. <i>Perception</i> , <b>2014</b> , 43, 275-94	1.2	12

184	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
183	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
182	Achieving Participant Acceptance of their Avatars. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2014</b> , 23, 287-299	2.9	5
181	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
180	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
179	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
178	Demonstration: VR-HYPERSPACE – The innovative use of virtual reality to increase comfort by changing the perception of self and space <b>2014</b> ,		1
177	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
176	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
175	Grand Challenges in Virtual Environments. <i>Frontiers in Robotics and AI</i> , <b>2014</b> , 1,	2.8	43
174	Embodying compassion: a virtual reality paradigm for overcoming excessive self-criticism. <i>PLoS ONE</i> , <b>2014</b> , 9, e111933	3.7	74
173	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
172	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
171	Drumming in immersive virtual reality: The body shapes the way we play <b>2013</b> ,		6
170	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
169	An evaluation of self-avatar eye movement for virtual embodiment. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 591-6	4	10
168	Real time whole body motion mapping for avatars and robots <b>2013</b> ,		16
167	Persuading people in a remote destination to sing by beaming there <b>2013</b> ,		12

166	Telling Stories within Immersive Virtual Environments. <i>Leonardo</i> , <b>2013</b> , 46, 471-476	0.1	4
165	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
164	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
163	The impact of enhanced projector display on the responses of people to a violent scenario in immersive virtual reality <b>2013</b> ,		2
162	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
161	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
160	The building blocks of the full body ownership illusion. <i>Frontiers in Human Neuroscience</i> , <b>2013</b> , 7, 83	3.3	286
159	Drift and ownership toward a distant virtual body. <i>Frontiers in Human Neuroscience</i> , <b>2013</b> , 7, 908	3.3	31
158	Bystander responses to a violent incident in an immersive virtual environment. <i>PLoS ONE</i> , <b>2013</b> , 8, e527667	6.7	93
157	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
156	Beaming: an asymmetric telepresence system. <i>IEEE Computer Graphics and Applications</i> , <b>2012</b> , 32, 10-7	1.7	31
155	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
154	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
153	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
152	Reinforcement learning utilizes proxemics. <i>ACM Transactions on Applied Perception</i> , <b>2012</b> , 9, 1-15	1.4	17
151	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
150	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2012</b> , 21, 406-422	2.9	19
149	The Sense of Embodiment in Virtual Reality. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2012</b> , 21, 373-387	2.9	443



148	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
147	Extending body space in immersive virtual reality: a very long arm illusion. <i>PLoS ONE</i> , <b>2012</b> , 7, e40867	3.7	228
146	Beaming into the rat world: enabling real-time interaction between rat and human each at their own scale. <i>PLoS ONE</i> , <b>2012</b> , 7, e48331	3.7	10
145	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
144	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
143	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
142	The effect on lower spine muscle activation of walking on a narrow beam in virtual reality. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2011</b> , 17, 255-9	4	11
141	Using brain-computer interface to steer a humanoid robot <b>2011</b> ,		24
140	Touching Sharp Virtual Objects Produces a Haptic Illusion. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 234-242		7
139	Computer Based Video and Virtual Environments in the Study of the Role of Emotions in Moral Behavior. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 52-61	0.9	6
138	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
137	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
136	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
135	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
134	First person experience of body transfer in virtual reality. <i>PLoS ONE</i> , <b>2010</b> , 5, e10564	3.7	522
133	Simulating virtual environments within virtual environments as the basis for a psychophysics of presence <b>2010</b> ,		13
132	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
131	Cognitive triggers of auditory hallucinations: an experimental investigation. <i>Journal of Behavior Therapy and Experimental Psychiatry</i> , <b>2010</b> , 41, 179-84	2.6	12

130	The contribution of real-time mirror reflections of motor actions on virtual body ownership in an immersive virtual environment <b>2010</b> ,		106
129	A first person avatar system with haptic feedback <b>2010</b> ,		12
128	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
127	The physiological mirror system for unconscious control of a virtual environment through physiological activity. <i>Visual Computer</i> , <b>2010</b> , 26, 649-657	2.3	7
126	Piavca: a framework for heterogeneous interactions with virtual characters. <i>Virtual Reality</i> , <b>2010</b> , 14, 221-228	6	3
125	Goal orientated Brain-Computer interfaces for Control: a virtual smart home application study. <i>BMC Neuroscience</i> , <b>2010</b> , 11,	3.2	6
124	Virtual hand illusion induced by visuomotor correlations. <i>PLoS ONE</i> , <b>2010</b> , 5, e10381	3.7	246
123	Inducing illusory ownership of a virtual body. <i>Frontiers in Neuroscience</i> , <b>2009</b> , 3, 214-20	5.1	305
122	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
121	Brain-computer interfaces for goal orientated control of a virtual smart home environment <b>2009</b> ,		21
120	MIMICS: Multimodal immersive motion rehabilitation of upper and lower extremities by exploiting biocooperation principles <b>2009</b> ,		6
119	Correlations between vocal input and visual response apparently enhance presence in a virtual environment. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2009</b> , 12, 429-31		5
118	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
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