

# Jari KÃ¤tsyri

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5747310/publications.pdf>

Version: 2024-02-01

10  
papers

497  
citations

1040056

9  
h-index

1372567

10  
g-index

10  
all docs

10  
docs citations

10  
times ranked

460  
citing authors

#	ARTICLE	IF	CITATIONS
1	Amygdala responds to direct gaze in real but not in computer-generated faces. <i>NeuroImage</i> , 2020, 204, 116216.	4.2	21
2	Virtual Faces Evoke Only a Weak Uncanny Valley Effect: An Empirical Investigation With Controlled Virtual Face Images. <i>Perception</i> , 2019, 48, 968-991.	1.2	51
3	Virtual reality and the new psychophysics. <i>British Journal of Psychology</i> , 2018, 109, 421-426.	2.3	33
4	Those Virtual People all Look the Same to me: Computer-Rendered Faces Elicit a Higher False Alarm Rate Than Real Human Faces in a Recognition Memory Task. <i>Frontiers in Psychology</i> , 2018, 9, 1362.	2.1	17
5	Testing the "uncanny valley" hypothesis in semirealistic computer-animated film characters: An empirical evaluation of natural film stimuli. <i>International Journal of Human Computer Studies</i> , 2017, 97, 149-161.	5.6	56
6	Intragroup Emotions: Physiological Linkage and Social Presence. <i>Frontiers in Psychology</i> , 2016, 7, 105.	2.1	15
7	Negativity Bias in Media Multitasking: The Effects of Negative Social Media Messages on Attention to Television News Broadcasts. <i>PLoS ONE</i> , 2016, 11, e0153712.	2.5	35
8	Stereoscopy Amplifies Emotions Elicited by Facial Expressions. <i>I-Perception</i> , 2015, 6, 204166951561507.	1.4	3
9	A review of empirical evidence on different uncanny valley hypotheses: support for perceptual mismatch as one road to the valley of eeriness. <i>Frontiers in Psychology</i> , 2015, 6, 390.	2.1	233
10	Exaggerating Facial Expressions: A Way to Intensify Emotion or a Way to the Uncanny Valley?. <i>Cognitive Computation</i> , 2014, 6, 708-721.	5.2	33