

Mitchiteru Kitazaki

List of Publications by Year in descending order

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Version: 2024-02-01

126
papers

943
citations

623188

14
h-index

580395

25
g-index

135
all docs

135
docs citations

135
times ranked

633
citing authors

#	ARTICLE	IF	CITATIONS
1	Measuring empathy for human and robot hand pain using electroencephalography. <i>Scientific Reports</i> , 2015, 5, 15924.	1.6	104
2	Rudimentary Sympathy in Preverbal Infants: Preference for Others in Distress. <i>PLoS ONE</i> , 2013, 8, e65292.	1.1	91
3	Illusory body ownership of an invisible body interpolated between virtual hands and feet via visual-motor synchronicity. <i>Scientific Reports</i> , 2018, 8, 7541.	1.6	86
4	Attentional Modulation of Self-Motion Perception. <i>Perception</i> , 2003, 32, 475-484.	0.5	59
5	Prototype design of medical round supporting robot “Terapio”. , 2015, , .		28
6	Temporal properties of material categorization and material rating: visual vs non-visual material features. <i>Vision Research</i> , 2015, 115, 259-270.	0.7	26
7	Image Regions Contributing to Perceptual Translucency: A Psychophysical Reverse-Correlation Study. <i>I-Perception</i> , 2013, 4, 407-428.	0.8	24
8	Attentional capture by the onset and offset of motion signals outside the spatial focus of attention. <i>Journal of Vision</i> , 2012, 12, 10-10.	0.1	22
9	Individuals Prioritize the Reach Straightness and Hand Jerk of a Shared Avatar over Their Own. <i>IScience</i> , 2020, 23, 101732.	1.9	22
10	Infant and adult perceptions of possible and impossible body movements: An eye-tracking study. <i>Journal of Experimental Child Psychology</i> , 2012, 113, 401-414.	0.7	20
11	Enhancing Virtual Walking Sensation Using Self-Avatar in First-Person Perspective and Foot Vibrations. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	2.5	20
12	Audio-Vocal Monitoring System Revealed by Mu-Rhythm Activity. <i>Frontiers in Psychology</i> , 2012, 3, 225.	1.1	17
13	Experts and Novices Use the Same Factors—But Differently—To Evaluate Pearl Quality. <i>PLoS ONE</i> , 2014, 9, e86400.	1.1	16
14	Effects of color information on face processing using event-related potentials and gamma oscillations. <i>Neuroscience</i> , 2011, 176, 265-273.	1.1	15
15	Virtual Walking Sensation by Prerecorded Oscillating Optic Flow and Synchronous Foot Vibration. <i>I-Perception</i> , 2019, 10, 204166951988244.	0.8	15
16	Detachable Body: The Impact of Binocular Disparity and Vibrotactile Feedback in Co-Presence Tasks. <i>IEEE Robotics and Automation Letters</i> , 2020, 5, 3477-3484.	3.3	15
17	FiveStar VR. , 2018, , .		14
18	Scrambled body differentiates body part ownership from the full body illusion. <i>Scientific Reports</i> , 2020, 10, 5274.	1.6	14

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19	Medical Round Robot “Terapio”. Journal of Robotics and Mechatronics, 2014, 26, 112-114.	0.5	14
20	Remapping Peripersonal Space by Using Foot-Sole Vibrations Without Any Body Movement. Psychological Science, 2019, 30, 1522-1532.	1.8	13
21	Re-association of Body Parts: Illusory Ownership of a Virtual Arm Associated With the Contralateral Real Finger by Visuo-Motor Synchrony. Frontiers in Robotics and AI, 2020, 7, 26.	2.0	13
22	Visual perception modulated by galvanic vestibular stimulation. , 2005, , .		12
23	Effect of Pictorial Depth Cues, Binocular Disparity Cues and Motion Parallax Depth Cues on Lightness Perception in Three-Dimensional Virtual Scenes. PLoS ONE, 2008, 3, e3177.	1.1	12
24	Embodiment of supernumerary robotic limbs in virtual reality. Scientific Reports, 2022, 12, .	1.6	12
25	Enhancement of Glossiness Perception by Retinal-Image Motion: Additional Effect of Head-Yoked Motion Parallax. PLoS ONE, 2013, 8, e54549.	1.1	11
26	MultiSoma: Distributed Embodiment with Synchronized Behavior and Perception. , 2021, , .		10
27	AR-SSVEP for brain-machine interface: Estimating user's gaze in head-mounted display with USB camera. , 2015, , .		9
28	Minimal Virtual Reality System for Virtual Walking in a Real Scene. Lecture Notes in Computer Science, 2016, , 501-510.	1.0	8
29	TwinCam. , 2017, , .		8
30	Vestibulohaptic passive stimulation for a walking sensation. , 2016, , .		7
31	Pseudo-Sensation of Walking Generated by Passive Whole-Body Motions in Heave and Yaw Directions. IEEE Transactions on Haptics, 2020, 13, 80-86.	1.8	7
32	Virtual Mirror and Beyond: The Psychological Basis for Avatar Embodiment via a Mirror. Journal of Robotics and Mechatronics, 2021, 33, 1004-1012.	0.5	7
33	Gravity jockey. , 2006, , .		6
34	Asymmetry of P3 amplitude during oddball tasks reflects the unnaturalness of visual stimuli. NeuroReport, 2009, 20, 1471-1476.	0.6	6
35	Effects of Long-Term Adaptation to Sway-Yoked Visual Motion and Galvanic Vestibular Stimulation on Visual and Vestibular Control of Posture. Presence: Teleoperators and Virtual Environments, 2010, 19, 544-556.	0.3	6
36	Effects of Retinal Position on the Visuo-Motor Adaptation of Visual Stability in a Virtual Environment. I-Perception, 2013, 4, 242-252.	0.8	6

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37	Jogging with a virtual runner using a see-through HMD. , 2017, , .		6
38	Peripersonal space in the front, rear, left and right directions for audio-tactile multisensory integration. Scientific Reports, 2021, 11, 11303.	1.6	6
39	â€˜Generic-View Principleâ€™™ for Three-Dimensional-Motion Perception: Optics and Inverse Optics of a Moving Straight Bar. Perception, 1996, 25, 797-814.	0.5	5
40	Cross-modal information display to improve driving performance. , 2008, , .		5
41	A Study on a Device for Controlling Visual Information to Improve Driver Performance. , 0, , .		5
42	Visual and tactile information to improve drivers' performance. , 2010, , .		5
43	The effect of variance in members' attractiveness on perceived group attractiveness. , 2013, , .		5
44	Five senses theatre project: Sharing experiences through bodily ultra-reality. , 2015, , .		5
45	Changing body ownership using visual metamorphosis. , 2016, , .		5
46	Social information affects adultsâ€™™ evaluation of fairness in distributions: An ERP approach. PLoS ONE, 2017, 12, e0172974.	1.1	5
47	Shared Body by Action Integration of Two Persons: Body Ownership, Sense of Agency and Task Performance. , 2019, , .		5
48	Exploring Perspective Dependency in a Shared Body with Virtual Supernumerary Robotic Arms. , 2019, , .		5
49	Surface Discontinuity is Critical in a Moving Observer's Perception of Objectsâ€™™ Depth Order and Relative Motion from Retinal Image Motion. Perception, 1998, 27, 1153-1176.	0.5	4
50	Event-related de-synchronization and synchronization (ERD/ERS) of EEG for controlling a brain-computer-interface driving simulator. , 2009, , .		4
51	Walking experience by real-scene optic flow with synchronized vibrations on feet. , 2015, , .		4
52	Live Stereoscopic 3D Image with Constant Capture Direction of 360Â° Cameras for High-Quality Visual Telepresence. , 2019, , .		4
53	Perception of Walking Self-body Avatar Enhances Virtual-walking Sensation. , 2020, , .		4
54	Experience Simulator for the Digital Museum. Lecture Notes in Computer Science, 2015, , 436-446.	1.0	4

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55	Cyborgs, Human Augmentation, Cybernetics, and JIZAI Body. , 2022, , .		4
56	Control of eye-movement to decrease VE-sickness. , 2006, , .		3
57	Evaluation of airflow effect on a VR walk. , 2017, , .		3
58	Vibration on the soles of the feet evoking a sensation of walking expands peripersonal space. , 2017, , .		3
59	Design and Development of Medical Care Supporting Robot. Journal of the Robotics Society of Japan, 2017, 35, 249-257.	0.0	3
60	Leg-jack. , 2018, , .		3
61	Social facilitation with virtual jogging companion on smartglasses. , 2018, , .		3
62	Illusory Body Ownership Between Different Body Parts: Synchronization of Right Thumb and Right Arm. , 2018, , .		3
63	Exploring the Effects of a Virtual Companion on Solitary Jogging Experience. , 2020, , .		3
64	Study of tactile feedback for foot sole using pressure sensation. The Proceedings of Design & Systems Conference, 2016, 2016.26, 2510.	0.0	3
65	Development of Perception of Human and Robot Body Movement. Journal of the Robotics Society of Japan, 2010, 28, 463-469.	0.0	3
66	MultiSoma: Motor and Gaze Analysis on Distributed Embodiment With Synchronized Behavior and Perception. Frontiers in Computer Science, 2022, 4, .	1.7	3
67	Vibration on the soles of the feet evoking a sensation of walking expands peripersonal space. , 2017, , .		2
68	A body odyssey. , 2017, , .		2
69	Social contingency modulates the perceived distance between self and other. Cognition, 2019, 192, 104006.	1.1	2
70	Collision Avoidance Affected by Walker's Head Direction in a Virtual Environment. Communications in Computer and Information Science, 2013, , 727-731.	0.4	2
71	Perception of a thick transparent object is affected by object and background motions but not dependent on the motion speed. Journal of Vision, 2015, 15, 823.	0.1	2
72	Development of a Sole Pressure Display. Lecture Notes in Electrical Engineering, 2018, , 175-180.	0.3	2

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73	Virtual Walking With Omnidirectional Movies and Foot Vibrations: Scene-Congruent Vibrations Enhance Walking-Related Sensations and Ground Material Perceptions. IEEE Access, 2021, 9, 168107-168120.	2.6	2
74	The Reference Frame of Robotic Limbs Contributes to the Sense of Embodiment and Motor Control Process. , 2022, , .		2
75	Knowing the Partner's Objective Increases Embodiment towards a Limb Controlled by the Partner. , 2022, , .		2
76	Solitary Jogging with A Virtual Runner using Smartglasses. , 2022, , .		2
77	Visual-motor adaptation to stabilize perceptual world. , 2005, , .		1
78	Shugo-robot face by visual psychophysics lab and center for human-robot symbiosis research. , 2013, , .		1
79	Characteristics of virtual walking sensation created by a 3-dof motion seat. , 2015, , .		1
80	IMPLICIT SOCIAL ASSOCIATIONS FOR GEOMETRIC-SHAPE AGENTS MORE STRONGLY INFLUENCED BY VISUAL FORM THAN BY EXPLICITLY IDENTIFIED SOCIAL ACTIONS. Psychologia, 2018, 61, 37-52.	0.3	1
81	Parasitic Body: Exploring Perspective Dependency in a Shared Body with a Third Arm. , 2019, , .		1
82	Novel Motion Display for Virtual Walking. Lecture Notes in Computer Science, 2021, , 482-492.	1.0	1
83	Dynamic Shared Limbs: An Adaptive Shared Body Control Method Using EMG Sensors. , 2021, , .		1
84	Communications in Virtual Environment Improve Interpersonal Impression. , 2021, , .		1
85	Virtual Walking Generator from Omnidirectional Video with Ground-dependent Foot Vibrations. , 2021, , .		1
86	Great apesâ€™ understanding of biomechanics: eye-tracking experiments using three-dimensional computer-generated animations. Primates, 2021, 62, 735-747.	0.7	1
87	Feedback of Rotational Sensation Experienced by Body for Immersive Telepresence. , 2021, , .		1
88	A New Experience Presentation in VR2.0. Lecture Notes in Computer Science, 2017, , 134-143.	1.0	1
89	Human Adaptation, Plasticity and Learning for a New Sensory-Motor World in Virtual Reality. Lecture Notes in Computer Science, 2013, , 184-191.	1.0	1
90	Substitution of Hand-Object Pressure Cues with the Sole of the Foot for Haptic Presentation Using a Tactile Pin Array. Lecture Notes in Computer Science, 2018, , 239-251.	1.0	1

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91	Rendering of Virtual Walking Sensation by a Vestibular Display. Lecture Notes in Computer Science, 2019, , 36-46.	1.0	1
92	Generation of Turning Walking Sensation by a Vestibular Display. , 2019, , .		1
93	Sense of Agency in Drum Trainer with Multiple Sensation Feedback. , 2020, , .		1
94	Assessment of Muscle Fatigue Based on the Reaction Force of Muscles for a Basis of Developing a Massage Robot. , 2020, , .		1
95	The effects of body direction and posture on taking the perspective of a humanoid avatar in a virtual environment. PLoS ONE, 2021, 16, e0261063.	1.1	1
96	Telepresence Robot with Novel Stereoscopic Camera Configuration. , 2022, , .		1
97	Depth capture by generic-view motion. Japanese Psychological Research, 2000, 42, 77-90.	0.4	0
98	Effect of color information on face processing in adults and infants: An ERP study. Neuroscience Research, 2009, 65, S241.	1.0	0
99	3-D facial expressions modulate perception of emotive voices. , 2010, , .		0
100	Human temporal coordination of visual and auditory events in virtual reality. Seeing and Perceiving, 2012, 25, 31.	0.4	0
101	Animal biological motion and its fake motion by visual psychophysics lab. , 2013, , .		0
102	Perceiving biological motions of real dog actions and human mimicry. , 2013, , .		0
103	Presenting scene illumination on real-object surfaces. , 2013, , .		0
104	Equity in distributive justice to virtual characters. , 2015, , .		0
105	Walking recording and experience system by Visual Psychophysics Lab. , 2015, , .		0
106	Rhythmic vibrations to heels and forefeet to produce virtual walking. , 2016, , .		0
107	Five Senses Theater: A Multisensory Display for the Bodily Ultra-Reality. , 2016, , 145-164.		0
108	Task sharing in virtual environment: Flanker-task responses become faster with task sharing with a partner. , 2017, , .		0

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109	Airflow for Body Motion Virtual Reality. Lecture Notes in Computer Science, 2018, , 395-402.	1.0	0
110	Scrambled Body: A Method to Compare Full Body Illusion and Illusory Body Ownership of Body Parts. , 2019, , .		0
111	Bidirectional Infection Experiences in a Virtual Environment. , 2019, , .		0
112	Illusory body ownership of dynamic invisible body is not associated with multimodal changes in body perception. Journal of Vision, 2021, 21, 2466.	0.1	0
113	Body Ownership, Sense of Agency, and Motor Behavior in JIZAI Body. Journal of the Robotics Society of Japan, 2021, 39, 701-707.	0.0	0
114	Change of Translucency Perception with Lighting Intensity Ratio Between Front and Back Illuminations. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2014, 68, J534-J536.	0.0	0
115	Task-irrelevant attentional capture by salient expanding motion. Journal of Vision, 2014, 14, 314-314.	0.1	0
116	Presentation Method of Walking Sensation Based on Walking Behavior Measurement with Inertial Sensors and Pressure Sensors. Lecture Notes in Computer Science, 2015, , 374-385.	1.0	0
117	The effect of variance in group members' attractiveness on the perceived facial attractiveness of small groups. Journal of Vision, 2016, 16, 492.	0.1	0
118	Perceiving one's own invisible body through subjective completion of body parts with vision-action contingency. Journal of Vision, 2016, 16, 985.	0.1	0
119	Manipulation Method of Artificial Arms for Body Augmentation using User's Legs Mapping. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2017, 2017, 2A2-K03.	0.0	0
120	Proprioceptive self-localization modulated by vection. Journal of Vision, 2017, 17, 423.	0.1	0
121	Vestibular Display for Walking Sensation in a Virtual Space. Communications in Computer and Information Science, 2018, , 334-339.	0.4	0
122	Multidisciplinary approach of morality. The Proceedings of the Annual Convention of the Japanese Psychological Association, 2018, 82, SS-067-SS-067.	0.0	0
123	Mechanism and Functions of We-mode: Perspectives in Rhythm, Synchronicity and Joint action. The Proceedings of the Annual Convention of the Japanese Psychological Association, 2018, 82, SS-080-SS-080.	0.0	0
124	Vection modulated by awareness to the own body. Journal of Vision, 2018, 18, 45.	0.1	0
125	Refractive-index perception of thick transparent materials modulated by object motion and self-motion. Journal of Vision, 2019, 19, 243b.	0.1	0
126	Virtual Avatar Automatically Enhances Human Perspective Taking. , 2019, , .		0