

# Mitchiteru Kitazaki

## List of Publications by Year in descending order

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126  
papers

943  
citations

623188

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580395

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135  
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135  
docs citations

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times ranked

633  
citing authors

#	ARTICLE	IF	CITATIONS
1	Telepresence Robot with Novel Stereoscopic Camera Configuration. , 2022, , .		1
2	The Reference Frame of Robotic Limbs Contributes to the Sense of Embodiment and Motor Control Process. , 2022, , .		2
3	Cyborgs, Human Augmentation, Cybernetics, and JIZAI Body. , 2022, , .		4
4	Knowing the Partner's Objective Increases Embodiment towards a Limb Controlled by the Partner. , 2022, , .		2
5	Solitary Jogging with A Virtual Runner using Smartglasses. , 2022, , .		2
6	MultiSoma: Motor and Gaze Analysis on Distributed Embodiment With Synchronized Behavior and Perception. Frontiers in Computer Science, 2022, 4, .	1.7	3
7	Embodiment of supernumerary robotic limbs in virtual reality. Scientific Reports, 2022, 12, .	1.6	12
8	Novel Motion Display for Virtual Walking. Lecture Notes in Computer Science, 2021, , 482-492.	1.0	1
9	MultiSoma: Distributed Embodiment with Synchronized Behavior and Perception. , 2021, , .		10
10	Dynamic Shared Limbs: An Adaptive Shared Body Control Method Using EMG Sensors. , 2021, , .		1
11	Communications in Virtual Environment Improve Interpersonal Impression. , 2021, , .		1
12	Virtual Walking Generator from Omnidirectional Video with Ground-dependent Foot Vibrations. , 2021, , .		1
13	Enhancing Virtual Walking Sensation Using Self-Avatar in First-Person Perspective and Foot Vibrations. Frontiers in Virtual Reality, 2021, 2, .	2.5	20
14	Peripersonal space in the front, rear, left and right directions for audio-tactile multisensory integration. Scientific Reports, 2021, 11, 11303.	1.6	6
15	Great apesâ€™ understanding of biomechanics: eye-tracking experiments using three-dimensional computer-generated animations. Primates, 2021, 62, 735-747.	0.7	1
16	Feedback of Rotational Sensation Experienced by Body for Immersive Telepresence. , 2021, , .		1
17	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
18	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

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19	Virtual Mirror and Beyond: The Psychological Basis for Avatar Embodiment via a Mirror. <i>Journal of Robotics and Mechatronics</i> , 2021, 33, 1004-1012.	0.5	7
20	Virtual Walking With Omnidirectional Movies and Foot Vibrations: Scene-Congruent Vibrations Enhance Walking-Related Sensations and Ground Material Perceptions. <i>IEEE Access</i> , 2021, 9, 168107-168120.	2.6	2
21	The effects of body direction and posture on taking the perspective of a humanoid avatar in a virtual environment. <i>PLoS ONE</i> , 2021, 16, e0261063.	1.1	1
22	Perception of Walking Self-body Avatar Enhances Virtual-walking Sensation. , 2020, , .		4
23	Exploring the Effects of a Virtual Companion on Solitary Jogging Experience. , 2020, , .		3
24	Individuals Prioritize the Reach Straightness and Hand Jerk of a Shared Avatar over Their Own. <i>IScience</i> , 2020, 23, 101732.	1.9	22
25	Pseudo-Sensation of Walking Generated by Passive Whole-Body Motions in Heave and Yaw Directions. <i>IEEE Transactions on Haptics</i> , 2020, 13, 80-86.	1.8	7
26	Scrambled body differentiates body part ownership from the full body illusion. <i>Scientific Reports</i> , 2020, 10, 5274.	1.6	14
27	Re-association of Body Parts: Illusory Ownership of a Virtual Arm Associated With the Contralateral Real Finger by Visuo-Motor Synchrony. <i>Frontiers in Robotics and AI</i> , 2020, 7, 26.	2.0	13
28	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
29	Sense of Agency in Drum Trainer with Multiple Sensation Feedback. , 2020, , .		1
30	Assessment of Muscle Fatigue Based on the Reaction Force of Muscles for a Basis of Developing a Massage Robot. , 2020, , .		1
31	Scrambled Body: A Method to Compare Full Body Illusion and Illusory Body Ownership of Body Parts. , 2019, , .		0
32	Virtual Walking Sensation by Prerecorded Oscillating Optic Flow and Synchronous Foot Vibration. <i>I-Perception</i> , 2019, 10, 204166951988244.	0.8	15
33	Shared Body by Action Integration of Two Persons: Body Ownership, Sense of Agency and Task Performance. , 2019, , .		5
34	Live Stereoscopic 3D Image with Constant Capture Direction of 360° Cameras for High-Quality Visual Telepresence. , 2019, , .		4
35	Parasitic Body: Exploring Perspective Dependency in a Shared Body with a Third Arm. , 2019, , .		1
36	Bidirectional Infection Experiences in a Virtual Environment. , 2019, , .		0

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37	Remapping Peripersonal Space by Using Foot-Sole Vibrations Without Any Body Movement. <i>Psychological Science</i> , 2019, 30, 1522-1532.	1.8	13
38	Social contingency modulates the perceived distance between self and other. <i>Cognition</i> , 2019, 192, 104006.	1.1	2
39	Exploring Perspective Dependency in a Shared Body with Virtual Supernumerary Robotic Arms. , 2019, , .		5
40	Rendering of Virtual Walking Sensation by a Vestibular Display. <i>Lecture Notes in Computer Science</i> , 2019, , 36-46.	1.0	1
41	Refractive-index perception of thick transparent materials modulated by object motion and self-motion. <i>Journal of Vision</i> , 2019, 19, 243b.	0.1	0
42	Virtual Avatar Automatically Enhances Human Perspective Taking. , 2019, , .		0
43	Generation of Turning Walking Sensation by a Vestibular Display. , 2019, , .		1
44	Leg-jack. , 2018, , .		3
45	IMPLICIT SOCIAL ASSOCIATIONS FOR GEOMETRIC-SHAPE AGENTS MORE STRONGLY INFLUENCED BY VISUAL FORM THAN BY EXPLICITLY IDENTIFIED SOCIAL ACTIONS. <i>Psychologia</i> , 2018, 61, 37-52.	0.3	1
46	FiveStar VR. , 2018, , .		14
47	Social facilitation with virtual jogging companion on smartglasses. , 2018, , .		3
48	Illusory Body Ownership Between Different Body Parts: Synchronization of Right Thumb and Right Arm. , 2018, , .		3
49	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
50	Airflow for Body Motion Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2018, , 395-402.	1.0	0
51	Development of a Sole Pressure Display. <i>Lecture Notes in Electrical Engineering</i> , 2018, , 175-180.	0.3	2
52	Vestibular Display for Walking Sensation in a Virtual Space. <i>Communications in Computer and Information Science</i> , 2018, , 334-339.	0.4	0
53	Substitution of Hand-Object Pressure Cues with the Sole of the Foot for Haptic Presentation Using a Tactile Pin Array. <i>Lecture Notes in Computer Science</i> , 2018, , 239-251.	1.0	1
54	Multidisciplinary approach of morality. <i>The Proceedings of the Annual Convention of the Japanese Psychological Association</i> , 2018, 82, SS-067-SS-067.	0.0	0

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55	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
56	Vection modulated by awareness to the own body. Journal of Vision, 2018, 18, 45.	0.1	0
57	Evaluation of airflow effect on a VR walk. , 2017, , .		3
58	Jogging with a virtual runner using a see-through HMD. , 2017, , .		6
59	Vibration on the soles of the feet evoking a sensation of walking expands peripersonal space. , 2017, , .		2
60	TwinCam. , 2017, , .		8
61	A body odyssey. , 2017, , .		2
62	Vibration on the soles of the feet evoking a sensation of walking expands peripersonal space. , 2017, , .		3
63	Task sharing in virtual environment: Flanker-task responses become faster with task sharing with a partner. , 2017, , .		0
64	Design and Development of Medical Care Supporting Robot. Journal of the Robotics Society of Japan, 2017, 35, 249-257.	0.0	3
65	Social information affects adults's™ evaluation of fairness in distributions: An ERP approach. PLoS ONE, 2017, 12, e0172974.	1.1	5
66	A New Experience Presentation in VR2.0. Lecture Notes in Computer Science, 2017, , 134-143.	1.0	1
67	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
68	Proprioceptive self-localization modulated by vection. Journal of Vision, 2017, 17, 423.	0.1	0
69	Minimal Virtual Reality System for Virtual Walking in a Real Scene. Lecture Notes in Computer Science, 2016, , 501-510.	1.0	8
70	Rhythmic vibrations to heels and forefeet to produce virtual walking. , 2016, , .		0
71	Vestibulohaptic passive stimulation for a walking sensation. , 2016, , .		7
72	Changing body ownership using visual metamorphosis. , 2016, , .		5

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73	Five Senses Theater: A Multisensory Display for the Bodily Ultra-Reality. , 2016, , 145-164.		0
74	Study of tactile feedback for foot sole using pressure sensation. The Proceedings of Design & Systems Conference, 2016, 2016.26, 2510.	0.0	3
75	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
76	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
77	Characteristics of virtual walking sensation created by a 3-dof motion seat. , 2015, , .		1
78	Equity in distributive justice to virtual characters. , 2015, , .		0
79	Measuring empathy for human and robot hand pain using electroencephalography. Scientific Reports, 2015, 5, 15924.	1.6	104
80	Walking recording and experience system by Visual Psychophysics Lab. , 2015, , .		0
81	AR-SSVEP for brain-machine interface: Estimating user's gaze in head-mounted display with USB camera. , 2015, , .		9
82	Five senses theatre project: Sharing experiences through bodily ultra-reality. , 2015, , .		5
83	Temporal properties of material categorization and material rating: visual vs non-visual material features. Vision Research, 2015, 115, 259-270.	0.7	26
84	Walking experience by real-scene optic flow with synchronized vibrations on feet. , 2015, , .		4
85	Prototype design of medical round supporting robot &#x201C;Terapio&#x201D;. , 2015, , .		28
86	Experience Simulator for the Digital Museum. Lecture Notes in Computer Science, 2015, , 436-446.	1.0	4
87	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
88	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
89	Experts and Novices Use the Same Factors&#x201C;But Differently&#x201D;To Evaluate Pearl Quality. PLoS ONE, 2014, 9, e86400.	1.1	16
90	Medical Round Robot &#x201C; Terapio &#x201C;. Journal of Robotics and Mechatronics, 2014, 26, 112-114.	0.5	14

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91	Change of Translucency Perception with Lighting Intensity Ratio Between Front and Back Illuminations. <i>Kyokai Joho Imegi Zasshi/Journal of the Institute of Image Information and Television Engineers</i> , 2014, 68, J534-J536.	0.0	0
92	Task-irrelevant attentional capture by salient expanding motion. <i>Journal of Vision</i> , 2014, 14, 314-314.	0.1	0
93	Animal biological motion and its fake motion by visual psychophysics lab. , 2013, , .		0
94	Shugo-robot face by visual psychophysics lab and center for human-robot symbiosis research. , 2013, , .		1
95	Perceiving biological motions of real dog actions and human mimicry. , 2013, , .		0
96	Presenting scene illumination on real-object surfaces. , 2013, , .		0
97	The effect of variance in members' attractiveness on perceived group attractiveness. , 2013, , .		5
98	Effects of Retinal Position on the Visuo-Motor Adaptation of Visual Stability in a Virtual Environment. <i>I-Perception</i> , 2013, 4, 242-252.	0.8	6
99	Image Regions Contributing to Perceptual Translucency: A Psychophysical Reverse-Correlation Study. <i>I-Perception</i> , 2013, 4, 407-428.	0.8	24
100	Rudimentary Sympathy in Preverbal Infants: Preference for Others in Distress. <i>PLoS ONE</i> , 2013, 8, e65292.	1.1	91
101	Human Adaptation, Plasticity and Learning for a New Sensory-Motor World in Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2013, , 184-191.	1.0	1
102	Collision Avoidance Affected by Walker's Head Direction in a Virtual Environment. <i>Communications in Computer and Information Science</i> , 2013, , 727-731.	0.4	2
103	Enhancement of Glossiness Perception by Retinal-Image Motion: Additional Effect of Head-Yoked Motion Parallax. <i>PLoS ONE</i> , 2013, 8, e54549.	1.1	11
104	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
105	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
106	Audio-Vocal Monitoring System Revealed by Mu-Rhythm Activity. <i>Frontiers in Psychology</i> , 2012, 3, 225.	1.1	17
107	Human temporal coordination of visual and auditory events in virtual reality. <i>Seeing and Perceiving</i> , 2012, 25, 31.	0.4	0
108	Effects of color information on face processing using event-related potentials and gamma oscillations. <i>Neuroscience</i> , 2011, 176, 265-273.	1.1	15

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109	3-D facial expressions modulate perception of emotive voices. , 2010, , .		0
110	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
111	Visual and tactile information to improve drivers' performance. , 2010, , .		5
112	Development of Perception of Human and Robot Body Movement. Journal of the Robotics Society of Japan, 2010, 28, 463-469.	0.0	3
113	Event-related de-synchronization and synchronization (ERD/ERS) of EEG for controlling a brain-computer-interface driving simulator. , 2009, , .		4
114	Effect of color information on face processing in adults and infants: An ERP study. Neuroscience Research, 2009, 65, S241.	1.0	0
115	Asymmetry of P3 amplitude during oddball tasks reflects the unnaturalness of visual stimuli. NeuroReport, 2009, 20, 1471-1476.	0.6	6
116	Cross-modal information display to improve driving performance. , 2008, , .		5
117	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
118	Gravity jockey. , 2006, , .		6
119	Control of eye-movement to decrease VE-sickness. , 2006, , .		3
120	Visual-motor adaptation to stabilize perceptual world. , 2005, , .		1
121	Visual perception modulated by galvanic vestibular stimulation. , 2005, , .		12
122	Attentional Modulation of Self-Motion Perception. Perception, 2003, 32, 475-484.	0.5	59
123	Depth capture by generic-view motion. Japanese Psychological Research, 2000, 42, 77-90.	0.4	0
124	Surface Discontinuity is Critical in a Moving Observer's Perception of Objects's™ Depth Order and Relative Motion from Retinal Image Motion. Perception, 1998, 27, 1153-1176.	0.5	4
125	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
126	A Study on a Device for Controlling Visual Information to Improve Driver Performance. , 0, , .		5