

# Niklas Ravaja

## List of Publications by Year in descending order

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Version: 2024-02-01

159  
papers

5,405  
citations

126907

33  
h-index

118850

62  
g-index

162  
all docs

162  
docs citations

162  
times ranked

4635  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Process Model of the Formation of Spatial Presence Experiences. Media Psychology, 2007, 9, 493-525.	3.6	568
2	Contributions of Psychophysiology to Media Research: Review and Recommendations. Media Psychology, 2004, 6, 193-235.	3.6	292
3	Spatial Presence and Emotions during Video Game Playing: Does It Matter with Whom You Play?. Presence: Teleoperators and Virtual Environments, 2006, 15, 381-392.	0.6	228
4	Phasic Emotional Reactions to Video Game Events: A Psychophysiological Investigation. Media Psychology, 2006, 8, 343-367.	3.6	190
5	A review of the use of psychophysiological methods in game research. Journal of Gaming and Virtual Worlds, 2011, 3, 181-199.	0.4	178
6	The Spatial Presence Experience Scale (SPES). Journal of Media Psychology, 2016, 28, 1-15.	1.0	154
7	The psychophysiology of James Bond: Phasic emotional responses to violent video game events.. Emotion, 2008, 8, 114-120.	1.8	153
8	Emotion perceived and emotion felt: Same and different. Musicae Scientiae, 2006, 10, 191-213.	2.9	126
9	RelaWorld. , 2016, , .		111
10	The Opponent Matters: Elevated fMRI Reward Responses to Winning Against a Human Versus a Computer Opponent During Interactive Video Game Playing. Cerebral Cortex, 2013, 23, 2829-2839.	2.9	84
11	BIS/BAS sensitivity and self-rated affects during experimentally induced stress. Personality and Individual Differences, 2003, 34, 943-957.	2.9	83
12	Predicting purchase decision: The role of hemispheric asymmetry over the frontal cortex.. Journal of Neuroscience, Psychology, and Economics, 2013, 6, 1-13.	1.0	80
13	Emotional response patterns and sense of presence during video games. , 2004, , .		77
14	The Psychophysiology Primer: A Guide to Methods and a Broad Review with a Focus on Human-Computer Interaction. Foundations and Trends in Human-Computer Interaction, 2016, 9, 151-308.	2.9	76
15	Physiological compliance for social gaming analysis: Cooperative versus competitive play. Interacting With Computers, 2012, 24, 306-316.	1.5	69
16	Sharing the Emotional Load. Social Psychology Quarterly, 2015, 78, 301-323.	2.1	67
17	Gender differences in teachers'™ perceptions of students'™ temperament, educational competence, and teachability. British Journal of Educational Psychology, 2012, 82, 185-206.	2.9	62
18	The influence of implicit and explicit biofeedback in first-person shooter games. , 2010, , .		61

#	ARTICLE	IF	CITATIONS
19	Predicting term-relevance from brain signals. , 2014, , .		61
20	Social Interaction in Games. Simulation and Gaming, 2012, 43, 321-338.	1.9	60
21	Moral foundations and political orientation: Systematic review and meta-analysis.. Psychological Bulletin, 2021, 147, 55-94.	6.1	60
22	Physiological Linkage of Dyadic Gaming Experience. Simulation and Gaming, 2014, 45, 24-40.	1.9	58
23	Why share expertise? A closer look at the quality of motivation to share or withhold knowledge. Journal of Knowledge Management, 2016, 20, 181-198.	5.1	56
24	Increased oscillatory theta activation evoked by violent digital game events. Neuroscience Letters, 2008, 435, 69-72.	2.1	55
25	Just watching the game ain't enough: striatal fMRI reward responses to successes and failures in a video game during active and vicarious playing. Frontiers in Human Neuroscience, 2013, 7, 278.	2.0	55
26	Enactive Systems and Enactive Media: Embodied Human-Machine Coupling beyond Interfaces. Leonardo, 2011, 44, 433-438.	0.3	50
27	Purchase Behavior and Psychophysiological Responses to Different Price Levels. Psychology and Marketing, 2013, 30, 479-489.	8.2	48
28	Gender Differences in Emotional Responses to Cooperative and Competitive Game Play. PLoS ONE, 2014, 9, e100318.	2.5	45
29	Engaging Users in the Behavior Change Process With Digitalized Motivational Interviewing and Gamification: Development and Feasibility Testing of the Precious App. JMIR MHealth and UHealth, 2020, 8, e12884.	3.7	44
30	BISâ€“BAS sensitivity and cardiac autonomic stress profiles. Psychophysiology, 2004, 41, 37-45.	2.4	43
31	The relationship of respiratory sinus arrhythmia to the co-activation of autonomic and facial responses during the Rorschach test. Psychophysiology, 2000, 37, 242-250.	2.4	42
32	Temperament and Metabolic Syndrome Precursors in Children: A Three-Year Follow-up. Preventive Medicine, 1995, 24, 518-527.	3.4	41
33	Identifying Cloningerâ€™s Temperament Profiles as Related to the Early Development of the Metabolic Cardiovascular Syndrome in Young Men. Arteriosclerosis, Thrombosis, and Vascular Biology, 1999, 19, 1998-2006.	2.4	41
34	Suboptimal exposure to facial expressions when viewing video messages from a small screen: Effects on emotion, attention, and memory.. Journal of Experimental Psychology: Applied, 2004, 10, 120-131.	1.2	39
35	Social touch experience in different contexts: A review. Neuroscience and Biobehavioral Reviews, 2021, 131, 360-372.	6.1	38
36	Comparing speakers versus headphones in listening to news from a computer â€“ individual differences and psychophysiological responses. Computers in Human Behavior, 2007, 23, 303-317.	8.5	37

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37	Cardiovascular physiology predicts learning effects in a serious game activity. Computers and Education, 2013, 60, 299-309.	8.3	37
38	Affective stance, ambivalence, and psychophysiological responses during conversational storytelling. Journal of Pragmatics, 2014, 68, 1-24.	1.5	37
39	Cloninger's temperament and character dimensions in young adulthood and their relation to characteristics of parental alcohol use and smoking.. Journal of Studies on Alcohol and Drugs, 2001, 62, 98-104.	2.3	36
40	Type A factors as predictors of changes in the metabolic syndrome precursors in adolescents and young adults: A 3-year follow-up study.. Health Psychology, 1996, 15, 18-29.	1.6	35
41	Effects of a small talking facial image on autonomic activity: the moderating influence of dispositional BIS and BAS sensitivities and emotions. Biological Psychology, 2004, 65, 163-183.	2.2	35
42	Twenty-three generations of mice bidirectionally selected for open-field thigmotaxis: Selection response and repeated exposure to the open field. Behavioural Processes, 2006, 72, 23-31.	1.1	35
43	Negativity Bias in Media Multitasking: The Effects of Negative Social Media Messages on Attention to Television News Broadcasts. PLoS ONE, 2016, 11, e0153712.	2.5	35
44	The synchronization of electrodermal activity and heart rate and its relationship to energetic arousal: a time series approach. Biological Psychology, 1998, 48, 209-225.	2.2	34
45	The Psychophysiology of Digital Gaming: The Effect of a Non Co-Located Opponent. Media Psychology, 2009, 12, 268-294.	3.6	33
46	The meaning of the virtual <sc>M</sc>idas touch: An <sc>ERP</sc> study in economic decision making. Psychophysiology, 2015, 52, 378-387.	2.4	32
47	Oscillatory Brain Responses Evoked by Video Game Events: The Case of Super Monkey Ball 2. Cyberpsychology, Behavior and Social Networking, 2007, 10, 330-338.	2.2	31
48	Natural brain-information interfaces: Recommending information by relevance inferred from human brain signals. Scientific Reports, 2016, 6, 38580.	3.3	31
49	Evoking Physiological Synchrony and Empathy Using Social VR With Biofeedback. IEEE Transactions on Affective Computing, 2022, 13, 746-755.	8.3	30
50	Augmented Virtual Reality Meditation. ACM Transactions on Social Computing, 2021, 4, 1-19.	2.5	30
51	School performance as a predictor of adulthood obesity: a 21-year follow-up study. European Journal of Epidemiology, 2010, 25, 267-274.	5.7	29
52	Individual differences in affective touch: Behavioral inhibition and gender define how an interpersonal touch is perceived. Personality and Individual Differences, 2017, 107, 88-95.	2.9	29
53	Child-Rearing Attitudes and Cardiovascular Risk among Children: Moderating Influence of Parental Socioeconomic Status. Preventive Medicine, 2003, 36, 55-63.	3.4	28
54	What Motivates Experts to Share? A Prospective Test of the Model of Knowledgeâ€ŠSharing Motivation. Human Resource Management, 2017, 56, 871-885.	5.8	28

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55	Keep Your Opponents Close: Social Context Affects EEG and fEMG Linkage in a Turn-Based Computer Game. PLoS ONE, 2013, 8, e78795.	2.5	28
56	Salience of guilty knowledge test items affects accuracy in realistic mock crimes. International Journal of Psychophysiology, 2006, 62, 175-184.	1.0	27
57	Reach out and touch me: effects of four distinct haptic technologies on affective touch in virtual reality. , 2016, , .		27
58	Effects of Image Motion on a Small Screen on Emotion, Attention, and Memory: Moving-Face Versus Static-Face Newscaster. Journal of Broadcasting and Electronic Media, 2004, 48, 108-133.	1.5	26
59	Cloninger's temperament dimensions and affective responses to different challenges. Comprehensive Psychiatry, 2005, 46, 128-134.	3.1	26
60	The Role of Mood in the Processing of Media Messages From a Small Screen: Effects on Subjective and Physiological Responses. Media Psychology, 2006, 8, 239-265.	3.6	26
61	Empathy, Challenge, and Psychophysiological Activation in Therapistâ€“Client Interaction. Frontiers in Psychology, 2018, 9, 530.	2.1	26
62	Teacher-perceived temperament and educational competence as predictors of school grades. Learning and Individual Differences, 2010, 20, 209-214.	2.7	25
63	Inhibited and disinhibited temperament and autonomic stress reactivity. International Journal of Psychophysiology, 1999, 33, 185-196.	1.0	24
64	Relationships between hostility and physiological coronary heart disease risk factors in young adults: the moderating influence of depressive tendencies. Psychological Medicine, 2000, 30, 381-393.	4.5	24
65	Cloninger's Temperament Dimensions and Threat, Stress, and Performance Appraisals During Different Challenges Among Young Adults. Journal of Personality, 2006, 74, 287-310.	3.2	24
66	Ways to Measure Spatial Presence: Review and Future Directions. , 2015, , 139-185.		24
67	Apolipoprotein E phenotypes and cardiovascular responses to experimentally induced mental stress in adolescent boys. Journal of Behavioral Medicine, 1997, 20, 571-587.	2.1	23
68	Context matters: The impact of product type, emotional attachment and information overload on choice quality. European Journal of Operational Research, 2018, 264, 270-279.	5.7	23
69	Life changes, locus of control and metabolic syndrome precursors in adolescents and young adults: A three-year follow-up. Social Science and Medicine, 1996, 43, 51-61.	3.8	22
70	BIS-BAS sensitivity and cardiac autonomic stress profiles. Psychophysiology, 2003, 40, 998-999.	2.4	22
71	Emotion-related effects of speech rate and rising vs. falling background music melody during audio news: the moderating influence of personality. Personality and Individual Differences, 2004, 37, 275-288.	2.9	22
72	Experiencing positive affect and negative affect during stress: Relationships to cardiac reactivity and to facial expressions. Scandinavian Journal of Psychology, 2006, 47, 327-337.	1.5	22

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73	Associations of student temperament and educational competence with academic achievement: The role of teacher age and teacher and student gender. <i>Teaching and Teacher Education</i> , 2011, 27, 942-951.	3.2	22
74	Relationships between the pituitary-adrenal hormones, insulin, and glucose in middle-aged men: Moderating influence of psychosocial stress. <i>Metabolism: Clinical and Experimental</i> , 1998, 47, 1440-1449.	3.4	21
75	Complaining About Others at Work. <i>Research on Language and Social Interaction</i> , 2019, 52, 41-62.	2.4	21
76	Insulin resistance syndrome and autonomically mediated physiological responses to experimentally induced mental stress in adolescent boys. <i>Metabolism: Clinical and Experimental</i> , 1996, 45, 614-621.	3.4	20
77	Perceived Difficult Temperament, Hostile Maternal Child-Rearing Attitudes and Insulin Resistance Syndrome Precursors among Children: A 3-Year Follow-Up Study. <i>Psychotherapy and Psychosomatics</i> , 2001, 70, 66-77.	8.8	20
78	Emotional effects of startling background music during reading news reports: The moderating influence of dispositional BIS and BAS sensitivities. <i>Scandinavian Journal of Psychology</i> , 2004, 45, 231-238.	1.5	20
79	Exploring Peripheral Physiology as a Predictor of Perceived Relevance in Information Retrieval. , 2015, ,		20
80	Extracting relevance and affect information from physiological text annotation. <i>User Modeling and User-Adapted Interaction</i> , 2016, 26, 493-520.	3.8	20
81	Experience Assessment and Design in the Analysis of Gameplay. <i>Simulation and Gaming</i> , 2014, 45, 41-69.	1.9	19
82	Manipulating Bodily Presence Affects Cross-Modal Spatial Attention: A Virtual-Reality-Based ERP Study. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 79.	2.0	18
83	A comparison of different time series techniques to analyze phasic coupling: A case study of cardiac and electrodermal activity. <i>Psychophysiology</i> , 2000, 37, 395-408.	2.4	17
84	Depressive symptoms in the congenital long QT syndrome. <i>Annals of Medicine</i> , 2009, 41, 516-521.	3.8	17
85	Interactive effect of long-term mental stress and cardiac stress reactivity on carotid intima-media thickness: The Cardiovascular Risk in Young Finns study. <i>Stress</i> , 2009, 12, 283-293.	1.8	16
86	Emotional Responses to Victory and Defeat as a Function of Opponent. <i>IEEE Transactions on Affective Computing</i> , 2013, 4, 173-182.	8.3	16
87	Learning in balance: Using oscillatory EEG biomarkers of attention, motivation and vigilance to interpret game-based learning. <i>Cogent Education</i> , 2014, 1, 962236.	1.5	16
88	Effects of touch on emotional face processing: A study of event-related potentials, facial EMG and cardiac activity. <i>Biological Psychology</i> , 2017, 124, 1-10.	2.2	16
89	No evidence of calorie-related modulation of N2 in food-related Go/NoGo training: A preregistered ERP study. <i>Psychophysiology</i> , 2020, 57, e13518.	2.4	16
90	Type A factors as predictors of changes in the metabolic syndrome precursors in adolescents and young adults: A 3-year follow-up study.. <i>Health Psychology</i> , 1996, 15, 18-29.	1.6	16

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91	Psychologically targeted persuasive advertising and product information in e-commerce. , 2004, , .		15
92	Developing a triangulation system for digital game events, observational video, and psychophysiological data to study emotional responses to a virtual character. Entertainment Computing, 2011, 2, 11-16.	2.9	15
93	Enactive cinema paves way for understanding complex real-time social interaction in neuroimaging experiments. Frontiers in Human Neuroscience, 2012, 6, 298.	2.0	15
94	Learning loops “ interactions between guided reflection and experience”based learning in a serious game activity. Journal of Computer Assisted Learning, 2013, 29, 348-370.	5.1	15
95	Understanding knowledge sharing in the work context by applying a belief elicitation study. Journal of Knowledge Management, 2015, 19, 497-513.	5.1	15
96	Intragroup Emotions: Physiological Linkage and Social Presence. Frontiers in Psychology, 2016, 7, 105.	2.1	15
97	Bio-adaptive Social VR to Evoke Affective Interdependence. , 2018, , .		15
98	Effects of the rate of computer-mediated speech on emotion-related subjective and physiological responses. Behaviour and Information Technology, 2005, 24, 365-373.	4.0	14
99	Emotional”motivational responses predicting choices: The role of asymmetrical frontal cortical activity. Journal of Economic Psychology, 2016, 52, 56-70.	2.2	14
100	Virtual Character Facial Expressions Influence Human Brain and Facial EMG Activity in a Decision-Making Game. IEEE Transactions on Affective Computing, 2018, 9, 285-298.	8.3	14
101	The semiotics of the message and the messenger: How nonverbal communication affects fairness perception. Cognitive, Affective and Behavioral Neuroscience, 2019, 19, 1259-1272.	2.0	14
102	Neuroadaptive Meditation in the Real World. , 2017, , .		13
103	Aesthetic images modulate emotional responses to reading news messages on a small screen: A psychophysiological investigation. International Journal of Human Computer Studies, 2012, 70, 72-87.	5.6	12
104	Mediated Cues of Group Emotion during Knowledge-Work Tasks: Effects on Subjective and Physiological Responses. Interacting With Computers, 2013, 25, 60-73.	1.5	12
105	Brand as a cognitive mediator: investigating the effect of media brands as a structural feature of textual news messages. Journal of Product and Brand Management, 2019, 28, 1-14.	4.3	12
106	Relationship of Moral Foundations to Political Liberalism-Conservatism and Left-Right Orientation in a Finnish Representative Sample. Social Psychology, 2017, 48, 246-251.	0.7	12
107	Neural basis of in-group bias and prejudices: A systematic meta-analysis. Neuroscience and Biobehavioral Reviews, 2021, 131, 1214-1227.	6.1	12
108	Type A behavior and metabolic syndrome precursors in young adults. Journal of Clinical Epidemiology, 1996, 49, 335-343.	5.0	11

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109	Perceived Social Support and Abdominal Fat Distribution in Adolescents and Young Adults: a Structural Equation Analysis of Prospective Data. <i>Appetite</i> , 1998, 31, 21-35.	3.7	11
110	Relationships Between Hostility and Physiological Coronary Heart Disease Risk Factors in Young Adults: Moderating Influence of Perceived Social Support and Sociability. <i>Psychology and Health</i> , 2002, 17, 173-190.	2.2	11
111	The Role of Personality in Emotional Responses to Music: Verbal, Electrocortical and Cardiovascular Measures. <i>Journal of New Music Research</i> , 2004, 33, 399-409.	0.8	11
112	Physiological responses to affiliation during conversation: Comparing neurotypical males and males with Asperger syndrome. <i>PLoS ONE</i> , 2019, 14, e0222084.	2.5	11
113	Vital exhaustion, temperament, and the circumplex model of affect during laboratory-induced stress. <i>Cognition and Emotion</i> , 2005, 19, 879-897.	2.0	10
114	A Mobile System and Application for Facilitating Emotional Awareness in Knowledge Work Teams. , 2008,, .		10
115	Associations Between Teacher-Rated Versus Self-Rated Student Temperament and School Achievement. <i>Scandinavian Journal of Educational Research</i> , 2014, 58, 147-172.	1.7	10
116	Increasing selfâ€other similarity modulates ethnic bias in sensorimotor resonance to othersâ€™ pain. <i>Social Cognitive and Affective Neuroscience</i> , 2022, 17, 673-682.	3.0	10
117	Chronic Stress and the Development of Early Atherosclerosis: Moderating Effect of Endothelial Dysfunction and Impaired Arterial Elasticity. <i>International Journal of Environmental Research and Public Health</i> , 2009, 6, 2934-2949.	2.6	9
118	Early atherosclerosis and cardiac autonomic responses to mental stress: a population-based study of the moderating influence of impaired endothelial function. <i>BMC Cardiovascular Disorders</i> , 2010, 10, 16.	1.7	9
119	Anticipatory electrodermal activity and decision making in a computer poker-game.. <i>Journal of Neuroscience, Psychology, and Economics</i> , 2013, 6, 55-70.	1.0	9
120	Smoothing Facilitates the Detection of Coupled Responses in Psychophysiological Time Series. <i>Journal of Psychophysiology</i> , 2000, 14, 1-10.	0.7	9
121	Touching Virtual Humans: Haptic Responses Reveal the Emotional Impact of Affective Agents. <i>IEEE Transactions on Affective Computing</i> , 2023, 14, 331-342.	8.3	9
122	Online News and Corporate Reputation. <i>Journal of Media Psychology</i> , 2015, 27, 118-133.	1.0	8
123	Prepartum and Postpartum Open-Field Behavior and Maternal Responsiveness in Mice Bidirectionally Selected for Open-Field Thigmotaxis. <i>Journal of General Psychology</i> , 2008, 135, 37-53.	2.8	7
124	Information gain modulates brain activity evoked by reading. <i>Scientific Reports</i> , 2020, 10, 7671.	3.3	7
125	Empathizing with the End User: Effect of Empathy and Emotional Intelligence on Ideation. <i>Creativity Research Journal</i> , 2021, 33, 191-201.	2.6	7
126	Human Computer Interaction Meets Psychophysiology: A Critical Perspective. <i>Lecture Notes in Computer Science</i> , 2015, , 145-158.	1.3	7



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127	Psychophysiological responses to digital media. , 2015, , .		6
128	The role of personality in dyadic interaction: A psychophysiological study. International Journal of Psychophysiology, 2016, 109, 45-50.	1.0	6
129	Heart-rate sonification biofeedback for poker. International Journal of Human Computer Studies, 2018, 120, 14-21.	5.6	6
130	Brain-Computer Interface for Generating Personally Attractive Images. IEEE Transactions on Affective Computing, 2023, 14, 637-649.	8.3	6
131	Emotionally Adapted Games â€“ An Example of a First Person Shooter. Lecture Notes in Computer Science, 2009, , 406-415.	1.3	6
132	Relationships Between Hostility, Affective Ratings of Pictures, and State Affects During Task-Induced Stress. Journal of Psychology: Interdisciplinary and Applied, 2007, 141, 183-201.	1.6	5
133	Not My Problem: Vicarious Conflict Adaptation with Human and Virtual Co-actors. Frontiers in Psychology, 2016, 7, 606.	2.1	5
134	Motivational intensity and visual word search: Layout matters. PLoS ONE, 2019, 14, e0218926.	2.5	5
135	How bodily expressions of emotion after norm violation influence perceiversâ€™ moral judgments and prevent social exclusion: A socio-functional approach to nonverbal shame display. PLoS ONE, 2020, 15, e0232298.	2.5	5
136	Affects and autonomic cardiac reactivity during experimentally induced stress as related to precursors of insulin resistance syndrome. International Journal of Behavioral Medicine, 2003, 10, 106-124.	1.7	4
137	Emotion-Related Responses to Audio News with Rising versus Falling Background Tone Sequences. Musicae Scientiae, 2003, 7, 85-110.	2.9	4
138	Supporting Situation Awareness in Demanding Operating Environments through Wearable User Interfaces. Lecture Notes in Computer Science, 2009, , 13-21.	1.3	4
139	The Positive Effects of Trait Emotional Intelligence during a Performance Review Discussion â€“ A Psychophysiological Study. Frontiers in Psychology, 2017, 8, 463.	2.1	4
140	Type 1 long QT syndrome and psychological stress in a laboratory setting. Journal of Health Psychology, 2020, 25, 1213-1221.	2.3	4
141	Anticipation of aversive visual stimuli lengthens perceived temporal duration. Psychological Research, 2022, 86, 1230-1238.	1.7	4
142	Emotionally Loaded Mobile Multimedia Messaging. Lecture Notes in Computer Science, 2004, , 476-486.	1.3	4
143	Time to imagine moving: Simulated motor activity affects time perception. Psychonomic Bulletin and Review, 2022, 29, 819-827.	2.8	4
144	Suboptimal facial expression primes in textual media messages: Evidence for the affective congruency effect. Computers in Human Behavior, 2014, 40, 64-77.	8.5	3

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145	The self in conflict: actors and agency in the mediated sequential Simon task. <i>Frontiers in Psychology</i> , 2015, 06, 304.	2.1	3
146	Does Compassion Predict Blood Pressure and Hypertension? The Modifying Role of Familial Risk for Hypertension. <i>International Journal of Behavioral Medicine</i> , 2020, 27, 527-538.	1.7	3
147	The relationship between temperament, polygenic score for intelligence and cognition: A population-based study of middle-aged adults. <i>Genes, Brain and Behavior</i> , 2022, 21, e12798.	2.2	3
148	A Mobile and Desktop Application for Enhancing Group Awareness in Knowledge Work Teams. <i>Lecture Notes in Computer Science</i> , 2009, , 95-104.	1.3	2
149	Suboptimal Affective Primes in Video Messages. <i>Journal of Media Psychology</i> , 2009, 21, 37-46.	1.0	2
150	Total Immersion: Designing for Affective Symbiosis in a Virtual Reality Game with Haptics, Biosensors, and Emotive Agents. <i>Lecture Notes in Computer Science</i> , 2017, , 23-37.	1.3	2
151	Reading a Newspaper on Print Versus Screen: A Motivational Perspective. , 2016, , .		1
152	BCI for Physiological Text Annotation. , 2017, , .		1
153	Receiving a Mediated Touch From Your Partner vs. a Male Stranger: How Visual Feedback of Touch and Its Sender Influence Touch Experience. <i>IEEE Transactions on Affective Computing</i> , 2023, 14, 1044-1055.	8.3	1
154	Chapter 2.2. Shared affective stance displays as preliminary to complaining. <i>Pragmatics and Beyond New Series</i> , 2021, , 129-162.	0.5	1
155	Technological and Psychological Fundamentals of Psychological Customization Systems. , 2010, , 182-214.		1
156	Mobile Application for Increasing Contextual and Emotional Work Group Awareness. <i>Lecture Notes in Computer Science</i> , 2007, , 527-531.	1.3	0
157	Individual Differences in Work Load While Doing Multitasking with a Computer. <i>Lecture Notes in Computer Science</i> , 2011, , 351-358.	1.3	0
158	Social Psychology of the Digital Age: The Interpersonal Neuroscience of Mediated Communication. <i>Lecture Notes in Computer Science</i> , 2014, , 494-505.	1.3	0
159	Involvement in Listening to Music from a Computer: The Effects of Pre-Existing Mood. , 2007, , 65-72.		0