The Uncanny Valley [From the Field]

IEEE Robotics and Automation Magazine 19, 98-100 DOI: 10.1109/mra.2012.2192811

Citation Report

#	Article	IF	CITATIONS
1	Isolation of physical traits and conversational content for personality design. , 2012, , .		1
2	Gait Generation and Impression Evaluation for Animal Type Quadrupedal Robot. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2012, 24, 1012-1022.	0.0	0
3	Revisiting ancient design of human form for communication avatar: Design considerations from chronological development of Dogū. , 2013, , .		8
4	The uncanny valley does not interfere with level 1 visual perspective taking. Computers in Human Behavior, 2013, 29, 1671-1685.	8.5	28
5	Perception of psychopathy and the Uncanny Valley in virtual characters. Computers in Human Behavior, 2013, 29, 1617-1625.	8.5	50
6	Perceptual and Category Processing of the Uncanny Valley Hypothesis' Dimension of Human Likeness: Some Methodological Issues. Journal of Visualized Experiments, 2013, , .	0.3	17
7	Humanoid Robot Head Design Based on Uncanny Valley and FACS. Journal of Robotics, 2014, 2014, 1-5.	0.9	9
8	Perceptual discrimination difficulty and familiarity in the Uncanny Valley: more like a ââ,¬Å"Happy Valleyââ,¬Â• Frontiers in Psychology, 2014, 5, 1219.	2.1	52
9	Aspects of Socially Assistive Robots Design for Dementia Care. , 2014, , .		13
10	Embodying models of expressive behaviour and learning with a biomimetic virtual infant. , 2014, , .		4
11	ExpressionBot: An emotive lifelike robotic face for face-to-face communication. , 2014, , .		11
12	Combining a collaborative robot and a lightweight Jamming-Gripper to realize an intuitively to use and flexible co-worker. , 2014, , .		6
13	Field study. , 2014, , .		6
14	САМҮ., 2014, , .		9
15	On designing migrating agents. , 2014, , .		4
16	Interacting with Ads in Hybrid Urban Space. , 2014, , .		1
17	3D animation as an alternative mean of da'wah for children. , 2014, , .		1
18	Designing Reality Guides. , 2014, , .		3

2

ITATION REDOD

# 19	ARTICLE Increasing Customers' Attention using Implicit and Explicit Interaction in Urban Advertisement. , 2014, ,	IF	CITATIONS
20	The implication of realistic levels of the computer based animation character: A conceptual framework. , 2014, , .		1
21	Of â€~near pollution' and non-linear cultural effects: Reflections on Masahiro Mori and the Uncanny Valley. American Journal of Cultural Sociology, 2014, 2, 329-347.	0.5	15
22	The use of virtual reality for language investigation and learning. Frontiers in Psychology, 2014, 5, 1280.	2.1	14
23	The Past, Present, and Future of Artificial Life. Frontiers in Robotics and Al, 2014, 1, .	3.2	48
24	Creating "companions―for children: the ethics of designing esthetic features for robots. Al and Society, 2014, 29, 23-31.	4.6	19
25	The Uncanny in the Wild. Analysis of Unscripted Human–Android Interaction in the Field. International Journal of Social Robotics, 2014, 6, 67-83.	4.6	25
26	Children's perception of uncanny human-like virtual characters. Computers in Human Behavior, 2014, 36, 286-296.	8.5	23
27	Learning human-like facial expressions for Android Phillip K. Dick. , 2014, , .		13
28	Minimal Human Design Approach for sonzai-kan Media: Investigation of a Feeling of Human Presence. Cognitive Computation, 2014, 6, 760-774.	5.2	32
29	Bridging the gap between robotic technology and health care. Biomedical Signal Processing and Control, 2014, 10, 65-78.	5.7	58
30	How design characteristics of robots determine evaluation and uncanny valley related responses. Computers in Human Behavior, 2014, 36, 422-439.	8.5	122
31	Interactions on eyeballs of humanoid-robots. , 2014, , .		0
32	More human than human?. , 2014, , .		0
33	Study on the biped walking pet robot with short legs (Development of the biped walking pet robot) Tj ETQq0 0 () rgBT /Ov	erlock 10 Tf 5
34	Changes in perception of a small humanoid robot. , 2015, , .		13
35	To Be There, or Not to Be There, that is the Question. , 2015, , .		1

	Charlow R	LFORT	
#	Article	IF	CITATIONS
37	The Uncanny Valley: Existence and Explanations. Review of General Psychology, 2015, 19, 393-407.	3.2	162
38	Acceptability of robot-assisted therapy for disruptive behavior problems in children Archives of Scientific Psychology, 2015, 3, 101-110.	0.8	8
39	Theater as a Site for Technology Demonstration and Knowledge Production: Theatrical Robots in Japan and Taiwan. East Asian Science, Technology and Society, 2015, 9, 187-211.	0.7	8
40	ChibiFace: A sensor-rich Android tablet-based interface for industrial robotics. , 2015, , .		3
41	Supervising the uncanny: the play within the play. Journal of Analytical Psychology, 2015, 60, 657-678.	0.2	3
42	Analysis of Elderly Human-Robot Team Trust Models. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 65-69.	0.3	4
43	Can a Humanoid Face be Expressive? A Psychophysiological Investigation. Frontiers in Bioengineering and Biotechnology, 2015, 3, 64.	4.1	28
44	A review of empirical evidence on different uncanny valley hypotheses: support for perceptual mismatch as one road to the valley of eeriness. Frontiers in Psychology, 2015, 6, 390.	2.1	233
45	Persistence of the uncanny valley: the influence of repeated interactions and a robot's attitude on its perception. Frontiers in Psychology, 2015, 6, 883.	2.1	72
46	Infant discrimination of humanoid robots. Frontiers in Psychology, 2015, 6, 1397.	2.1	9
47	A Low-cost System for Generating Near-realistic Virtual Actors. 3D Research, 2015, 6, 1.	1.8	1
48	How important is body language in mood induction procedures with a humanoid robot?. , 2015, , .		0
49	Supporting video conference communication using a vision-based human facial synthesis approach. , 2015, , .		0
50	Steering in Video-Based Driving Simulation with Stereo Depth Maps: Dynamic Perspective Corrections. Transportation Research Record, 2015, 2518, 104-112.	1.9	1
51	The effects of realism level of talking-head animated character on students' pronunciation learning. , 2015, , .		3
52	Accessing Cultural Artifacts through Digital Companions: The Effects on Children's Engagement. , 2015, , .		8
53	Individual differences predict sensitivity to the uncanny valley. Interaction Studies, 2015, 16, 141-172.	0.6	117
54	Towards personalized smart wheelchairs: Lessons learned from discovery interviews. , 2015, 2015, 5016-9.		7

#	Article	IF	CITATIONS
55	Individuals' Evaluations of and Attitudes Towards Potentially Uncanny Robots. International Journal of Social Robotics, 2015, 7, 799-824.	4.6	33
56	Science fiction reduces the eeriness of android robots: A field experiment. Computers in Human Behavior, 2015, 48, 156-162.	8.5	55
57	The appearance effect: Influences of virtual agent features on performance and motivation. Computers in Human Behavior, 2015, 49, 5-11.	8.5	58
58	Why Some Humanoid Faces Are Perceived More Positively Than Others: Effects of Human-Likeness and Task. International Journal of Social Robotics, 2015, 7, 309-331.	4.6	75
59	The critical aesthetics of performing objects – Kris Verdonck. Performance Research, 2015, 20, 39-48.	0.1	7
60	The Uncanny Valley: The Effects of Rotoscope Animation on Motivational Processing of Depression Drug Messages. Journal of Broadcasting and Electronic Media, 2015, 59, 57-75.	1.5	25
61	The analogue and the digital head-death. Visual Studies, 2015, 30, 68-78.	0.5	0
62	Startle eye-blink modulation by facial self-resemblance and current mood. International Journal of Psychophysiology, 2015, 96, 162-168.	1.0	2
63	Design exploration through interactive prototypes using sensors and microcontrollers. Computers and Graphics, 2015, 50, 25-35.	2.5	3
64	Sending an Avatar to Do a Human's Job: Compliance with Authority Persists Despite the Uncanny Valley. Presence: Teleoperators and Virtual Environments, 2015, 24, 1-23.	0.6	13
65	"C׳Mon dude!― Users adapt their behaviour to a robotic agent with an attention model. International Journal of Human Computer Studies, 2015, 80, 14-23.	5.6	15
66	Touching an Android robot: Would you do it and how?. , 2015, , .		7
67	Robot Form and Motion Influences Social Attention. , 2015, , .		10
68	Rabble of Robots Effects. , 2015, , .		45
69	Too Much Humanness for Human-Robot Interaction. , 2015, , .		52
70	Expression Control in Singing Voice Synthesis: Features, approaches, evaluation, and challenges. IEEE Signal Processing Magazine, 2015, 32, 55-73.	5.6	22
71	Virtual Reality and Virtual Environments in 10 Lectures. Synthesis Lectures on Image, Video, and Multimedia Processing, 2015, 8, 1-197.	0.9	6
72	Guys and Dolls: Relational Life in the Technological Era. Psychoanalytic Dialogues, 2015, 25, 481-502.	0.4	20

# 73	ARTICLE User-Centered Design and Evaluation of a Mobile Shopping Robot. International Journal of Social Robotics, 2015, 7, 203-225.	IF 4.6	Citations
74	A Visit on the Uncanny Hill. Topics in Intelligent Engineering and Informatics, 2015, , 133-142.	0.4	0
75	Safe and Sound. , 2016, , 19-35.		5
76	Getting home safely with drone. , 2016, , .		28
77	A virtual experimenter to increase standardization for the investigation of placebo effects. BMC Medical Research Methodology, 2016, 16, 84.	3.1	16
78	Role of Gaze Cues in Interpersonal Motor Coordination: Towards Higher Affiliation in Human-Robot Interaction. PLoS ONE, 2016, 11, e0156874.	2.5	21
79	Impact of Mediated Intimate Interaction on Education: A Huggable Communication Medium that Encourages Listening. Frontiers in Psychology, 2016, 7, 510.	2.1	14
80	The Body That Speaks: Recombining Bodies and Speech Sources in Unscripted Face-to-Face Communication. Frontiers in Psychology, 2016, 7, 1300.	2.1	5
81	A Comparison of Avatar-, Video-, and Robot-Mediated Interaction on Users' Trust in Expertise. Frontiers in Robotics and Al, 2016, 3, .	3.2	36
82	A Day at Work (with Text). , 2016, , 23-60.		2
83	Sex Robot Matters: Slavery, the Prostituted, and the Rights of Machines. IEEE Technology and Society Magazine, 2016, 35, 46-53.	0.8	104
84	The Technologically Determined Decade: Robert Zemeckis, Andy Serkis, and the Promotion of Performance Capture. Animation, 2016, 11, 169-188.	0.3	3
85	Towards a Multimedia Knowledge-Based Agent with Social Competence and Human Interaction Capabilities. , 2016, , .		2
86	ERICA: The ERATO Intelligent Conversational Android. , 2016, , .		91
87	Rethinking the Design of Robotic Pets for Older Adults. , 2016, , .		68
88	EEG Based Analysis of the Perception of Computer-Generated Faces. , 2016, , .		5
89	Need and impressions of communication robots for seniors with slight physical and cognitive disabilities: Evaluation using system usability scale. , 2016, , .		3
90	Designing Animated Characters for Children of Different Ages. , 2016, , .		2

ARTICLE IF CITATIONS # So You're Going to Make a Robot Look Like a Human Being? Really ??. Presence: Teleoperators and Virtual 91 0.6 0 Environments, 2016, 25, 330-338. User perceptions of soft robot arms and fingers for healthcare., 2016, , . Circling Around the Uncanny Valley: Design Principles for Research Into the Relation Between Human 93 1.4 35 Likeness and Eeriness. I-Perception, 2016, 7, 204166951668130. Robot humor: How self-irony and Schadenfreude influence people's rating of robot likability., 2016, , . 94 Necrophilic Homicide Offenders., 2016, , 97-124. 96 1 A Robotic Cloud Ecosystem for Elderly Care and Ageing Well: The GrowMeUp Approach. IFMBE Proceedings, 2016, , 919-924. 0.3 How people perceive different robot types: A direct comparison of an android, humanoid, and 98 30 non-biomimetic robot., 2016,,. Un objet intelligent doit-il avoir l'air humain ? Etude de l'impact de l'anthropomorphisme d'un robot 90 compagnon sur son acceptation. Recherche Et Applications En Marketing, 2016, 31, 3-22. R.U.R. Revisited: Perspectives and Reflections on Modern Robotics. International Journal of Social 100 4.6 3 Robotics, 2016, 8, 237-246. Overcoming the uncanny valley: Displays of emotions reduce the uncanniness of humanlike robots. , 2016, , . On the eeriness of service robots with emotional capabilities., 2016,,. 102 10 Children's future parasocial relationships with media characters: the age of intelligent characters. 46 Journal of Children and Media, 2016, 10, 181-190. Politeness in Machine-Human and Human-Human Interaction. Proceedings of the Human Factors and 104 0.3 20 Ergonomics Society, 2016, 60, 279-283. The Roberta IRONSIDE project: A dialog capable humanoid personal assistant in a wheelchair for dependent persons., 2016,,. Basicâ€Level Categories, Mirror Neurons, and Jointâ€Attention Schemes: Three Points of Intersection 106 1.1 4 Between G.H. Mead and Cognitive Science. Symbolic Interaction, 2016, 39, 45-65. Enhancing Effect of Mediated Social Touch between Same Gender by Changing Gender Impression., 108 Virtual Body Swap: A New Feasible Tool to Be Explored in Health and Education., 2016,,. 35 Emotional contagion between user and product recommendation virtual agent., 2016, , .

#	Article	IF	CITATIONS
110	Evaluation of a Korean Lip-sync system for an android robot. , 2016, , .		5
111	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
112	Gender-Impression Modification Enhances the Effect of Mediated Social Touch Between Persons of the Same Gender. Augmented Human Research, 2016, 1, 1.	4.7	9
113	Socializing with robots: Human-robot interactions within a virtual environment. , 2016, , .		6
114	Holoportation. , 2016, , .		428
115	Head and Face Design for a New Humanoid Service Robot. Lecture Notes in Computer Science, 2016, , 382-391.	1.3	9
116	Eyeblink Synchrony in Multimodal Human-Android Interaction. Scientific Reports, 2016, 6, 39718.	3.3	13
117	Effects of multimodal cues on children's perception of uncanniness in a social robot. , 2016, , .		12
118	The influence of appearance and interaction strategy of a social robot on the feeling of uncanniness in humans. , 2016, , .		3
119	The Effects of Exposure to Different Social Robots on Attitudes toward Preferences. Interaction Studies, 2016, 17, 390-404.	0.6	21
120	The Uncanny in the Digital Age. International Journal of Applied Psychoanalytic Studies, 2016, 13, 374-379.	0.4	2
121	Read, Play and Learn: An Interactive E-book for Children with Autism. Lecture Notes in Computer Science, 2016, , 255-265.	1.3	3
122	Synchrony and Reciprocity: Key Mechanisms for Social Companion Robots in Therapy and Care. International Journal of Social Robotics, 2016, 8, 125-143.	4.6	62
123	Desiderata for the Design of Companion Systems. KI - Kunstliche Intelligenz, 2016, 30, 53-61.	3.2	10
124	Must smart objects look human? Study of the impact of anthropomorphism on the acceptance of companion robots. Recherche Et Applications En Marketing, 2016, 31, 2-20.	0.5	63
125	Social Robots for the 21st Century. Computer, 2016, 49, 88-92.	1.1	3
126	VOX system: a semantic embodied conversational agent exploiting linked data. Multimedia Tools and Applications, 2016, 75, 381-404.	3.9	8
127	The Breathing Wall (BRALL)—Triggering Life (in)animate Surfaces. Leonardo, 2016, 49, 162-163	0.3	4

#	Article	IF	CITATIONS
128	Reducing consistency in human realism increases the uncanny valley effect; increasing category uncertainty does not. Cognition, 2016, 146, 190-205.	2.2	148
129	Initial Interaction Expectations with Robots: Testing the Human-To-Human Interaction Script. Communication Studies, 2016, 67, 227-238.	1.2	120
130	Blurring Human–Machine Distinctions: Anthropomorphic Appearance in Social Robots as a Threat to Human Distinctiveness. International Journal of Social Robotics, 2016, 8, 287-302.	4.6	194
131	What makes virtual agents believable?. Connection Science, 2016, 28, 83-108.	3.0	18
132	A ROS-Based System for an Autonomous Service Robot. Studies in Computational Intelligence, 2016, , 215-252.	0.9	7
133	Animistic design: how to reimagine digital interaction between the human and the nonhuman. Digital Creativity, 2016, 27, 52-70.	1.6	29
134	Addressing temporal inconsistency in indirect augmented reality. Multimedia Tools and Applications, 2017, 76, 2671-2695.	3.9	3
135	The SSSA-MyHand: A Dexterous Lightweight Myoelectric Hand Prosthesis. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2017, 25, 459-468.	4.9	94
136	Towards Engagement Models that Consider Individual Factors in HRI: On the Relation of Extroversion and Negative Attitude Towards Robots to Gaze and Speech During a Human–Robot Assembly Task. International Journal of Social Robotics, 2017, 9, 63-86.	4.6	69
137	The Influence of Prior Expectations of a Robot's Lifelikeness on Users' Intentions to Treat a Zoomorphic Robot as a Companion. International Journal of Social Robotics, 2017, 9, 17-32.	4.6	26
138	Robots in Education and Care of Children with Developmental Disabilities: A Study on Acceptance by Experienced and Future Professionals. International Journal of Social Robotics, 2017, 9, 51-62.	4.6	113
139	Gender and the perception of emotions in avatars. , 2017, , .		7
140	The anthropomorphic imperative: a historical analogy. Al and Society, 2017, 32, 591-598.	4.6	0
141	Investigating the simulation elements of environment and control: Extending the Uncanny Valley Theory to simulations. Computers and Education, 2017, 109, 216-232.	8.3	14
142	A Hybrid Approach for Facial Performance Analysis and Editing. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 784-797.	8.3	11
143	Robust facial landmark detection and tracking across poses and expressions for in-the-wild monocular video. Computational Visual Media, 2017, 3, 33-47.	17.5	10
144	The topography of the uncanny valley and individuals' need for structure: A nonlinear mixed effects analysis. Journal of Research in Personality, 2017, 68, 96-113.	1.7	24
145	Mid-air modeling with Boolean operations in VR. , 2017, , .		20

# 146	ARTICLE An Evaluation Study of Robot Designs for Smart Environments. , 2017, , .	IF	Citations
147	FaceMaker—A Procedural Face Generator to Foster Character Design Research. , 2017, , 95-113.		2
148	A Multidimensional Perspective on the Uncanny Valley Effect. , 2017, , .		0
149	S/he's too Warm/Agentic!. , 2017, , .		28
150	Face inpainting based on high-level facial attributes. Computer Vision and Image Understanding, 2017, 161, 29-41.	4.7	16
151	Gendered Robots: Implications for Our Humanoid Future. IEEE Technology and Society Magazine, 2017, 36, 50-59.	0.8	37
152	ISR-RobotHead: Robotic head with LCD-based emotional expressiveness. , 2017, , .		5
153	Differential effects of face-realism and emotion on event-related brain potentials and their implications for the uncanny valley theory. Scientific Reports, 2017, 7, 45003.	3.3	58
155	Robot Personality Insights. Designing Suitable Robot Personalities for Different Domains. I-com, 2017, 16, 57-67.	1.3	10
156	Social Attitudes Toward Robots are Easily Manipulated. , 2017, , .		12
157	Socially assistive robotics: Human augmentation versus automation. Science Robotics, 2017, 2, .	17.6	97
158	A Scoped Review of the Potential for Supportive Virtual Coaches as Adjuncts to Self-guided Web-Based Interventions. Lecture Notes in Computer Science, 2017, , 43-54.	1.3	7
159	How Internet music is frying your brain. Popular Music, 2017, 36, 86-97.	0.2	37
160	Avatar face recognition and self-presence. Computers in Human Behavior, 2017, 69, 120-127.	8.5	24
161	A new friend in our smartphone?. , 2017, , .		34
162	Cognitive Conflict as Possible Origin of the Uncanny Valley. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 1599-1603.	0.3	19
163	Exploration of Human Reactions to a Humanoid Robot in Public STEM Education. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 1262-1266.	0.3	2
164	A Simple Nod of the Head. , 2017, , .		25

CITATION REPORT IF ARTICLE CITATIONS Appearance of a Robot Influences Causal Relationship between Touch Sensation and the Personality 9 Impression., 2017, , . Video-realistic expressive audio-visual speech synthesis for the Greek language. Speech 2.8 9 Communication, 2017, 95, 137-152. The potential for tourism and hospitality experience research in human-robot interactions. 8.0 231 International Journal of Contemporary Hospitality Management, 2017, 29, 2498-2513. Design of the companion robot interaction for supporting major tasks of the elderly., 2017, , . Human Perception of Animacy in Light of the Uncanny Valley Phenomenon. Perception, 2017, 46, 1.2 22 1386-1411. The Impact of the Uncanny Valley Effect on the Perception of Animated Three-Dimensional Humanlike Characters. The Computer Games Journal, 2017, 6, 185-203. 1.0 Colossal bodies: re-imagining the human anatomy in Hajime Isayama'sAttack on Titan. Journal of 0.3 0 Graphic Novels and Comics, 2017, 8, 480-493. Exploring preschool children's preferences for artificial animal appearances according to the 0.6 uncanny valley phenomenon. Interaction Studies, 2017, 18, 191-213. Mating dances and the evolution of language: What's the next step?. Biology and Philosophy, 2017, 32, 1.4 2 1289-1316. Artificial Intelligence, Digital Humanities, and the Automation of Labour., 2017, , 79-111. The influence of visual distance on the room-acoustic experience of auralizations. Journal of the 1.1 18 Acoustical Society of America, 2017, 142, 3035-3046. "Where's Pinky?"., 2017,,. Waiting for the ultimate display: can decreased fidelity positively influence perceived realism?., 2017,,. 3 Teaching spatial geometry in a virtual world: Using minecraft in mathematics in grade 5/6., 2017, , . "These are not my hands!"., 2017, ,. 128 Towards Lifelong Interactive Learning For Open-ended Embodied Narrative Improvisation., 2017,,. Measuring the Uncanny Valley Effect. International Journal of Social Robotics, 2017, 9, 129-139. 123 4.6

182	Exploring the affective, motivational and cognitive effects of pedagogical agent enthusiasm in a multimedia learning environment. Human-centric Computing and Information Sciences, 2017, 7, .	6.1	61
-----	--	-----	----

#

165

167

169

171

173

174

175

177

178

179

#	Article	IF	CITATIONS
183	The Relevance of Theory to Human-Robot Teaming Research and Development. Advances in Intelligent Systems and Computing, 2017, , 175-185.	0.6	5
185	The Effects of Talking-Head with Various Realism Levels on Students' Emotions in Learning. Journal of Educational Computing Research, 2017, 55, 429-443.	5.5	10
186	Testing the â€~uncanny valley' hypothesis in semirealistic computer-animated film characters: An empirical evaluation of natural film stimuli. International Journal of Human Computer Studies, 2017, 97, 149-161.	5.6	56
187	When categorization-based stranger avoidance explains the uncanny valley: A comment on MacDorman and Chattopadhyay (2016). Cognition, 2017, 161, 129-131.	2.2	12
188	Domo Arigato Mr. Roboto. Journal of Service Research, 2017, 20, 43-58.	12.2	708
189	Interactions With Robots: The Truths We Reveal About Ourselves. Annual Review of Psychology, 2017, 68, 627-652.	17.7	332
190	Nonverbal Immediacy as a Characterisation of Social Behaviour for Human–Robot Interaction. International Journal of Social Robotics, 2017, 9, 109-128.	4.6	35
191	Experience from the operation of the Pepper humanoid robots. , 2017, , .		23
192	Exploring affection-oriented virtual pet game design strategies in VR attachment, motivations and expectations of users of pet games. , 2017, , .		9
193	Negotiating stereotypes of older adults through avatars. , 2017, , .		21
194	Activating people with dementia using natural user interface interaction on a surface computer. , 2017, , .		8
198	Other Social Beings. Human-computer Interaction Series, 2017, , 45-74.	0.6	0
199	The gap between human's attitude towards robots in general and human's expectation of an ideal everyday life robot. , 2017, , .		16
200	Design of a cost-efficient, double curvature display for robots. , 2017, , .		0
201	Hey robot, why don't you talk to me?. , 2017, , .		10
202	Uncanny Materialities: Digital Strategies for Staging Supernatural Themes Drawn from Medieval Ballads. Leonardo Music Journal, 2017, 27, 62-66.	0.1	0
203	Subthalamic nucleus detects unnatural android movement. Scientific Reports, 2017, 7, 17851.	3.3	6
204	Puffy — An inflatable robotic companion for pre-schoolers. , 2017, , .		3

#	ARTICLE	IF	CITATIONS
205	Ethical considerations of gendering very humanlike androids from an interdisciplinary perspective. , 2017, , .		3
206	Probing the Design Space of a Telepresence Robot Gesture Arm with Low Fidelity Prototypes. , 2017, , .		16
207	Inferring Intent and Action from Gaze in Naturalistic Behavior. International Journal of Mobile Human Computer Interaction, 2017, 9, 41-57.	0.4	6
208	Familiar and Strange: Gender, Sex, and Love in the Uncanny Valley. Multimodal Technologies and Interaction, 2017, 1, 2.	2.5	8
209	Whitewashing Yellow Futures in Ex Machina, Cloud Atlas, and Advantageous: Gender, Labor, and Technology in Sci-fi Film. Journal of Asian American Studies, 2017, 20, 29-49.	0.4	19
210	Modernizing Relationship Therapy through Social Thermoregulation Theory: Evidence, Hypotheses, and Explorations. Frontiers in Psychology, 2017, 8, 635.	2.1	11
211	Understanding the Uncanny: Both Atypical Features and Category Ambiguity Provoke Aversion toward Humanlike Robots. Frontiers in Psychology, 2017, 8, 1366.	2.1	42
212	The Impact of Robot Tutor Nonverbal Social Behavior on Child Learning. Frontiers in ICT, 2017, 4, .	3.6	12
213	Affective and Behavioral Responses to Robot-Initiated Social Touch: Toward Understanding the Opportunities and Limitations of Physical Contact in Human–Robot Interaction. Frontiers in ICT, 2017, 4, .	3.6	54
214	Computational Modeling of the Passive and Active Components of the Face. , 2017, , 377-394.		3
215	Exploring Proxemics for Human-Drone Interaction. , 2017, , .		47
216	Parasocial Relationships With Media Characters: Imaginary Companions for Young Children's Social and Cognitive Development. , 2017, , 93-117.		15
217	Hyper-realistic face masks: a new challenge in person identification. Cognitive Research: Principles and Implications, 2017, 2, 43.	2.0	11
218	Human-likeness assessment for the Uncanny Valley Hypothesis. Bio-Algorithms and Med-Systems, 2017, 13, 125-131.	2.4	5
219	The Co-Existence of Technology and Caring in the Theory of Technological Competency as Caring in Nursing. Journal of Medical Investigation, 2017, 64, 160-164.	0.5	57
220	Bibliometric Analysis of Social Robotics Research: Identifying Research Trends and Knowledgebase. Applied Sciences (Switzerland), 2017, 7, 1316.	2.5	38
221	Effectiveness and acceptability of a virtual environment for assessing human–robot collaboration in manufacturing. International Journal of Advanced Manufacturing Technology, 2017, 92, 3903-3917.	3.0	18
222	Investigating the uncanny valley for prosthetic hands. Prosthetics and Orthotics International, 2018, 42, 21-27.	1.0	8

#	Article	IF	CITATIONS
223	Factors Affecting the Acceptability of Social Robots by Older Adults Including People with Dementia or Cognitive Impairment: A Literature Review. International Journal of Social Robotics, 2018, 10, 643-668.	4.6	82
224	Android OS Mobile Technologies Meets Robotics for Expandable, Exchangeable, Reconfigurable, Educational, STEM-Enhancing, Socializing Robot. Advances in Intelligent Systems and Computing, 2018, , 487-497.	0.6	6
225	Intelligent Support Technologies for Older People: An Analysis of Characteristics and Roles. , 2018, , 89-99.		0
226	The Impact of Avatar Personalization and Immersion on Virtual Body Ownership, Presence, and Emotional Response. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1643-1652.	4.4	295
227	Evaluating Multiple Levels of an Interaction Fidelity Continuum on Performance and Learning in Near-Field Training Simulations. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1418-1427.	4.4	43
228	Why and how to use virtual reality to study human social interaction: The challenges of exploring a new research landscape. British Journal of Psychology, 2018, 109, 395-417.	2.3	419
229	Social Game Elements in World of Warcraft: Interpersonal Relations, Groups, and Organizations for Gamification Design. International Journal of Human-Computer Interaction, 2018, 34, 759-773.	4.8	23
230	<i>Westworld</i> and the uncanny valley. Science Robotics, 2018, 3, .	17.6	3
231	Designing a personal informatics system for users without experience in self-tracking: a case study. Behaviour and Information Technology, 2018, 37, 335-366.	4.0	21
232	Normative and descriptive rationality: from nature to artifice and back. Journal of Experimental and Theoretical Artificial Intelligence, 2018, 30, 331-344.	2.8	1
233	Im Spannungsfeld von Humanen und Humanoiden. , 2018, , 7-112.		0
234	Wrong outside, wrong inside: A social functionalist approach to the uncanny feeling. New Ideas in Psychology, 2018, 50, 38-47.	1.9	12
235	On Studying Human Teaching Behavior with Robots: a Review. Review of Philosophy and Psychology, 2018, 9, 863-903.	1.8	12
236	Effects of Head Nodding and Shaking Motions on Perceptions of Likeability and Approachability. Perception, 2018, 47, 16-29.	1.2	16
237	Exploring the influence of a human-like dancing virtual character on the evocation of human emotion. Behaviour and Information Technology, 2018, 37, 1-15.	4.0	18
238	Information as a double-edged sword: The role of computer experience and information on applicant reactions towards novel technologies for personnel selection. Computers in Human Behavior, 2018, 81, 19-30.	8.5	62
239	Anthropomorphism in the search for extra-terrestrial intelligence – The limits of cognition?. Acta Astronautica, 2018, 143, 163-168.	3.2	16
240	Is there an uncanny valley of virtual animals? A quantitative and qualitative investigation. International Journal of Human Computer Studies, 2018, 111, 49-61.	5.6	41

#	Article	IF	CITATIONS
241	Anthropomorphism in social robotics: empirical results on human–robot interaction in hybrid production workplaces. AI and Society, 2018, 33, 413-424.	4.6	38
242	Evaluating a 3-D virtual talking head on pronunciation learning. International Journal of Human Computer Studies, 2018, 109, 26-40.	5.6	20
243	Example-Based Skin Wrinkle Displacement Maps. , 2018, , .		2
244	Masahiro Mori's Buddhist philosophy of robot. Paladyn, 2018, 9, 72-81.	2.7	2
245	Judging Others by Your Own Standards: Attractiveness of Primate Faces as Seen by Human Respondents. Frontiers in Psychology, 2018, 9, 2439.	2.1	8
246	On Cute Monkeys and Repulsive Monsters. Hastings Center Report, 2018, 48, 12-14.	1.0	2
247	Android Corporeality, Transhuman Performance and the Japanese â€~Mind'. Performance Research, 2018, 23, 67-73.	0.1	0
248	Public perception of android robots: Indications from an analysis of YouTube comments. , 2018, , .		4
249	Introducing and Testing the Creepiness of Situation Scale (CRoSS). Frontiers in Psychology, 2018, 9, 2220.	2.1	30
250	Automating Robotic Furniture with A Collaborative Vision-based Sensing Scheme. , 2018, , .		3
251	Dr. Frankenstein, I Presume? Revising the Popular Image of Frankenstein. Literature and Medicine, 2018, 36, 287-311.	0.1	1
252	Differences in Working-Memory Capacity Modulate Top-down Control of Social Attention. , 2018, , .		0
253	Smart city: Evaluation of intelligent agents. , 2018, , .		0
254	A Morphology of Human Robot Collaboration Systems for Industrial Assembly. Procedia CIRP, 2018, 72, 99-104.	1.9	25
255	Uncanny valley: A preliminary study on the acceptance of Malaysian urban and rural population toward different types of robotic faces. IOP Conference Series: Materials Science and Engineering, 2018, 344, 012012.	0.6	2
256	Toward an Understanding of Trust Repair in Human-Robot Interaction. ACM Transactions on Interactive Intelligent Systems, 2018, 8, 1-30.	3.7	71
257	Robots Racialized in the Likeness of Marginalized Social Identities are Subject to Greater Dehumanization than those racialized as White. , 2018, , .		18
258	The Effects of Eye Design on the Perception of Social Robots. , 2018, , .		17

#	Article	IF	CITATIONS
259	The Attribution of Emotional State - How Embodiment Features and Social Traits Affect the Perception of an Artificial Agent. , 2018, , .		9
260	Immersion and coherence in a stressful virtual environment. , 2018, , .		26
261	Cognition and emotions in Japanese humanoid robotics. History and Technology, 2018, 34, 157-183.	1.1	6
262	Gender- and Age-related Differences in Designing the Characteristics of Stereotypical Virtual Faces. , 2018, , .		8
263	Robot's Impression of Appearance and Their Trustworthy and Emotion Richness. , 2018, , .		9
265	Keep my head on my shoulders!. , 2018, , .		24
266	Psychology Meets Machine Learning: Interdisciplinary Perspectives on Algorithmic Job Candidate Screening. The Springer Series on Challenges in Machine Learning, 2018, , 197-253.	10.4	37
267	Up to the Finger Tip. , 2018, , .		33
268	Co-presence and proxemics in shared walkable virtual environments with mixed colocation. , 2018, , .		17
269	A Two-Study Approach to Explore the Effect of User Characteristics on Users' Perception and Evaluation of a Virtual Assistant's Appearance. Multimodal Technologies and Interaction, 2018, 2, 66.	2.5	9
270	Why robots should not be treated like animals. Ethics and Information Technology, 2018, 20, 291-301.	3.8	36
271	The influence of dynamics and speech on understanding humanoid facial expressions. International Journal of Advanced Robotic Systems, 2018, 15, 172988141878315.	2.1	3
272	Me, My Bot and His Other (Robot) Woman? Keeping Your Robot Satisfied in the Age of Artificial Emotion. Robotics, 2018, 7, 44.	3.5	10
273	Contribution of Developmental Psychology to the Study of Social Interactions: Some Factors in Play, Joint Attention and Joint Action and Implications for Robotics. Frontiers in Psychology, 2018, 9, 1992.	2.1	6
274	Blindness, Blinking and Boredom: Seeing and Being in Buddhism and Film. Religions, 2018, 9, 228.	0.6	0
275	Customer experience challenges: bringing together digital, physical and social realms. Journal of Service Management, 2018, 29, 776-808.	7.2	435
276	Where Kinesthetic Empathy meets Kinetic Design. , 2018, , .		0
277	The Anthropomorphic Analogy: Humanising musical machines in the early modern and contemporary eras. Organised Sound, 2018, 23, 167-180.	0.2	4

#	Article	IF	CITATIONS
278	Anthropomorphizing information to enhance trust in autonomous vehicles. Human Factors and Ergonomics in Manufacturing, 2018, 28, 352-359.	2.7	39
279	Persistence of the Uncanny Valley. , 2018, , 163-187.		24
280	Virtual reality and the new psychophysics. British Journal of Psychology, 2018, 109, 421-426.	2.3	33
281	Why are animate dishes so disturbing?. International Journal of Gastronomy and Food Science, 2018, 13, 73-77.	3.0	9
282	Action Augmented Real Virtuality: A Design for Presence. IEEE Transactions on Cognitive and Developmental Systems, 2018, 10, 961-972.	3.8	3
283	FFAB—The Form Function Attribution Bias in Human–Robot Interaction. IEEE Transactions on Cognitive and Developmental Systems, 2018, 10, 843-851.	3.8	51
284	Pupillary Responses to Robotic and Human Emotions: The Uncanny Valley and Media Equation Confirmed. Frontiers in Psychology, 2018, 9, 774.	2.1	22
285	Dependence of behavioral performance on material category in an object-grasping task with monkeys. Journal of Neurophysiology, 2018, 120, 553-563.	1.8	2
286	Comparative thanatology, an integrative approach: exploring sensory/cognitive aspects of death recognition in vertebrates and invertebrates. Philosophical Transactions of the Royal Society B: Biological Sciences, 2018, 373, 20170263.	4.0	49
287	A Mass-Produced Sociable Humanoid Robot: Pepper: The First Machine of Its Kind. IEEE Robotics and Automation Magazine, 2018, 25, 40-48.	2.0	351
288	Consumer Psychological Ownership of Digital Technology. , 2018, , 69-90.		24
289	Visual Appearance Modulates Prediction Error in Virtual Reality. IEEE Access, 2018, 6, 24617-24624.	4.2	38
290	Touch with foreign hands. , 2018, , .		39
291	Visual Perception and Evaluation of Photo-Realistic Self-Avatars From 3D Body Scans in Males and Females. Frontiers in ICT, 2018, 5, .	3.6	26
292	Avoiding the uncanny valley in virtual character design. Interactions, 2018, 25, 45-49.	1.0	58
293	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. Frontiers in Psychology, 2018, 9, 1362.	2.1	17
294	At the Department Store—Can Androids Be a Social Entity in the Real World?. , 2018, , 423-427.		2
295	Young Russian adults' attitudes towards the potential use of robots in hotels. Technology in Society, 2018, 55, 24-32.	9.4	166

ARTICLE IF CITATIONS # Consumer Attitudes Toward Human-Like Avatars in Advertisements: The Effect of Category Knowledge 296 3.0 17 and Imagery. International Journal of Electronic Commerce, 2018, 22, 325-348. Hybrids of the Romantic: Frankenstein, Olimpia, and Artificial Life. Berichte Zur 0.6 Wissenschaftsgeschichte, 2018, 41, 146-155. Emotional processes in human-robot interaction during brief cognitive testing. Computers in Human 298 8.5 40 Behavior, 2019, 90, 331-342. Design and Realization of a Sign Language Educational Humanoid Robot. Journal of Intelligent and Robotic Systems: Theory and Applications, 2019, 95, 3-17. Making Affordances Real: Socio-Material Prefiguration, Performed Agency, and Coordinated Activities 300 3.0 9 in Human–Robot Communication. Social Media and Society, 2019, 5, 205630511986547. FACS at 40., 2019, , . 302 The Doctor will See You Now: Could a Robot Be a medical Receptionist?., 2019,,. 4 The virtual doctor: An interactive clinical-decision-support system based on deep learning for 303 6.5 80 non-invasive prediction of diabetes. Artificial Intelligence in Medicine, 2019, 100, 101706. Expert opinions on the authenticity of moulage in simulation: a Delphi study. Advances in Simulation, 304 2.3 18 2019, 4, 16. Does a Character's Visual Style Affect Audience Empathy and Sympathy?. Lecture Notes in Computer 1.3 Science, 2019, , 476-488. The Effects of Robot Voice and Gesture Types on the Perceived Robot Personalities. Lecture Notes in 306 1.3 14 Computer Science, 2019, , 299-309. The Use of Social Robots and the Uncanny Valley Phenomenon., 2019, , 41-73. \hat{a} €œDanger, Will Robinson! \hat{a} ۥThe challenges of social robots for intergroup relations. Social and 308 3.7 34 Personality Psychology Compass, 2019, 13, e12489. Animation Techniques in Human-Robot Interaction User Studies. ACM Transactions on Human-Robot 309 4.1 26 Interaction, 2019, 8, 1-22 Seven HCI Grand Challenges. International Journal of Human-Computer Interaction, 2019, 35, 1229-1269. 310 273 4.8 Learning and transfer of complex motor skills in virtual reality: a perspective review. Journal of 134 NeuroEngineering and Rehabilitation, 2019, 16, 121. Uncanny Valley Effects on Friendship Decisions in Virtual Social Networking Service. 312 3.9 12 Cyberpsychology, Behavior, and Social Networking, 2019, 22, 700-705. Skin-On Interfaces., 2019,,.

		CITATION R	EPORT	
#	Article		IF	Citations
314	Virtual Reality Training in Organizations. , 2019, , 347-384.			2
315	The Effect of Presence and Appearance of Guides in Virtual Reality Exhibitions. , 2019, ,			11
316	Sign Language Recognition, Generation, and Translation. , 2019, , .			189
318	Multi-party Turn-Taking in Repeated Human–Robot Interactions: An Interdisciplinary E International Journal of Social Robotics, 2019, 11, 693-707.	Evaluation.	4.6	9
319	Laughing is Scary, but Farting is Cute. , 2019, , .			40
320	How Can Computer Science Faculties Increase the Proportion of Women in Computer S Robots?. , 2019, , .	Science by Using		11
321	Validating the Accuracy of Imaged-Based Research into the Uncanny Valley: An Experim 2019, , .	ental Proposal. ,		1
322	Virtual Faces Evoke Only a Weak Uncanny Valley Effect: An Empirical Investigation With Virtual Face Images. Perception, 2019, 48, 968-991.	n Controlled	1.2	51
323	Towards a data-driven framework for realistic self-organized virtual humans. , 2019, , .			0
324	Designing Drones. , 2019, 3, 1-19.			23
325	In bot we trust: A new methodology of chatbot performance measures. Business Horizo 785-797.	ons, 2019, 62,	5.2	158
326	How Should Automated Vehicles Interact with Pedestrians?. , 2019, , .			77
327	In the uncanny valley, transportation predicts narrative enjoyment more than empathy, the tragic hero. Computers in Human Behavior, 2019, 94, 140-153.	but only for	8.5	23
328	Development and evaluation of a 3-D virtual pronunciation tutor for children with autist disorders. PLoS ONE, 2019, 14, e0210858.	m spectrum	2.5	22
329	Contagious yawning in virtual reality is affected by actual, but not simulated, social pres Scientific Reports, 2019, 9, 294.	sence.	3.3	31
330	Objects with Intent. ACM Transactions on Computer-Human Interaction, 2019, 26, 1-3	3.	5.7	34
331	First encounter with robot Alpha: How individual differences interact with vocal and kin users' social responses. New Media and Society, 2019, 21, 2522-2547.	etic cues in	5.0	43
332	Virtual Objects in the Physical World. , 2019, , .			12

ARTICLE IF CITATIONS # Experimental Characterisation: Rich Deformations. Studies in Mechanobiology, Tissue Engineering and 333 1.0 0 Biomaterials, 2019, , 215-234. The Perceived Human Likeness and Familiarity of Human Actors in Relationship to Digital Actors in Film. The Computer Games Journal, 2019, 8, 83-105. 334 1.0 HighlyÂautomated job interviews: Acceptance under the influence of stakes. International Journal of 335 2.5 82 Selection and Assessment, 2019, 27, 217-234. Virtual humans as co-workers: A novel methodology to study peer effects. Journal of Behavioral and Experimental Economics, 2019, 78, 17-29. LightBee., 2019,,. 337 17 At Your Service., 2019,,. Escaping Oz: Autonomy in Socially Assistive Robotics. Annual Review of Control, Robotics, and 339 11.8 37 Autonomous Systems, 2019, 2, 33-61. REVEREND ROBOT: AUTOMATION AND CLERGY. Zygon, 2019, 54, 479-500. 0.4 340 341 Acceptance of Self-Driving Cars., 2019, , . 7 Humanization of robots: Is it really such a good idea?. Human Behavior and Emerging Technologies, 342 4.4 48 2019, 1, 111-123. Counts of mechanical, external configurations compared to computational, internal configurations 343 2.5 1 in natural and artificial systems. PLoS ONE, 2019, 14, e0215671. Service Robots Rising: How Humanoid Robots Influence Service Experiences and Elicit Compensatory 4.8 544 Consumer Responses. Journal of Marketing Research, 2019, 56, 535-556. Robots for Joy, Robots for Sorrow: Community Based Robot Design for Dementia Caregivers., 2019,,. 345 44 From Robot to Virtual Doppelganger: Impact of Visual Fidelity of Avatars Controlled in Third-Person Perspective on Embodiment and Behavior in Immersive Virtual Environments. Frontiers in Robotics and 346 3.2 Al, 2019, 6, 8. 347 Chatbot Personalities Matters. Lecture Notes in Computer Science, 2019, , 170-181. 20 1.3 The Interactive Self – A Review on Simulating Social Interactions to Understand the Mechanisms of 348 Social Agency. I-com, 2019, 18, 17-31. 349 Participatory Design of VR Scenarios for Exposure Therapy., 2019, , . 24 Human-Like Motion Planning Based on Game Theoretic Decision Making. International Journal of Social Robotics, 2019, 11, 151-170.

	CITATION RE	PORT	
#	Article	IF	CITATIONS
351	Otakuism and the Appeal of Sex Robots. Frontiers in Psychology, 2019, 10, 569.	2.1	24
352	The Background Context Condition for the Uncanny Valley Hypothesis. International Journal of Social Robotics, 2019, 11, 25-33.	4.6	12
353	How Robots Influence Humans: A Survey of Nonverbal Communication in Social Human–Robot Interaction. International Journal of Social Robotics, 2019, 11, 575-608.	4.6	151
354	Identifying Features that Enhance Older Adults' Acceptance of Robots: A Mixed Methods Study. Gerontology, 2019, 65, 441-450.	2.8	42
355	First Impressions Count! The Role of the Human's Emotional State on Rapport Established with an Empathic versus Neutral Virtual Therapist. IEEE Transactions on Affective Computing, 2021, 12, 788-800.	8.3	18
356	Simulacra, architecture, tourism and the Uncanny. Journal of Tourism and Cultural Change, 2019, 17, 1-12.	2.8	5
357	Brain stimulation to left prefrontal cortex modulates attentional orienting to gaze cues. Philosophical Transactions of the Royal Society B: Biological Sciences, 2019, 374, 20180430.	4.0	7
358	EXISTENTIAL HOPE AND EXISTENTIAL DESPAIR IN AI APOCALYPTICISM AND TRANSHUMANISM. Zygon, 2019, 54, 156-176.	0.4	13
360	National Stereotypes and Robots' Perception: The "Made in―Effect. Frontiers in Robotics and AI, 2019, 6, 21.	3.2	20
361	Sign Language Representation by TEO Humanoid Robot: End-User Interest, Comprehension and Satisfaction. Electronics (Switzerland), 2019, 8, 57.	3.1	11
362	Cuteness as a â€ [~] Dark Pattern' in Home Robots. , 2019, , .		53
363	The Virtual Caliper: Rapid Creation of Metrically Accurate Avatars from 3D Measurements. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1887-1897.	4.4	39
364	Marketing robot services in hospitality and tourism: the role of anthropomorphism. Journal of Travel and Tourism Marketing, 2019, 36, 784-795.	7.0	230
365	Hopes and fears for intelligent machines in fiction and reality. Nature Machine Intelligence, 2019, 1, 74-78.	16.0	115
366	Research in the Era of Sensing Technologies and Wearables. , 2019, , 806-835.		1
367	Can a Humanoid Robot be part of the Organizational Workforce? A User Study Leveraging Sentiment Analysis. , 2019, , .		10
368	Highly automated interviews: applicant reactions and the organizational context. Journal of Managerial Psychology, 2019, 35, 301-314.	2.2	25
370	From sci-fi to sci-fact: the state of robotics and AI in the hospitality industry. Journal of Hospitality and Tourism Technology, 2019, 10, 624-650.	3.8	62

#	Article	IF	CITATIONS
371	The Role of Robots, Artificial Intelligence, and Service Automation in Events. , 2019, , 255-269.		7
372	Can Social Agents elicit Shame as Humans do?. , 2019, , .		11
373	Companion robots for older people: importance of user-centred design demonstrated through observations and focus groups comparing preferences of older people and roboticists in South West England. BMJ Open, 2019, 9, e032468.	1.9	75
374	Impression Change on Nonverbal Non-Humanoid Robot by Interaction with Humanoid Robot. , 2019, , .		5
375	Walking Your Virtual Dog: Analysis of Awareness and Proxemics with Simulated Support Animals in Augmented Reality. , 2019, , .		33
376	Multimodal sentiment analysis applied to interaction between patients and a humanoid robot Pepper. IFAC-PapersOnLine, 2019, 52, 411-414.	0.9	9
377	Robot Helps When Robot Fits: Examining the Role of Baby Robots in Fertility Promotion. Healthcare (Switzerland), 2019, 7, 147.	2.0	4
378	Avatar Selection for Live Performance in Virtual Reality: A Case Study. , 2019, , .		3
379	User expectations of privacy in robot assisted therapy. Paladyn, 2019, 10, 140-159.	2.7	8
380	What's at the Heart of Emotions?. , 2019, , 1-26.		0
381	Words and Concepts. , 2019, , 27-70.		1
382	Facial Activity and Emotion Expression. , 2019, , 71-132.		0
383	Explaining Emotional Influence. , 2019, , 133-193.		0
384	Regulating Emotions. , 2019, , 194-214.		0
385	Social Functions. , 2019, , 215-240.		0
386	Groups, Teams and Crowds. , 2019, , 241-274.		0
387	Working with Emotions. , 2019, , 275-321.		0
388	Reorientation. , 2019, , 322-345.		0

# 389	ARTICLE Behavioural evidence for a transparency–efficiency tradeoff in human–machine cooperation. Nature Machine Intelligence, 2019, 1, 517-521.	IF 16.0	CITATIONS 88
390	Different level of virtualization of sight and touch produces the uncanny valley of avatar's hand embodiment. Scientific Reports, 2019, 9, 19030.	3.3	19
391	Realistic or Iconic 3D Animation (Adaptation Study with Theory Uncanny Valley). , 2019, , .		1
392	A Review of Artificial Intelligence Adoptions in the Media Industry. JMM International Journal on Media Management, 2019, 21, 193-215.	0.8	54
393	Towards an Objective Measure of Presence. , 2019, , .		7
394	Emotion analysis from faces for social robotics. , 2019, , .		11
395	Virtual Reality Simulation in Nontechnical Skills Training for Healthcare Professionals. Simulation in Healthcare, 2019, 14, 188-194.	1.2	155
396	Ethical concerns with the use of intelligent assistive technology: findings from a qualitative study with professional stakeholders. BMC Medical Ethics, 2019, 20, 98.	2.4	80
397	Systematic Representative Design: A Reply to Commentaries. Psychological Inquiry, 2019, 30, 250-263.	0.9	4
398	Developing Humanoid Robots for Applications in Real-World Scenarios [From the Guest Editors]. IEEE Robotics and Automation Magazine, 2019, 26, 17-19.	2.0	4
399	Can Wearable Haptic Devices Foster the Embodiment of Virtual Limbs?. IEEE Transactions on Haptics, 2019, 12, 339-349.	2.7	28
400	Online relationship marketing. Journal of the Academy of Marketing Science, 2019, 47, 369-393.	11.2	212
401	Multidimensional Mapping and Spatial Communication Through the Virtual Umwelt. , 2019, , 1-16.		0
402	Crossing the Uncanny Valley of Human-System Teaming. Advances in Intelligent Systems and Computing, 2019, , 712-718.	0.6	1
404	Knowing Your Audience: Reactions to the Human Body, Dead and Undead. Bioarchaeology and Social Theory, 2019, , 19-57.	0.1	3
405	Caregivers' attitudes toward potential robot coworkers in elder care. Cognition, Technology and Work, 2019, 21, 327-336.	3.0	45
406	Creepiness Creeps In: Uncanny Valley Feelings Are Acquired in Childhood. Child Development, 2019, 90, 1202-1214.	3.0	52
407	Toy robots on YouTube: Consumption and peer production at the robotic moment. Convergence, 2019, 25, 148-160.	2.7	5

#	Article	IF	CITATIONS
408	Look! It's Moving! Is It Alive? How Movement Affects Humans' Affinity Living and Non-Living Entities. IEEE Transactions on Affective Computing, 2020, 11, 669-683.	8.3	0
409	Singing Robots: How Embodiment Affects Emotional Responses to Non-Linguistic Utterances. IEEE Transactions on Affective Computing, 2020, 11, 284-295.	8.3	11
410	Mitigating the intrusive effects of smart home assistants by using anthropomorphic design features: A multimethod investigation. Information Systems Journal, 2020, 30, 1010-1042.	6.9	93
411	Why Do Robots Need a Head? The Role of Social Interfaces on Service Robots. International Journal of Social Robotics, 2020, 12, 281-295.	4.6	25
412	Recognition, Encounter, and Estrangement, in the Work of Zhou Song. Philosophy and Technology, 2020, 33, 33-52.	4.3	0
413	15 challenges for AI: or what AI (currently) can't do. AI and Society, 2020, 35, 355-365.	4.6	42
414	Cinemacraft: exploring fidelity cues in collaborative virtual world interactions. Virtual Reality, 2020, 24, 53-73.	6.1	4
415	Constructing the Meaning of Humanoid Sex Robots. International Journal of Social Robotics, 2020, 12, 415-424.	4.6	8
416	Amygdala responds to direct gaze in real but not in computer-generated faces. Neurolmage, 2020, 204, 116216.	4.2	21
417	Anthropomorphizing AlphaGo: a content analysis of the framing of Google DeepMind's AlphaGo in the Chinese and American press. Al and Society, 2020, 35, 727-735.	4.6	12
419	The Design of the Paediatric Prosthesis: Assessment of Stigma-Inducing Factors in Primary School Children, Using a Questionnaire. Advances in Intelligent Systems and Computing, 2020, , 869-881.	0.6	0
420	One robot doesn't fit all: aligning social robot appearance and job suitability from a Middle Eastern perspective. Al and Society, 2020, 35, 485-500.	4.6	10
421	Social Environment Simulation in VR Elicits a Distinct Reaction in Subjects with Different Levels of Anxiety and Somatoform Dissociation. International Journal of Human-Computer Interaction, 2020, 36, 505-515.	4.8	4
422	Learning from the Dark Web: leveraging conversational agents in the era of hyper-privacy to enhance marketing. Journal of the Academy of Marketing Science, 2020, 48, 43-63.	11.2	100
423	Cognitive Impact of Social Robots: How Anthropomorphism Boosts Performances. IEEE Robotics and Automation Magazine, 2020, 27, 73-83.	2.0	22
424	The Race Between Cognitive and Artificial Intelligence. International Journal of Intelligent Information Technologies, 2020, 16, 1-16.	0.8	9
425	Text2Sign: Towards Sign Language Production Using Neural Machine Translation and Generative Adversarial Networks. International Journal of Computer Vision, 2020, 128, 891-908.	15.6	103
426	Autistic traits, personality, and evaluations of humanoid robots by young and older adults. Computers in Human Behavior, 2020, 106, 106256.	8.5	10

#	Article	IF	CITATIONS
427	Novel passive ankle-foot prosthesis mimics able-bodied ankle angles and ground reaction forces. Clinical Biomechanics, 2020, 72, 202-210.	1.2	11
428	Alexa, Can I Trust You? Exploring Consumer Paths to Trust in Smart Voice-Interaction Technologies. Journal of the Association for Consumer Research, 2020, 5, 181-205.	1.7	70
429	Examining the potential of virtual reality to deliver remote rehabilitation. Computers in Human Behavior, 2020, 105, 106223.	8.5	25
430	A naturalistic paradigm simulating gaze-based social interactions for the investigation of social agency. Behavior Research Methods, 2020, 52, 1044-1055.	4.0	9
431	Young Children's Mathematical Learning From Intelligent Characters. Child Development, 2020, 91, 1491-1508.	3.0	23
432	Real-time non-photorealistic animation for immersive storytelling in "Age of Sail― Graphics and Visual Computing, 2020, 3, 100012.	1.1	2
433	Manufacturing Revolution Boosts People Issues: The Evolutionary Need for â€~Humanâ€Automation Resource Management' in Smart Factories. European Management Review, 2020, 17, 391-406.	3.7	12
434	Using computer automated systems to conduct personal interviews: Does the mere presence of a human face inhibit disclosure?. Computers in Human Behavior, 2020, 105, 106197.	8.5	18
435	Hands in the Real World. Frontiers in Robotics and Al, 2019, 6, 147.	3.2	19
436	Agent vs. Avatar: Comparing Embodied Conversational Agents Concerning Characteristics of the Uncanny Valley. , 2020, , .		14
437	Robotics in Clinical and Developmental Psychology. , 2022, , 121-140.		13
438	Anthropomorphizing artificial intelligence: towards a user-centered approach for addressing the challenges of over-automation and design understandability in smart homes. Intelligent Buildings International, 2021, 13, 227-240.	2.3	1
439	Relationship between social robot proactive behavior and the human perception of anthropomorphic attributes. Advanced Robotics, 2020, 34, 1324-1336.	1.8	19
440	A Robot Is Not Worth Another: Exploring Children's Mental State Attribution to Different Humanoid Robots. Frontiers in Psychology, 2020, 11, 2011.	2.1	45
441	Human-like communication in conversational agents: a literature review and research agenda. Journal of Service Management, 2020, 31, 203-225.	7.2	106
442	Hybrid Animation: Implementation of Motion Capture. IOP Conference Series: Materials Science and Engineering, 2020, 767, 012065.	0.6	1
443	The effect of imagery and product involvement in copy testing scores of animatics and finished ads: a schemata approach. Journal of Marketing Theory and Practice, 2020, 28, 460-471.	4.3	2
444	Does the effect of enthusiasm in a pedagogical Agent's voice depend on mental load in the Learner's working memory?. Computers in Human Behavior, 2020, 112, 106483.	8.5	28

#	Article	IF	CITATIONS
445	Improving Presence in Real-time Architectural Visualization. Cogent Arts and Humanities, 2020, 7, 1767346.	1.0	1
446	¿Qué es un robot? Análisis jurÃdico comparado de las propuestas japonesas y europeas. , 2020, 4, 35-48.	0.1	2
447	When Agents Become Partners: A Review of the Role the Implicit Plays in the Interaction with Artificial Social Agents. Multimodal Technologies and Interaction, 2020, 4, 81.	2.5	5
448	Chatbots: History, technology, and applications. Machine Learning With Applications, 2020, 2, 100006.	4.4	277
449	Frontline robots in tourism and hospitality: service enhancement or cost reduction?. Electronic Markets, 2021, 31, 477-492.	8.1	115
450	EEG-Based Assessment of Perceived Realness in Stylized Face Images. , 2020, , .		4
451	CliNCare: An Educational Game—The Reasoning Behind the Graphic Choices and Their Impact on Player Opinions. The Computer Games Journal, 2020, 9, 331-347.	1.0	2
452	Macaque Gaze Responses to the Primatar: A Virtual Macaque Head for Social Cognition Research. Frontiers in Psychology, 2020, 11, 1645.	2.1	9
453	An Acceptance Test for Assistive Robots. Sensors, 2020, 20, 3912.	3.8	7
454	Enlightening Patients with Augmented Reality. , 2020, , .		0
454 455	Enlightening Patients with Augmented Reality. , 2020, , . Virtual Big Heads: Analysis of Human Perception and Comfort of Head Scales in Social Virtual Reality. , 2020, , .		0 9
454 455 456	Enlightening Patients with Augmented Reality., 2020, , . Virtual Big Heads: Analysis of Human Perception and Comfort of Head Scales in Social Virtual Reality., 2020, , . Man vs machine: examining the three themes of service robotics in tourism and hospitality. Electronic Markets, 2021, 31, 511-527.	8.1	0 9 21
454 455 456 457	Enlightening Patients with Augmented Reality., 2020, , . Virtual Big Heads: Analysis of Human Perception and Comfort of Head Scales in Social Virtual Reality., 2020, , . Man vs machine: examining the three themes of service robotics in tourism and hospitality. Electronic Markets, 2021, 31, 511-527. Robotics at workplace: An integrated Twitter analytics – SEM based approach for behavioral intention to accept. International Journal of Information Management, 2020, 55, 102210.	8.1 17.5	0 9 21 45
454 455 456 457	Enlightening Patients with Augmented Reality., 2020, , . Virtual Big Heads: Analysis of Human Perception and Comfort of Head Scales in Social Virtual Reality., 2020, , . Man vs machine: examining the three themes of service robotics in tourism and hospitality. Electronic Markets, 2021, 31, 511-527. Robotics at workplace: An integrated Twitter analytics – SEM based approach for behavioral intention to accept. International Journal of Information Management, 2020, 55, 102210. Dominic Dromgoole'sThe Tempest(2016): Labour, Technology and the Gender of Theatrical Magic., 2020, , 66-84.	8.1 17.5	0 9 21 45
454 455 456 457 460	Enlightening Patients with Augmented Reality., 2020, , . Virtual Big Heads: Analysis of Human Perception and Comfort of Head Scales in Social Virtual Reality., 2020, , . Man vs machine: examining the three themes of service robotics in tourism and hospitality. Electronic Markets, 2021, 31, 511-527. Robotics at workplace: An integrated Twitter analytics – SEM based approach for behavioral intention to accept. International Journal of Information Management, 2020, 55, 102210. Dominic Dromgoole'sThe Tempest(2016): Labour, Technology and the Gender of Theatrical Magic. , 2020, , 66-84. Stanislavski in the Closet: Joe Hill-Gibbins'Edward II(National Theatre, 2013). , 2020, , 89-107.	8.1	0 9 21 45 0
454 455 456 457 460 462	Enlightening Patients with Augmented Reality., 2020, , . Virtual Big Heads: Analysis of Human Perception and Comfort of Head Scales in Social Virtual Reality., 2020, , . Man vs machine: examining the three themes of service robotics in tourism and hospitality. Electronic Markets, 2021, 31, 511-527. Robotics at workplace: An integrated Twitter analytics – SEM based approach for behavioral intention to accept. International Journal of Information Management, 2020, 55, 102210. Dominic Dromgoole'sThe Tempest(2016): Labour, Technology and the Gender of Theatrical Magic. , 2020, , 66-84. Stanislavski in the Closet: Joe Hill-Gibbins'Edward II(National Theatre, 2013). , 2020, , 89-107. â€~Tech-Enabled' Theatre at the RSC: Digital Performance and Gregory Doran'sTempest(RSC, 2016). , 20	8.1 17.5 020, ,	0 9 21 45 0 0
454 455 456 457 460 462 463	Enlightening Patients with Augmented Reality., 2020, , . Virtual Big Heads: Analysis of Human Perception and Comfort of Head Scales in Social Virtual Reality., 2020, , . Man vs machine: examining the three themes of service robotics in tourism and hospitality. Electronic Markets, 2021, 31, 511-527. Robotics at workplace: An integrated Twitter analytics – SEM based approach for behavioral intention to accept. International Journal of Information Management, 2020, 55, 102210. Dominic Dromgoole'sThe Tempest(2016): Labour, Technology and the Gender of Theatrical Magic., 2020, , 66-84. Stanislavski in the Closet: Joe Hill-Gibbins'Edward II(National Theatre, 2013)., 2020, , 89-107. â€"Tech-Enabled' Theatre at the RSC: Digital Performance and Gregory Doran'sTempest(RSC, 2016)., 2020, , 157-190.	8.1 17.5 020, , 20,	0 9 21 45 0 0

#	Article	IF	CITATIONS
467	Concluding Most Obscenely: Offstage Technophelias. , 2020, , 207-218.		0
470	TEllipsoid: Ellipsoidal Display for Videoconference System Transmitting Accurate Gaze Direction. , 2020, , .		1
471	Mechanisms and Consequences of Anthropomorphizing Autonomous Products. Schmalenbach Business Review, 2020, 72, 485-510.	0.9	4
472	Acceptance of a minimal design of a human infant for facilitating affective interaction with older adults: A case study toward interactive doll therapy. , 2020, , .		1
473	Understanding "Zoom fatigue― Theorizing spatial dynamics as third skins in computer-mediated communication. Computers and Composition, 2020, 58, 102613.	1.2	99
474	Tolerance of time delay to the sense of agency for operating electric prosthetic hands: a preliminary experiment with the appearance and gripping action. , 2020, , .		0
475	Identity-Preserving Realistic Talking Face Generation. , 2020, , .		8
476	Touching a Human or a Robot? Investigating Human-likeness of a Soft Warm Artificial Hand. , 2020, , .		4
477	Although autonomous cars are not yet manufactured, their acceptance already is. Theoretical Issues in Ergonomics Science, 2021, 22, 567-580.	1.8	8
478	Participant Satisfaction with Computer-Delivered Intervention Components and Its Relation to Alcohol Outcomes. Substance Use and Misuse, 2020, 55, 2332-2340.	1.4	7
479	Robotic transformative service research: deploying social robots for consumer well-being during COVID-19 and beyond. Journal of Service Management, 2020, 31, 1131-1148.	7.2	117
480	A Review of Photogrammetry and Photorealistic 3D Models in Education From a Psychological Perspective. Frontiers in Education, 2020, 5, .	2.1	21
481	Perceived match between own and observed models' bodies: influence of face, viewpoints, and body size. Scientific Reports, 2020, 10, 13991.	3.3	6
482	Modelling User Preference for Embodied Artificial Intelligence and Appearance in Realistic Humanoid Robots. Informatics, 2020, 7, 28.	3.9	4
483	Actual vs. Perceived Competency Development—How Can Virtual Patients Impact Pharmacist Pre-Registration Training?. Pharmacy (Basel, Switzerland), 2020, 8, 138.	1.6	3
484	Seeming autonomy, technology and the uncanny valley. Al and Society, 2020, , 1.	4.6	8
485	Effects of Interacting with a Crowd of Emotional Virtual Humans on Users' Affective and Non-Verbal Behaviors. , 2020, , .		14
486	How To Build a Better Robot for Quick-Service Restaurants. Journal of Hospitality and Tourism Research, 2020, 44, 1235-1269.	2.9	40

#	Article	IF	CITATIONS
487	Considerations for a More Ethical Approach to Data in Al: On Data Representation and Infrastructure. Frontiers in Big Data, 2020, 3, 25.	2.9	15
488	The Uncanny Valley Phenomenon and the Temporal Dynamics of Face Animacy Perception. Perception, 2020, 49, 1069-1089.	1.2	10
489	l saw it on YouTube! How online videos shape perceptions of mind, morality, and fears about robots. New Media and Society, 2021, 23, 3312-3331.	5.0	19
490	Dataâ€Ðriven Facial Simulation. Computer Graphics Forum, 2020, 39, 513-526.	3.0	3
491	A Comprehensive Approach to Validating the Uncanny Valley using the Anthropomorphic RoBOT (ABOT) Database. , 2020, , .		13
492	Effects of Interacting with a Crowd of Emotional Virtual Humans on Users' Affective and Non-Verbal Behaviors. , 2020, , .		11
493	Consumer decisions with artificially intelligent voice assistants. Marketing Letters, 2020, 31, 335-347.	2.9	51
494	To Err Is Human(-oid): How Do Consumers React to Robot Service Failure and Recovery?. Journal of Service Research, 2021, 24, 354-371.	12.2	161
495	Facial Expression Rendering in Medical Training Simulators: Current Status and Future Directions. IEEE Access, 2020, 8, 215874-215891.	4.2	15
496	The AMIRO Social Robotics Framework: Deployment and Evaluation on the Pepper Robot. Sensors, 2020, 20, 7271.	3.8	14
497	Annotation-Assisted Clustering of Player Profiles in Cultural Games: A Case for Tensor Analytics in Julia. Big Data and Cognitive Computing, 2020, 4, 39.	4.7	10
498	Controller-Free Hand Tracking for Grab-and-Place Tasks in Immersive Virtual Reality: Design Elements and Their Empirical Study. Multimodal Technologies and Interaction, 2020, 4, 91.	2.5	35
499	The Importance of Realism, Character, and Genre: How Theatre Can Support the Creation of Likeable Sociable Robots. International Journal of Social Robotics, 2020, 13, 1427.	4.6	1
500	Who Watches the Watchmen? A Review of Subjective Approaches for Sybil-Resistance in Proof of Personhood Protocols. Frontiers in Blockchain, 2020, 3, .	2.6	14
501	Tourists' perceptions regarding the use of anthropomorphic robots in tourism and hospitality. International Journal of Contemporary Hospitality Management, 2020, 32, 3665-3683.	8.0	87
502	Dominic Dromgoole'sThe Changeling(2015): Social Division and Anamorphic Vision. , 2020, , 51-65.		0
503	Matter over mind? How the acceptance of digital entities depends on their appearance, mental prowess, and the interaction between both. International Journal of Human Computer Studies, 2020, 142, 102463.	5.6	31
504	Virtual Big Heads: Analysis of Human Perception and Comfort of Head Scales in Social Virtual Reality. , 2020, , .		2

		CITATION REPORT		
#	Article		IF	CITATIONS
505	Social Media Comments about Hotel Robots. Journal of China Tourism Research, 2020	, 16, 606-625.	1.9	17
506	Artificial Intelligence in the Dutch Press: An Analysis of Topics and Trends. Communica 2020, 71, 373-392.	tion Studies,	1.2	19
507	Digital hermeneutics for the new age of cinema. Al and Society, 2020, , 1.		4.6	0
508	Enablers and barriers to the implementation of socially assistive humanoid robots in he social care: a systematic review. BMJ Open, 2020, 10, e033096.	ealth and	1.9	89
509	Intimacy perception : Does the artificial or human nature of the interlocutor matter ?. I Journal of Human Computer Studies, 2020, 142, 102464.	nternational	5.6	15
510	Guidelines for the Development of Immersive Virtual Reality Software for Cognitive Ne Neuropsychology: The Development of Virtual Reality Everyday Assessment Lab (VR-EA Neuropsychological Test Battery in Immersive Virtual Reality. Frontiers in Computer Sc	uroscience and L), a ience, 2020, 1, .	2.8	51
511	Young Children's Indiscriminate Helping Behavior Toward a Humanoid Robot. Fron 2020, 11, 239.	tiers in Psychology,	2.1	12
512	Design Considerations for Real-Time Collaboration with Creative Artificial Intelligence. Sound, 2020, 25, 41-52.	Organised	0.2	21
513	Designing Anthropomorphic Enterprise Conversational Agents. Business and Informati Engineering, 2020, 62, 193-209.	on Systems	6.1	54
514	Multifaceted trust in tourism service robots. Annals of Tourism Research, 2020, 81, 10	2888.	6.4	150
515	Phenomenal Causality and Sensory Realism. I-Perception, 2020, 11, 20416695209270	13.	1.4	4
516	Immersion and Coherence: Research Agenda and Early Results. IEEE Transactions on Vi Computer Graphics, 2021, 27, 3839-3850.	sualization and	4.4	22
517	Robots as Malevolent Moral Agents: Harmful Behavior Results in Dehumanization, Not Anthropomorphism. Cognitive Science, 2020, 44, e12872.		1.7	9
518	The Influence of Game Character Appearance on Empathy and Immersion: Virtual Non-Robotic Animals. Simulation and Gaming, 2020, 51, 685-711.	Robotic Versus	1.9	11
519	Combining trunk movement and facial expression enhances the perceived intensity an an avatar's pain expression. Computers in Human Behavior, 2020, 112, 106451.	d believability of	8.5	7
520	Study of Multimodal Interfaces and the Improvements on Teleoperation. IEEE Access, 2 78213-78227.	2020, 8,	4.2	45
521	Non-verbal behavior of the robot companion: a contribution to the likeability. Procedia Science, 2020, 169, 800-806.	Computer	2.0	13
522	Engineering Equity: How AI Can Help Reduce the Harm of Implicit Bias. Philosophy and 2021, 34, 65-90.	Technology,	4.3	16

#	Article	IF	CITATIONS
524	What Is Human–Robot Interaction?. , 2020, , 6-17.		0
525	How a Robot Works. , 2020, , 18-40.		0
527	Spatial Interaction. , 2020, , 69-80.		0
528	Nonverbal Interaction. , 2020, , 81-97.		2
529	Verbal Interaction. , 2020, , 98-113.		0
533	Robots in Society. , 2020, , 185-200.		0
537	Using Facial Animation to Increase the Enfacement Illusion and Avatar Self-Identification. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2023-2029.	4.4	51
538	Level of immersion affects spatial learning in virtual environments: results of a three-condition within-subjects study with long intersession intervals. Virtual Reality, 2020, 24, 783-796.	6.1	36
539	Education biases perception of social robots. Revue Europeenne De Psychologie Appliquee, 2020, 70, 100521.	0.8	7
540	Effectiveness of an Empathic Chatbot in Combating Adverse Effects of Social Exclusion on Mood. Frontiers in Psychology, 2019, 10, 3061.	2.1	89
541	Human Rights of Users of Humanlike Care Automata. Human Rights Review, 2020, 21, 181-205.	1.1	2
542	A review of research into automation in tourism: Launching the Annals of Tourism Research Curated Collection on Artificial Intelligence and Robotics in Tourism. Annals of Tourism Research, 2020, 81, 102883.	6.4	333
543	â€~Fake news' as infrastructural uncanny. New Media and Society, 2020, 22, 317-341.	5.0	38
544	Positive Emotions, More Than Anxiety or Other Negative Emotions, Predict Willingness to Interact With Robots. Personality and Social Psychology Bulletin, 2020, 46, 1270-1283.	3.0	28
545	External HMI for self-driving vehicles: Which information shall be displayed?. Transportation Research Part F: Traffic Psychology and Behaviour, 2020, 68, 171-186.	3.7	97
546	Editorial: Perceptions of People: Cues to Underlying Physiology and Psychology. Frontiers in Psychology, 2020, 11, 643.	2.1	0
547	Facially expressive humanoid robotic face. HardwareX, 2021, 9, e00117.	2.2	25
548	Replaced by a Robot: Service Implications in the Age of the Machine. Journal of Service Research, 2021, 24, 104-121.	12.2	117

#	Article	IF	CITATIONS
549	Ctrl+Alt+Delete: The changing landscape of the uncanny valley and the fear of second loss. Current Psychology, 2021, 40, 813-821.	2.8	9
550	Regulating artificial intelligence and robotics: ethics by design in a digital society. Contemporary Social Science, 2021, 16, 170-184.	1.9	33
551	State-of-the-Art Visual Merchandising Using a Fashionable Social Robot: RoMa. International Journal of Social Robotics, 2021, 13, 509-523.	4.6	22
552	Robot Likeability and Reciprocity in Human Robot Interaction: Using Ultimatum Game to determinate Reciprocal Likeable Robot Strategies. International Journal of Social Robotics, 2021, 13, 851-862.	4.6	13
553	Robot companion cats for people at home with dementia: A qualitative case study on companotics. Dementia, 2021, 20, 1300-1318.	2.0	18
554	Commentary: Opportunities and challenges of technology in relationship marketing. Australasian Marketing Journal, 2021, 29, 111-117.	5.4	13
555	Relating Mori's Uncanny Valley in generating conversations with artificial affective communication and natural language processing. Nursing Philosophy, 2021, 22, e12322.	1.9	6
556	Virtual and real-life ostracism and its impact on a subsequent acute stressor. Physiology and Behavior, 2021, 228, 113205.	2.1	15
557	Robots Are Not All the Same: Young Adults' Expectations, Attitudes, and Mental Attribution to Two Humanoid Social Robots. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 307-314.	3.9	15
558	Preference for robot service or human service in hotels? Impacts of the COVID-19 pandemic. International Journal of Hospitality Management, 2021, 93, 102795.	8.8	276
559	Self-face perception in 12-month-old infants: A study using the morphing technique. , 2021, 62, 101479.		4
560	Pursuing behavioral realism in Virtual Reality for fire evacuation research. Fire and Materials, 2021, 45, 462-472.	2.0	19
561	Do robots dream of escaping? Narrativity and ethics in Alex Garland's Ex-Machina and Luke Scott's Morgan. Al and Society, 2021, 36, 349-359.	4.6	1
562	Empirical evaluation and pathway modeling of visual attention to virtual humans in an appearance fidelity continuum. Journal on Multimodal User Interfaces, 2021, 15, 109-119.	2.9	4
563	Systematic Review: Trust-Building Factors and Implications for Conversational Agent Design. International Journal of Human-Computer Interaction, 2021, 37, 81-96.	4.8	107
564	Risks to Artificial Intelligence. Cognitive Systems Monographs, 2021, , 115-125.	0.1	0
566	Studying the Role of Haptic Feedback on Virtual Embodiment in a Drawing Task. Frontiers in Virtual Reality, 2021, 1, .	3.7	20
567	Uncanny Valley in 3D Emoji: Investigating User Perceptions of Realistic Representations. Advances in Intelligent Systems and Computing, 2021, , 697-702.	0.6	0

#	Article	IF	CITATIONS
569	Human—Technology Interaction: The State-of-the-Art and the Lack of Naturalism. Human-computer Interaction Series, 2021, , 221-239.	0.6	1
571	Workplace Bullying in the Context of Robotization: Contemplating the Future of the Field. Handbooks of Workplace Bullying, Emotional Abuse and Harassment, 2021, , 293-321.	0.5	2
572	Trusting Intentions Towards Robots in Healthcare: A Theoretical Framework. , 0, , .		0
573	Perception and Evaluation in Human–Robot Interaction: The Human–Robot Interaction Evaluation Scale (HRIES)—A Multicomponent Approach of Anthropomorphism. International Journal of Social Robotics, 2021, 13, 1517-1539.	4.6	43
574	Self and the Virtual Other. Cognitive Systems Monographs, 2021, , 57-85.	0.1	0
575	Modes of Delivering Psychotherapy. , 2021, , 698-725.		0
576	Social Responses to Media Technologies in the 21st Century: The Media are Social Actors Paradigm. Human-Machine Communication, 2021, 2, 29-55.	2.4	42
577	Immersive Virtual Reality Reminiscence Reduces Anxiety in the Oldest-Old Without Causing Serious Side Effects: A Single-Center, Pilot, and Randomized Crossover Study. Frontiers in Human Neuroscience, 2020, 14, 598161.	2.0	28
578	Humanoid Robotics for Patients with Sarcopenia: A Preliminary Study on Interaction Features. Lecture Notes in Electrical Engineering, 2021, , 169-176.	0.4	0
579	Embodiment in Virtual Reality. International Journal of Creative Interfaces and Computer Graphics, 2021, 12, 27-45.	0.1	4
580	Robotikum. Advances in Intelligent Systems and Computing, 2021, , 3-15.	0.6	2
582	EdgeAvatar: An Edge Computing System for Building Virtual Beings. Electronics (Switzerland), 2021, 10, 229.	3.1	6
583	Finding "H―in HRI. International Journal of Intelligent Information Technologies, 2021, 17, 1-20.	0.8	7
584	Autonomous technologies in human ecologies: enlanguaged cognition, practices and technology. Al and Society, 0, , 1.	4.6	3
585	Expanding Affective Computing Paradigms Through Animistic Design Principles. Lecture Notes in Computer Science, 2021, , 115-135.	1.3	0
586	Emotive Response to a Hybrid-Face Robot and Translation to Consumer Social Robots. IEEE Internet of Things Journal, 2022, 9, 3174-3188.	8.7	8
587	Locus suspectus : The Uncanny Landscape of Invidia's Lair (Ovid, Metamorphoses) Tj ET	Qq0_0_0 rg	BT /Overlock
588	Artificial Intelligence Is Stupid and Causal Reasoning Will Not Fix It. Frontiers in Psychology, 2020, 11, 513474.	2.1	41

#	Article	IF	CITATIONS
589	Multimodal Affective Pedagogical Agents for Different Types of Learners. Advances in Intelligent Systems and Computing, 2021, , 218-224.	0.6	6
590	A Century of Humanoid Robotics in Cinema: A Design-Driven Review. Lecture Notes in Networks and Systems, 2021, , 103-109.	0.7	2
591	Are We Ready for "Them―Now? The Relationship Between Human and Humanoid Robots. Integrated Science, 2021, , 377-394.	0.2	1
592	The Effect of Semi-Transparent and Interpenetrable Hands on Object Manipulation in Virtual Reality. IEEE Access, 2021, 9, 17572-17583.	4.2	6
593	Multi-predictor Models. Human-computer Interaction Series, 2021, , 219-266.	0.6	0
594	Effectiveness of Multimedia Pedagogical Agents Predicted by Diverse Theories: a Meta-Analysis. Educational Psychology Review, 2021, 33, 989-1015.	8.4	47
595	Becoming Human? Ableism and Control in Detroit: Become Human and the Implications for Human-Machine Communication. Human-Machine Communication, 2021, 2, 137-152.	2.4	9
596	Genuine empathy with inanimate objects. Phenomenology and the Cognitive Sciences, 2021, 20, 831.	1.8	1
597	Sensitive to the Digital Touch? Exploring Sensory Processing Sensitivity and Its Impact on Anthropomorphized Products in E-Commerce. , 0, , .		1
599	The effectiveness of interactive virtual reality for furniture, fixture and equipment design communication: an empirical study. Engineering, Construction and Architectural Management, 2021, 28, 1440-1467.	3.1	7
600	Electroencephalographic Correlate of Mexican Spanish Emotional Speech Processing in Autism Spectrum Disorder: To a Social Story and Robot-Based Intervention. Frontiers in Human Neuroscience, 2021, 15, 626146.	2.0	2
601	ls a gift on sale "heart-discounted� Givers' misprediction on the value of discounted gifts and the influence of service robots. Journal of Retailing and Consumer Services, 2022, 65, 102489.	9.4	3
602	Sex Dolls in the Swedish Media Discourse: Intimacy, Sexuality, and Technology. Sexuality and Culture, 2021, 25, 1227-1248.	1.5	6
603	Feeling for Our Robot Overlords: Perceptions of Emotionally Expressive Social Robots in Initial Interactions. Communication Studies, 2021, 72, 251-265.	1.2	7
604	The Effects of Perceived Identity Threat and Realistic Threat on the Negative Attitudes and Usage Intentions Toward Hotel Service Robots: The Moderating Effect of the Robot's Anthropomorphism. International Journal of Social Robotics, 2021, 13, 1599-1611.	4.6	32
605	Gender Differences when Adopting Avatars for Educational Games. , 2021, , .		2
606	Car drivers coping with hazardous events in real versus simulated situations: Declarative, behavioral and physiological data used to assess drivers' feeling of presence. PLoS ONE, 2021, 16, e0247373.	2.5	9
607	The Valley of non-Distraction: Effect of Robot's Human-likeness on Perception Load. , 2021, , .		1

		CITATION REPORT		
#	Article		IF	Citations
608	Revisiting Distance Perception with Scaled Embodied Cues in Social Virtual Reality. , 2021,	· · ·		10
609	Robotic Telemedicine for Mental Health: A Multimodal Approach to Improve Human-Robot Frontiers in Robotics and Al, 2021, 8, 618866.	: Engagement.	3.2	23
610	Privacy and smart speakers: A multi-dimensional approach. Information Society, 2021, 37,	147-162.	2.9	37
611	Self-construals as the locus of paradoxical consumer empowerment in self-service retail te environments. Journal of Business Research, 2021, 126, 291-306.	chnology	10.2	16
612	Uncanny, Sexy, and Threatening Robots. , 2021, , .			10
613	Social Telepresence Robots: A Narrative Review of Experiments Involving Older Adults befor during the COVID-19 Pandemic. International Journal of Environmental Research and Publi 2021, 18, 3597.	pre and c Health,	2.6	55
614	Automating pandemic mitigation. Advanced Robotics, 2021, 35, 572-589.		1.8	19
615	Attachment styles moderate customer responses to frontline service robots: Evidence fror attitudinal, and behavioral measures. Psychology and Marketing, 2021, 38, 881-895.	n affective,	8.2	42
616	Face the Uncanny: The Effects of Doppelganger Talking Head Avatars on Affect-Based Trus Artificial Intelligence Technology are Mediated by Uncanny Valley Perceptions. Cyberpsych Behavior, and Social Networking, 2021, 24, 182-187.	st Toward Iology,	3.9	23
617	The most human bot: Female gendering increases humanness perceptions of bots and acc Psychology and Marketing, 2021, 38, 1052-1068.	eptance of Al.	8.2	88
618	On Technical Alterity. Foundations of Science, 0, , 1.		0.7	0
619	Technical ecstasy: Network-centric warfare redux. Security Dialogue, 2022, 53, 185-201.		2.2	2
620	Exploring Input Approximations for Control Panels in Virtual Reality. , 2021, , .			4
621	Methodic quest: Reinventing the system. Journal of Physics: Conference Series, 2021, 184	0, 012036.	0.4	34
622	Toward Understanding the Effects of Virtual Character Appearance on Avoidance Moveme , 2021, , .	nt Behavior.		9
623	Communicative Function of Eye Blinks of Virtual Avatars May Not Translate onto Physical 2021, , .	Platforms. ,		0
624	Attuning to the environment through media: Escape and incorporation through fire, plagu game development software. Journal of Environmental Media, 2021, 2, 117-130.	e and video	0.2	1
625	The Plausibility Paradox for Resized Users in Virtual Environments. Frontiers in Virtual Reali ·	ty, 2021, 2,	3.7	8

		CITATION REPORT	
#	Article	IF	CITATIONS
626	Social Media through Voice. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-21.	3.3	21
627	Conversational commerce: entering the next stage of Al-powered digital assistants. Annals of Operations Research, 2024, 333, 653-687.	4.1	63
628	Recasting Service Quality for Al-Based Service. Australasian Marketing Journal, 2022, 30, 297-312.	5.4	5
629	The Effects of Dynamic and Static Emotional Facial Expressions of Humans and Their Avatars on the EEG: An ERP and ERD/ERS Study. Frontiers in Neuroscience, 2021, 15, 651044.	2.8	11
630	A Preliminary Embodiment Short Questionnaire. Frontiers in Virtual Reality, 2021, 2, .	3.7	11
631	Everything but the Squeal: The Politics of Porcinity in the Livre des Propriétés des Choses. Religions, 2021, 12, 260.	0.6	1
632	The Economics of Filmed Entertainment in the Digital Era. Journal of Cultural Economics, 2021, 45, 157-170.	2.2	10
633	Creepy cats and strange high houses: Support for configural processing in testing predictions of nine uncanny valley theories. Journal of Vision, 2021, 21, 1.	0.3	24
634	Robots Asking for Favors: The Effects of Directness and Familiarity on Persuasive HRI. IEEE Robotics and Automation Letters, 2021, 6, 1793-1800.	5.1	13
635	The Value of Service Robots from the Hotel Guest's Perspective: A Mixed-Method Approach. International Journal of Hospitality Management, 2021, 94, 102876.	8.8	68
636	I Can See It in Your Eyes: Gaze as an Implicit Cue of Uncanniness and Task Performance in Repeated Interactions With Robots. Frontiers in Robotics and Al, 2021, 8, 645956.	3.2	7
637	User Responses to a Humanoid Robot Observed in Real Life, Virtual Reality, 3D and 2D. Frontiers in Psychology, 2021, 12, 633178.	2.1	18
638	Pedagogical Agents in Educational VR: An in the Wild Study. , 2021, , .		21
639	Voice in Human–Agent Interaction. ACM Computing Surveys, 2022, 54, 1-43.	23.0	66
640	Advances in consumer innovation resistance research: A review and research agenda. Technological Forecasting and Social Change, 2021, 166, 120594.	11.6	43
641	Can I Feel Your Pain? The Biological and Socio-Cognitive Factors Shaping People's Empathy with Social Robots. International Journal of Social Robotics, 2022, 14, 341-355.	4.6	8
642	Drone in Love: Emotional Perception of Facial Expressions on Flying Robots. , 2021, , .		19
643	A Systematic Review of Robotic Rehabilitation for Cognitive Training. Frontiers in Robotics and Al, 2021, 8, 605715.	3.2	45

#	Article	IF	CITATIONS
644	What do humans feel with mistreated humans, animals, robots, and objects? Exploring the role of cognitive empathy. Motivation and Emotion, 2021, 45, 543-555.	1.3	7
645	From Anime To Reality: Embodying An Anime Character As A Humanoid Robot. , 2021, , .		0
646	Virtual Feed: A Simulated Breastfeeding Experience in Virtual Reality. , 2021, , .		0
647	Extended Reality (XR) Remote Research: a Survey of Drawbacks and Opportunities. , 2021, , .		71
648	Autonomous Vehicle Visual Embodiment for Pedestrian Interactions in Crossing Scenarios. , 2021, , .		6
649	Evidence of Human-Level Bonds Established With a Digital Conversational Agent: Cross-sectional, Retrospective Observational Study. JMIR Formative Research, 2021, 5, e27868.	1.4	71
650	Virtual Creature Morphology ―A Review. Computer Graphics Forum, 2021, 40, 659-681.	3.0	9
651	Anthropomorphism brings us closer: The mediating role of psychological distance in User–Al assistant interactions. Computers in Human Behavior, 2021, 118, 106680.	8.5	94
652	Parental Acceptance of Children's Storytelling Robots: A Projection of the Uncanny Valley of AI. Frontiers in Robotics and AI, 2021, 8, 579993.	3.2	15
653	Towards Mutual Theory of Mind in Human-Al Interaction: How Language Reflects What Students Perceive About a Virtual Teaching Assistant. , 2021, , .		30
654	Should Robots Blush?. , 2021, , .		4
655	Touch without Touching: Overcoming Social Distancing in Semi-Intimate Relationships with SansTouch. , 2021, , .		10
656	Aspects of visual avatar appearance: self-representation, display type, and uncanny valley. Visual Computer, 2022, 38, 1227-1244.	3.5	33
657	Learning from robotic artefacts: A quest for strong concepts in Human-Robot Interaction. , 2021, , .		6
658	Creativity in Humans, Robots, Humbots. Creativity, 2021, 8, 23-37.	0.9	6
659	Examining the user experience of learning with a hologram tutor in the form of a 3D cartoon character. Education and Information Technologies, 2021, 26, 6123-6141.	5.7	4
660	Empathy, Anthropomorphism, and the Uncanny Valley Effect: Why Audiences Strayed Away from the Film Adaptation of <i>Cats</i> . Journal of Popular Culture, 2021, 54, 571-593.	0.1	0
661	Machine Body Language: Expressing a Smart Speaker's Activity with Intelligible Physical Motion. , 2021, ,		2
#	Article	IF	CITATIONS
-----	--	-----	-----------
662	A Minimal Design of a Human Infant Presence: A Case Study Toward Interactive Doll Therapy for Older Adults With Dementia. Frontiers in Robotics and Al, 2021, 8, 633378.	3.2	8
663	Safety Concerns Emerging from Robots Navigating in Crowded Pedestrian Areas. International Journal of Social Robotics, 2022, 14, 441-462.	4.6	19
664	Blurring the Line between Physical and Digital Environment: The Impact of Artificial Intelligence on Customers' Relationship and Customer Experience. , 2021, , 135-153.		5
665	Discordant storytelling, â€~honest fakery', identity peddling: How uncanny CGI characters are jamming public relations and influencer practices. Public Relations Inquiry, 2021, 10, 265-293.	1.9	31
666	Augmented Virtual Reality Meditation. ACM Transactions on Social Computing, 2021, 4, 1-19.	2.5	30
667	Sharing the Roads: Robot Drivers (Vs. Human Drivers) Might Provoke Greater Driving Anger When They Perform Identical Annoying Driving Behaviors. International Journal of Human-Computer Interaction, 2022, 38, 309-323.	4.8	8
668	Sign Language Production: A Review. , 2021, , .		24
669	Using Facial Expressiveness of a Virtual Agent to Induce Empathy in Users. International Journal of Human-Computer Interaction, 2022, 38, 240-252.	4.8	12
670	Survey of Emotions in Human–Robot Interactions: Perspectives from Robotic Psychology on 20 Years of Research. International Journal of Social Robotics, 2022, 14, 389-411.	4.6	47
671	A New Definition of "Artificial―for Two Artificial Sciences. Foundations of Science, 0, , 1.	0.7	0
672	Towards enhanced visual clarity of sign language avatars through recreation of fine facial detail. Machine Translation, 2021, 35, 431-445.	1.3	3
673	Towards XR Communication for Visiting Elderly at Nursing Homes. , 2021, , .		4
674	Humanoid service robots: The future of healthcare?. Journal of Information Technology Teaching Cases, 2022, 12, 163-169.	2.4	12
675	Great apes' understanding of biomechanics: eye-tracking experiments using three-dimensional computer-generated animations. Primates, 2021, 62, 735-747.	1.1	1
676	A Pragmatic Approach to the Intentional Stance Semantic, Empirical and Ethical Considerations for the Design of Artificial Agents. Minds and Machines, 2021, 31, 505-534.	4.8	9
677	An Evaluation of Visual Embodiment forÂVoiceÂAssistantsÂonÂSmartÂDisplays. , 2021, , .		1
678	The Digitalization of Motion Picture Production and Its Value Chain Implications. Journalism and Media, 2021, 2, 397-416.	1.5	6
679	Creepiness: Its antecedents and impact on loyalty when interacting with a chatbot. Psychology and Marketing, 2021, 38, 2339-2356.	8.2	66

		CITATION RE	PORT	
#	ARTICLE		IF	Citations
680	Cripping the History of Computing. IEEE Annals of the History of Computing, 2021, 43	, 68-72.	0.2	2
681	The Influence of robot personality on the development of uncanny feelings. Computers Behavior, 2021, 120, 106756.	in Human	8.5	31
682	What Sort of Robots Do We Want to Interact With? Reflecting on the Human Side of I Intelligence Interaction. Frontiers in Computer Science, 2021, 3, .	luman-Artificial	2.8	7
683	Human-Like Posture Correction for Seven-Degree-of-Freedom Robotic Arm. Journal of N Robotics, 0, , 1-16.	lechanisms and	2.2	4
684	Bots vs. humans: how schema congruity, contingency-based interactivity, and sympath consumer perceptions and patronage intentions. International Journal of Advertising, 2 655-684.	y influence 022, 41,	6.7	37
685	A history of robot camp: performing beyond the uncanny valley, from early twentieth-c automata to contemporary science fiction theatre. Studies in Theatre and Performance	entury , 0, , 1-18.	0.2	0
686	Dimensions of the digital face: Flatness, contour and the grid. Convergence, 2021, 27,	868-881.	2.7	1
687	Human Digital Shadow: Data-based Modeling of Users and Usage in the Internet of Pro •	duction. , 2021, ,		21
688	Self-Disclosure of Personal Information, Robot Appearance, and Robot Trustworthiness	.,2021,,.		8
689	When Fake Becomes Real: The Innovative Case of Artificial Influencers. , 2021, , 149-16	7.		8
690	Data through Movement: Designing Embodied Human-Data Interaction for Informal Le Lectures on Visualization, 2021, 8, 1-127.	arning. Synthesis	0.1	1
691	Customer acceptance of frontline service robots in retail banking: A qualitative approad Service Management, 2022, 33, 321-341.	ch. Journal of	7.2	25
692	Trust and Trust-Engineering in Artificial Intelligence Research: Theory and Praxis. Philoso Technology, 2021, 34, 1429-1447.	ophy and	4.3	5
693	The service triad: an empirical study of service robots, customers and frontline employe Service Management, 2022, 33, 246-292.	es. Journal of	7.2	40
694	ROBOTIC THEATRE: COMPARATIVE ANALYSIS OF HUMAN AND MECHANIZED ACTIVITIE PROCESS. Creativity Studies, 2021, 14, 295-306.	S IN THE CREATIVE	1.2	0
695	Morphology of socially assistive robots for health and social care: A reflection on 24 more research with anthropomorphic, zoomorphic and mechanomorphic devices. , 2021, , .	onths of		8
696	A visual and neural evaluation of the affective impression on humanoid robot appearan viewing. International Journal of Industrial Ergonomics, 2022, 88, 103159.	ces in free	2.6	9
698	Impact of avatar facial anthropomorphism on body ownership, attractiveness and socia collaborative tasks in immersive virtual environments. Computers and Graphics, 2021,	l presence in 101, 82-92.	2.5	25

#	Article	IF	CITATIONS
699	Embodiment and Performance in the Supernumerary Hand Illusion in Augmented Reality. Frontiers in Computer Science, 2021, 3, .	2.8	1
700	Robot Death and Human Grief in Films: Qualitative Study. Omega: Journal of Death and Dying, 2021, , 003022282110381.	1.0	1
701	Virtual climate scientist: A VR learning experience about paleoclimatology for underrepresented students. Interactive Learning Environments, 2023, 31, 4426-4439.	6.4	2
702	Impression evaluation of robot's behavior when assisting human in a cooking task*. , 2021, , .		1
703	The Effects of Animistic Thinking, Animistic Cues, and Superstitions on Brand Responses on Social Media. Journal of Interactive Marketing, 2021, 55, 104-117.	6.2	11
704	Don't send an avatar to do a human's job: investigating adults' preferences for discussing embarrassing topics with an avatar. Behaviour and Information Technology, 2022, 41, 2941-2951.	4.0	4
705	How should intelligent agents apologize to restore trust? Interaction effects between anthropomorphism and apology attribution on trust repair. Telematics and Informatics, 2021, 61, 101595.	5.8	24
706	Creepy, but Persuasive: In a Virtual Consultation, Physician Bedside Manner, Rather than the Uncanny Valley, Predicts Adherence. Frontiers in Virtual Reality, 2021, 2, .	3.7	1
707	eXtended Artificial Intelligence: New Prospects of Human-Al Interaction Research. Frontiers in Virtual Reality, 2021, 2, .	3.7	14
708	Experimental Study on Abstract Expression of Human-Robot Emotional Communication. Symmetry, 2021, 13, 1693.	2.2	7
709	Impact of anthropomorphic features of artificially intelligent service robots on consumer acceptance: moderating role of sense of humor. International Journal of Contemporary Hospitality Management, 2021, 33, 3883-3905.	8.0	58
710	Social robots and digital well-being: how to design future artificial agents. Mind and Society, 2022, 21, 37-50.	1.3	5
711	A literature review of sensor heads for humanoid robots. Robotics and Autonomous Systems, 2021, 143, 103834.	5.1	15
712	Affordable But Not Cheap: A Case Study of the Effects of Two 3D-Reconstruction Methods of Virtual Humans. Frontiers in Virtual Reality, 2021, 2, .	3.7	14
713	Can You Help Me?. , 2021, , .		2
714	Al invading the workplace: negative emotions towards the organizational use of personal virtual assistants. Electronic Markets, 2022, 32, 123-138.	8.1	19
715	In AI We Trust? Effects of Agency Locus and Transparency on Uncertainty Reduction in Human–AI Interaction. Journal of Computer-Mediated Communication, 2021, 26, 384-402.	3.3	46
716	A meta-analysis on the effectiveness of anthropomorphism in human-robot interaction. Science Robotics, 2021, 6, eabj5425.	17.6	81

#	Article	IF	CITATIONS
717	Who is more trustworthy, Alexa or mom?: Children's selective trust in a digital age Technology Mind and Behavior, 2021, 2, .	1.7	5
718	Effects of Avatar Appearance and Locomotion on Co-Presence in Virtual Reality Collaborations. , 2021,		10
719	The personality of anthropomorphism: How the need for cognition and the need for closure define attitudes and anthropomorphic attributions toward robots. Computers in Human Behavior, 2021, 122, 106841.	8.5	25
720	Time to Get Conversational: Assessment of the Potential of Conversational User Interfaces for Mobile Banking. , 2021, , .		2
721	Speech-driven facial animation with spectral gathering and temporal attention. Frontiers of Computer Science, 2022, 16, 1.	2.4	6
722	Artificial intelligence acceptance in services: connecting with Generation Z. Service Industries Journal, 2021, 41, 926-946.	8.3	46
723	Ascending from the valley: Can state-of-the-art photorealism avoid the uncanny?. , 2021, , .		6
724	More than appearance: the uncanny valley effect changes with a robot's mental capacity. Current Psychology, 0, , 1.	2.8	7
725	Electrodermal and thermal measurement of users' emotional reaction for a visual stimuli. Case Studies in Thermal Engineering, 2021, 27, 101303.	5.7	4
726	Communicative Development and Diffusion of Humanoid AI Robots for the Post-Pandemic Health Care System. Human-Machine Communication, 2021, 3, 65-82.	2.4	4
727	Unveiling the complexity of consumers' intention to use service robots: An fsQCA approach. Computers in Human Behavior, 2021, 123, 106870.	8.5	64
728	A survey on human-aware robot navigation. Robotics and Autonomous Systems, 2021, 145, 103837.	5.1	41
729	Almost human? A comparative case study on the social media presence of virtual influencers. International Journal of Human Computer Studies, 2021, 155, 102694.	5.6	100
730	Reducing the uncanny valley by dehumanizing humanoid robots. Computers in Human Behavior, 2021, 125, 106945.	8.5	34
731	Can a social robot be too warm or too competent? Older Chinese adults' perceptions of social robots and vulnerabilities. Computers in Human Behavior, 2021, 125, 106942.	8.5	26
732	The roles of trust, personalization, loss of privacy, and anthropomorphism in public acceptance of smart healthcare services. Computers in Human Behavior, 2022, 127, 107026.	8.5	98
733	Perspectives fondamentale, clinique et sociétale de l'utilisation des personnages virtuels en santé mentale. Sante Mentale Au Quebec, 0, 46, 35-70.	0.1	2
734	Intelligent Interactive Technologies for Mental Health and Well-Being. Studies in Computational Intelligence, 2021, , 331-353.	0.9	0

#	Article	IF	CITATIONS
735	Drones, robots and perceived autonomy: implications for living human beings. Al and Society, 2022, 37, 591-594.	4.6	4
736	Neural correlates of beauty retouching to enhance attractiveness of self-depictions in women. Social Neuroscience, 2021, 16, 121-133.	1.3	6
737	Al Will Always Love You: Three Contradictions in Imaginings of Intimate Relations with Machines. Science and Fiction, 2021, , 107-125.	0.0	2
739	Conversational Affective Social Robots for Ageing and Dementia Support. IEEE Transactions on Cognitive and Developmental Systems, 2022, 14, 1378-1397.	3.8	13
740	Arqueologia do Digital. VestÃgios - Revista Latino-Americana De Arqueologia Histórica, 2021, 15, 51-76.	0.3	0
741	The Artefact on Stage – Object Theatre and Philosophy of Engineering and Technology. Philosophy of Engineering and Technology, 2021, , 309-321.	0.3	1
742	"They're always wrong anyway― exploring differences of credibility, attraction, and behavioral intentions in professional, amateur, and robotic-delivered weather forecasts. Communication Quarterly, 2021, 69, 67-86.	1.3	7
743	Being an Avatar "for Real†A Survey on Virtual Embodiment in Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 5071-5090.	4.4	31
744	Realistic Humans in Virtual Cultural Heritage. Communications in Computer and Information Science, 2021, , 156-165.	0.5	4
745	KI-basierte Beratungsleistungen – Ausgestaltungsformen, Herausforderungen und Implikationen. Forum Dienstleistungsmanagement, 2021, , 341-362.	1.2	1
747	Multisensory Emotion Perception to Humanoid Robot. Transactions of Japan Society of Kansei Engineering, 2021, 20, 329-335.	0.1	0
748	Coupled Biomechanical Modeling of the Face, Jaw, Skull, Tongue, and Hyoid Bone. , 2014, , 253-274.		7
749	Communicating Assertiveness in Robotic Storytellers. Lecture Notes in Computer Science, 2018, , 442-452.	1.3	5
750	Robotics in Tourism and Hospitality. , 2020, , 1-27.		12
751	Artificial Intelligence and Robotics Technology in the Hospitality Industry: Current Applications and Future Trends. , 2020, , 211-228.		34
752	Living with Harmony: A Personal Companion System by Realbotixâ,,¢. , 2019, , 77-95.		22
753	The Uncanny Valley of the Virtual (Animal) Robot. Advances in Intelligent Systems and Computing, 2020, , 419-427.	0.6	5
754	Exploring the Uncanny Valley Theory in the Constructs of a Virtual Assistant Personality. Advances in Intelligent Systems and Computing, 2020, , 1017-1033.	0.6	5

		CITATION REPORT		
#	Article		IF	Citations
755	MIVIABot: A Cognitive Robot for Smart Museum. Lecture Notes in Computer Science, 2	2019, , 15-25.	1.3	6
756	The Contribution of Art and Design to Robotics. Lecture Notes in Computer Science, 20	019, , 278-287.	1.3	5
757	A Literature Review of the Research on the Uncanny Valley. Lecture Notes in Computer 255-268.	Science, 2020, ,	1.3	13
758	Humanoid Robotics: A UCD Review. Advances in Intelligent Systems and Computing, 2	021,,87-93.	0.6	2
759	Using Virtual Doppelgägers to Increase Personal Relevance of Health Risk Communica Notes in Computer Science, 2014, , 1-12.	ation. Lecture	1.3	13
761	Robot Pressure: The Impact of Robot Eye Gaze and Lifelike Bodily Movements upon De Trust. Lecture Notes in Computer Science, 2014, , 330-339.	cision-Making and	1.3	30
762	Formalising Believability and Building Believable Virtual Agents. Lecture Notes in Comp 2015, , 142-156.	uter Science,	1.3	4
763	Perception, Acceptance, and the Social Construction of Robots—Exploratory Studies.	, 2015, , 39-51.		21
764	Designing Pedagogical Agents to Evoke Emotional States in Online Tutoring Investigat Influence of Animated Characters. Lecture Notes in Computer Science, 2015, , 372-383	ing the 3.	1.3	2
765	The Visual Design and Implementation of an Embodied Conversational Agent in a Share Decision-Making Context (eCoach). Lecture Notes in Computer Science, 2015, , 427-4	2d 37.	1.3	10
766	E-Learning and Serious Games. Lecture Notes in Computer Science, 2015, , 632-643.		1.3	6
768	Translating Slime Mould Responses: A Novel Way to Present Data to the Public. Emerge and Computation, 2016, , 777-788.	ence, Complexity	0.3	2
769	Does Character's Visual Style Affect Viewer's Perception of Signing Avatars?. La Institute for Computer Sciences, Social-Informatics and Telecommunications Engineeri	ecture Notes of the ng, 2016, , 1-8.	0.3	7
770	Developing a Virtual Coach for Chronic Patients: A User Study on the Impact of Similari and Realism. Lecture Notes in Computer Science, 2016, , 263-275.	ty, Familiarity	1.3	25
771	Analysis of Elderly Users' Preferences and Expectations on Service Robot's Pers and Interaction. Lecture Notes in Computer Science, 2016, , 35-44.	onality, Appearance	1.3	9
772	Observing Touch from Video: The Influence of Social Cues on Pleasantness Perceptions in Computer Science, 2016, , 196-205.	. Lecture Notes	1.3	10
773	The Influence of Robot Appearance andÂInteractive Ability in HRI: AÂCross-CulturalÂStr in Computer Science, 2016, , 392-401.	Jdy. Lecture Notes	1.3	24
774	Congruency Matters - How Ambiguous Gender Cues Increase a Robot's Uncannine Computer Science, 2016, , 402-412.	ss. Lecture Notes in	1.3	15

#	Article	IF	Citations
775	Towards Adaptive Ambient In-Vehicle Displays and Interactions: Insights and Design Guidelines from the 2015 AutomotiveUI Dedicated Workshop. Human-computer Interaction Series, 2017, , 325-348.	0.6	7
776	Design of a Robotic Workmate. Lecture Notes in Computer Science, 2017, , 447-456.	1.3	16
777	Empathic Avatars in Stroke Rehabilitation: A Co-designed mHealth Artifact for Stroke Survivors. Lecture Notes in Computer Science, 2017, , 73-89.	1.3	11
778	KRISTINA: A Knowledge-Based Virtual Conversation Agent. Lecture Notes in Computer Science, 2017, , 284-295.	1.3	16
779	You Made Him Be Alive: Children's Perceptions of Animacy in a Humanoid Robot. Lecture Notes in Computer Science, 2017, , 73-85.	1.3	10
780	Trustworthiness of Autonomous Systems. Studies in Systems, Decision and Control, 2018, , 161-184.	1.0	21
781	A Robot Commenting Texts in an Emotional Way. Communications in Computer and Information Science, 2017, , 256-266.	0.5	2
782	A Distributed Tool to Perform Dynamic Therapies for Social Cognitive Deficit Through Avatars. Lecture Notes in Computer Science, 2017, , 731-741.	1.3	3
783	Puffy: A Mobile Inflatable Interactive Companion for Children with Neurodevelopmental Disorder. Lecture Notes in Computer Science, 2017, , 467-492.	1.3	10
786	Subjective Stress in Hybrid Collaboration. Lecture Notes in Computer Science, 2017, , 597-606.	1.3	10
787	Perceptions and Responsiveness to Intimacy with Robots; A User Evaluation. Lecture Notes in Computer Science, 2018, , 138-157.	1.3	6
788	Interaction of Distant and Local Users inÂa Collaborative Virtual Environment. Lecture Notes in Computer Science, 2018, , 328-337.	1.3	6
789	Bypassing the Uncanny Valley: Sex Robots and Robot Sex Beyond Mimicry. Techno:Phil, 2019, , 59-73.	0.3	9
790	The Visual, the Auditory and the Haptic – A User Study on Combining Modalities in Virtual Worlds. Lecture Notes in Computer Science, 2013, , 159-168.	1.3	26
791	Design for Transfer. Lecture Notes in Computer Science, 2013, , 239-246.	1.3	8
792	Reactive Statistical Mapping: Towards the Sketching of Performative Control with Data. IFIP Advances in Information and Communication Technology, 2014, , 20-49.	0.7	2
793	Sozial interagierende Roboter in der Pflege. , 2018, , 63-87.		20
794	Sex Machines as Mediatized Sexualities: Ethical and Social Implications. Ethik in Mediatisierten Welten, 2019, , 221-239.	0.2	1

#	Article	IF	CITATIONS
795	Uncanny and Unsafe Valley of Assistance and Automation: First Sketch and Application to Vehicle Automation. , 2017, , 319-334.		19
796	Cultivating the Uncanny: The Telegarden and Other Oddities. Cognitive Science and Technology, 2016, , 149-175.	0.4	20
797	Frontline Cyborgs at Your Service: How Human Enhancement Technologies Affect Customer Experiences in Retail, Sales, and Service Settings. Journal of Interactive Marketing, 2020, 51, 9-25.	6.2	74
800	Ethical Considerations Regarding the Use of Social Robots in the Fourth Age. GeroPsych: the Journal of Gerontopsychology and Geriatric Psychiatry, 2013, 26, 121-133.	0.5	46
801	Theory of Mind and Humanoid Robots From a Lifespan Perspective. Zeitschrift Fur Psychologie / Journal of Psychology, 2018, 226, 98-109.	1.0	41
802	Meaning through fiction: Science fiction and innovative technologies Psychology of Aesthetics, Creativity, and the Arts, 2016, 10, 472-480.	1.3	26
803	â€~Thinking Something Makes It So': Performing Robots, the Workings of Mimesis and the Importance of Character. , 2016, , 279-301.		2
804	Introduction: The Japanese Robot and Performance. , 2017, , 1-36.		6
805	Differences in the Uncanny Valley between Head-Mounted Displays and Monitors. , 2020, , .		12
806	Dual-Attention GAN for Large-Pose Face Frontalization. , 2020, , .		43
807	To stylize or not to stylize?. ACM Transactions on Graphics, 2015, 34, 1-12.	7.2	82
808	IdleBot. , 2018, , .		4
809	"Human, All Too Human": NOAA Weather Radio and the Emotional Impact of Synthetic Voices. , 2020, , .		25
810	Empathy Is All You Need: How a Conversational Agent Should Respond to Verbal Abuse. , 2020, , .		41
811	Do You Feel Like Passing Through Walls?: Effect of Self-Avatar Appearance on Facilitating Realistic Behavior in Virtual Environments. , 2020, , .		18
812	"And This, Kids, Is How I Met Your Mother": Consumerist, Mundane, and Uncanny Futures with Sex Robots. , 2020, , .		23
813	Me vs. Super(wo)man: Effects of Customization and Identification in a VR Exergame. , 2020, , .		31
814	The Persistence of First Impressions. , 2020, , .		59

#	Article	IF	CITATIONS
815	The Uncanny Valley Effect in Zoomorphic Robots. , 2020, , .		29
816	Intonation in Robot Speech. , 2020, , .		20
817	Effects of Different Interaction Contexts when Evaluating Gaze Models in HRI. , 2020, , .		7
818	Understanding Visual-Haptic Integration of Avatar Hands Using a Fitts' Law Task in Virtual Reality. , 2019, , .		20
819	Multi-User Immersive Virtual Reality Prototype for Collaborative Visualization of Microscopy Image Data. , 2019, , .		3
820	Does the Appearance of an Agent Affect How We Perceive his/her Voice?. , 2020, , .		6
821	Parental Expectations, Concerns, and Acceptance of Storytelling Robots for Children. , 2020, , .		7
822	Can I help you? Preferences of young adults for the age, gender and ethnicity of a Virtual Support Person based on individual differences including personality and psychological state. , 2020, , .		5
823	Artificial Intelligence in Conversational Agents. , 2019, , .		23
824	The Impact of Missing Fingers in Virtual Reality. , 2020, , .		14
825	A Case Study on the Use of Volumetric Video in Augmented Reality for Cultural Heritage. , 2020, , .		12
826	A Meta-analysis of the Uncanny Valley's Independent and Dependent Variables. ACM Transactions on Human-Robot Interaction, 2022, 11, 1-33.	4.1	30
827	The Uncanny Valley in Games and Animation. , 0, , .		39
828	Chatbots as an instance of an artificial intelligence coach. , 2020, , 51-62.		6
829	Beyond the Uncanny Valley: Masahiro Mori and Philip K. Dick's Do Androids Dream of Electric Sheep?. Configurations, 2013, 21, 301-329.	0.3	3
830	A Bayesian Model of the Uncanny Valley Effect for Explaining the Effects of Therapeutic Robots in Autism Spectrum Disorder. PLoS ONE, 2015, 10, e0138642.	2.5	24
831	Smiling and use of first-name by a healthcare receptionist robot: Effects on user perceptions, attitudes, and behaviours. Paladyn, 2020, 11, 40-51.	2.7	23
832	Virtual Reality and Choreographic Practice: The Potential for New Creative Methods. Body, Space and Technology, 2019, 18, 1.	0.3	14

#	Article	IF	Citations
833	User Satisfaction of Non-Realistic Three-Dimensional Talking-Head Animation Courseware (3D-NR). International Journal of E-Education E-Business E-Management and E-Learning, 2015, 5, 23-30.	0.3	2
834	R-Tourism: Applications and Incorporation of Robotics and Service Automation in Tourism and Hospitality. International Journal of E-Education E-Business E-Management and E-Learning, 2019, 9, 138-145.	0.3	1
835	Mobile Health Interventions: Exploring the Use of Common Relationship Factors. JMIR MHealth and UHealth, 2019, 7, e11245.	3.7	21
836	Age-Related Differences in the Evaluation of a Virtual Health Agent's Appearance and Embodiment in a Health-Related Interaction: Experimental Lab Study. Journal of Medical Internet Research, 2020, 22, e13726.	4.3	9
837	Acceptability of an Embodied Conversational Agent for Type 2 Diabetes Self-Management Education and Support via a Smartphone App: Mixed Methods Study. JMIR MHealth and UHealth, 2020, 8, e17038.	3.7	28
838	The Digital Therapeutic Alliance and Human-Computer Interaction. JMIR Mental Health, 2020, 7, e21895.	3.3	33
839	Artificial Intelligence Chatbot Behavior Change Model for Designing Artificial Intelligence Chatbots to Promote Physical Activity and a Healthy Diet: Viewpoint. Journal of Medical Internet Research, 2020, 22, e22845.	4.3	126
840	How a Fully Automated eHealth Program Simulates Three Therapeutic Processes: A Case Study. Journal of Medical Internet Research, 2016, 18, e176.	4.3	28
841	Self-Guided Web-Based Interventions: Scoping Review on User Needs and the Potential of Embodied Conversational Agents to Address Them. Journal of Medical Internet Research, 2017, 19, e383.	4.3	68
843	Crossing the Uncanny Valley? Understanding Affinity, Trustworthiness, and Preference for More Realistic Virtual Humans in Immersive Environments. , 2019, , .		13
844	Facing the Artificial: Understanding Affinity, Trustworthiness, and Preference for More Realistic Digital Humans. , 2020, , .		14
845	Attitude Towards Humanoid Robots and the Uncanny Valley Hypothesis. Foundations of Computing and Decision Sciences, 2019, 44, 101-119.	1.2	7
846	Empathy or Empathies? Uncertainties in the Interdisciplinary Discussion. Gestalt Theory (journal), 2019, 41, 141-158.	0.2	4
847	Virtual reality as a clinical tool in mental health research and practice. Dialogues in Clinical Neuroscience, 2020, 22, 169-177.	3.7	98
848	PERCEIVED VISUAL CGI FAMILIARITY TOWARDS UNCANNY VALLEY THEORY IN FILM. International Journal of Applied and Creative Arts, 2019, 2, 7-16.	0.2	4
849	Applicant Fairness Perceptions of a Robot-Mediated Job Interview: A Video Vignette-Based Experimental Survey. Frontiers in Robotics and Al, 2020, 7, 586263.	3.2	16
850	La Vallée de l'Étrange de Mori Masahiro. E-PhaÃ⁻stos, 2019, , .	0.0	7
851	Human Systems Engineering and Educational Technology. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 1-34.	0.2	3

#	ARTICLE	IF	CITATIONS
852	Social Robots for Pedagogical Rehabilitation. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2019, , 1-21.	0.5	15
853	Mecha-Media. , 2019, , 12-30.		2
854	User Experience of Public Speaking Practice in Virtual Reality. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 235-249.	0.2	31
855	The Presence of the Uncanny Valley Between Animation and Cinema. Advances in Media, Entertainment and the Arts, 2020, , 97-118.	0.1	1
857	Robotization in healthcare: legal perspective. Zdravookhranenie Rossiiskoi Federatsii / Ministerstvo Zdravookhraneniia RSFSR, 2020, 64, 88-96.	0.4	4
858	Appealing Female Avatars from 3D Body Scans: Perceptual Effects of Stylization. , 2016, , .		11
860	The Impact of Intergroup Bias on Trust and Approach Behaviour Towards a Humanoid Robot. Journal of Human-robot Interaction, 2017, 6, 4.	2.0	20
861	Development of an anthropomorphic mobile manipulator with human, machine and environment interaction. FME Transactions, 2019, 47, 790-801.	1.4	2
862	The doctor's digital double: how warmth, competence, and animation promote adherence intention. PeerJ Computer Science, 2018, 4, e168.	4.5	16
863	Voice Assistants in Voice Commerce: The Impact of Social Cues on Trust and Satisfaction. Lecture Notes in Information Systems and Organisation, 2021, , 130-135.	0.6	0
864	Do You Feel a Connection? How the Human-Like Design of Conversational Agents Influences Donation Behaviour. Lecture Notes in Information Systems and Organisation, 2021, , 283-298.	0.6	0
865	Effects of pupil area on impression formation in pupil expression media. Transactions of the JSME (in) Tj ETQq1 1	0.784314 0.2	rgBT /Overld
866	Learning Human-like Hand Reaching for Human-Robot Handshaking. , 2021, , .		3
867	Multimodal Behavior Modeling for Socially Interactive Agents. , 2021, , 259-310.		10
868	Exploring the Attractiveness of Service Robots in the Hospitality Industry: Analysis of Online Reviews. Information Systems Frontiers, 2024, 26, 41-61.	6.4	11
869	Effect of the Opponent's Appearance on Interpersonal Cognition that Affects User-to-User Relationship in Virtual Whole-Body Interaction. Journal of Robotics and Mechatronics, 2021, 33, 1029-1042.	1.0	3
870	Effect of customer's perception on service robot acceptance. International Journal of Consumer Studies, 2022, 46, 1241-1261.	11.6	29
871	Attitudes toward service robots: analyses of explicit and implicit attitudes based on anthropomorphism and construal level theory. International Journal of Contemporary Hospitality Management, 2023, 35, 2816-2837.	8.0	48

#	Article	IF	CITATIONS
872	A Multidimensional Analysis of Robotic Deployment in Thai Hotels. International Journal of Social Robotics, 2021, , 1-15.	4.6	2
873	Prosodic alignment toward emotionally expressive speech: Comparing human and Alexa model talkers. Speech Communication, 2021, 135, 66-75.	2.8	5
874	Customer-robot interactions: Understanding customer experience with service robots. International Journal of Hospitality Management, 2021, 99, 103078.	8.8	61
875	Building Model to Predict How Likely User is to Talk to Humanoid Robot. Transactions of the Japanese Society for Artificial Intelligence, 2013, 28, 255-260.	0.1	0
876	Lovotics, the Uncanny Valley and the Grand Challenges. Lovotics, 2013, 1, .	0.2	0
877	Predicting When People Will Speak to a Humanoid Robot. , 2014, , 187-198.		1
878	Getting There from Here. , 2014, , 291-321.		0
879	Die Bedeutung von Mimik und Emotion im Animationsfilm visuellen Effekten und Transmedia. , 2014, , 221-232.		0
880	Generation of Robot Facial Gestures based on Facial Actions and Animation Principles. Journal of Institute of Control, Robotics and Systems, 2014, 20, 495-502.	0.2	0
881	The Spectacularization Syndrome of Digital Visual Effects: Mannerist Cinema. Revista Internacional De Cultura Visual, 2014, 1, 1-9.	0.2	0
883	The Uncanny Valley. , 2014, , 1-24.		1
884	Previous Investigation into the Uncanny Valley. , 2014, , 25-46.		0
886	Chimera CAPTCHA: A Proposal of CAPTCHA Using Strangeness in Merged Objects. Lecture Notes in Computer Science, 2015, , 48-58.	1.3	4
887	Sound Image and Resonant Animated Space. Advances in Media, Entertainment and the Arts, 2015, , 83-109.	0.1	0
888	Introduction to Social Robotics. Advanced Information and Knowledge Processing, 2015, , 171-191.	0.3	2
889	Nonverbal Behavior Online: A Focus on Interactions with and via Artificial Agents and Avatars. , 2015, , 272-302.		3
890	Design and Development of Playful Robotic Interfaces for Affective Telepresence. , 2015, , 1-32.		1
891	Making Humanoid Robots More Acceptable Based on the Study of Robot Characters in Animation. IAES International Journal of Robotics and Automation, 2015, 4, 63.	0.3	2

	Сіта	TION REPORT	
#	Article	IF	CITATIONS
892	Is the uncanny valley a universal or individual response?. Interaction Studies, 2015, 16, 180-185.	0.6	0
893	Fear of the death and uncanny valley. Interaction Studies, 2015, 16, 200-205.	0.6	1
894	Mechanical Design of Christine, the Social Robot for the Service Industry. Lecture Notes in Computer Science, 2016, , 819-828.	1.3	0
895	Engineering the Arts. Cognitive Science and Technology, 2016, , 3-17.	0.4	2
896	Functional and Non-functional Expressive Dimensions: Classification of the Expressiveness of Humanoid Robots. Lecture Notes in Computer Science, 2016, , 362-371.	1.3	0
897	On Vision-Based Human-Centric Virtual Character Design. Advances in Computational Intelligence and Robotics Book Series, 2016, , 1-34.	0.4	0
899	Design and Development of Playful Robotic Interfaces for Affective Telepresence. , 2017, , 979-1010.		0
900	Familiar face + novel face = familiar face? Representational bias in the perception of morphed faces in chimpanzees. PeerJ, 2016, 4, e2304.	2.0	2
902	Solving Inverse Kinematics with Vector Evaluated Particle Swarm Optimization. Lecture Notes in Computer Science, 2017, , 225-237.	1.3	1
903	The Grayman Project. Lecture Notes in Computer Science, 2017, , 704-718.	1.3	0
905	Appealing Avatars from 3D Body Scans: Perceptual Effects of Stylization. Communications in Computer and Information Science, 2017, , 175-196.	0 . 5	1
906	The Photographic View: Observational Record and Symbolic Excess. , 2017, , 33-69.		0
907	LAST MINUTE: An Empirical Experiment in User-Companion Interaction and Its Evaluation. Cognitive Technologies, 2017, , 253-275.	0.8	0
908	Biomimetical Arm Prosthesis: A New Proposal. Advances in Intelligent Systems and Computing, 2018, , 549-558.	0.6	3
909	Designing a Robot Companion for Children with Neuro-Developmental Disorders. , 2017, , .		3
910	Multimodal Interaction and Believability: How can we design and evaluate the next generation of IPA?. , 2017, , .		1
911	Modes of Delivering Psychotherapy. International Journal of Reliable and Quality E-Healthcare, 2017, 6, 1-23.	1.1	0
912	Polysemic provocations of border negotiation. ETD: Educação Temática Digital, 2017, 19, 736.	0.1	1

#	Article	IF	CITATIONS
913	Foregrounding Expectation: Spatial Sound-image Composition in Virtual Environments. The New Soundtrack, 2017, 7, 95-110.	0.1	0
914	What is a â€~Good' Copy of Edvard Munch's Painting? Painting Reproductions on Display. Culture Unbound, 2017, 9, 38-61.	0.2	0
915	Two-Dimensional Mind Perception Model of Humanoid Virtual Agent. , 2017, , .		6
916	Lying Cheating Robots â \in " Robots and Infidelity. Lecture Notes in Computer Science, 2018, , 51-64.	1.3	2
917	Posthuman Desire in Robotics and Science Fiction. Lecture Notes in Computer Science, 2018, , 37-50.	1.3	6
918	Human Systems Engineering and Educational Technology. , 2018, , 2028-2062.		1
919	Are You Really a Child?. Advances in Computational Intelligence and Robotics Book Series, 2018, , 65-95.	0.4	0
920	Mecha-Media. Advances in Computational Intelligence and Robotics Book Series, 2018, , 96-119.	0.4	1
921	Appropriateness of Ambiguous Facial Expressions Shown by Life-like Agents in Relation to Context of Communication. International Journal of Affective Engineering, 2018, 17, 227-235.	0.5	0
923	Isolation of Physical Traits and Conversational Content for Personality Design. , 2018, , 279-292.		0
925	Uncanny Valley in Virtual Reality. , 2018, , 1-3.		0
926	Exploring Avatar Facial Fidelity and Emotional Expressions on Observer Perception of the Uncanny Valley. Lecture Notes in Computer Science, 2018, , 201-221.	1.3	3
927	Yeni İş Arkadaşlarımız Olarak Robotlar: İnsan Biçimciliğin Çalışanların Otomasyon Seviyeleri To Üzerindeki Etkisi. İş Te Davranış Dergisi, 2018, 3, 17-30.	ercihi 0.3	1
928	I Feel You: What makes algorithmic experience personal?. , 0, , .		2
930	Beyond Anthropometry and Biomechanics: Digital Human Models for Modeling Realistic Behaviors of Virtual Humans. Advances in Intelligent Systems and Computing, 2019, , 26-33.	0.6	2
931	Entertainment Product Decisions, Episode 2: Search Qualities and Unbranded Signals. , 2019, , 313-367.		0
933	Public Diplomacy in the Era of Artificial Intelligence—A Myth from the Perspective of Constructivism. Journalism and Communications, 2019, 07, 19-27.	0.1	0
934	Embodiment and Humanoid Robotics. Springer Reference Geisteswissenschaften, 2019, , 1-27.	0.0	3

#	ARTICLE	IF	CITATIONS
935	Waiting for the Augmented Reality â€~Killer App': Pokémon GO 2016. , 2019, , 3-14.		1
936	Designing Social Robots at Scales Beyond the Humanoid. Human-computer Interaction Series, 2019, , 13-35.	0.6	2
937	Resolutions and Network Latencies Concerning a Voxel Telepresence Experience. Journal of Software Engineering and Applications, 2019, 12, 171-197.	1.1	2
938	A Motivational Case Study in Social Robotics. Human-computer Interaction Series, 2019, , 9-35.	0.6	1
940	Technologie zwischen Eigenem und Fremden: Perspektiven einer interdisziplinÄ r en Anthropologie. Interdisziplinal^re Anthropologie, 2019, , 189-215.	0.0	0
941	Effects of Previous Exposure on Children's Perception of a Humanoid Robot. Lecture Notes in Computer Science, 2019, , 14-23.	1.3	3
942	Workplace Bullying in the Context of Robotization: Contemplating the Future of the Field. Handbooks of Workplace Bullying, Emotional Abuse and Harassment, 2019, , 1-29.	0.5	0
944	Existing Robotics Technologies for Implementation of Special Education. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2019, , 1-18.	0.5	2
945	On Vision-Based Human-Centric Virtual Character Design. , 2019, , 1897-1923.		0
946	Kill Your Darlings (a Holonovel). Lecture Notes in Electrical Engineering, 2019, , 291-308.	0.4	0
947	Knock on Wood: The Effects of Material Choice on the Perception of Social Robots. Lecture Notes in Computer Science, 2019, , 211-221.	1.3	2
948	Virtual and Real Body Representation in Mixed Reality: An Analysis of Self-presence and Immersive Environments. Lecture Notes in Computer Science, 2019, , 42-54.	1.3	2
949	Not in theÂlmage of Humans: Robots as Humans' Other in Contemporary Science Fiction Film, Literature and Art. , 2019, , 557-571.		2
950	Exploring Effects of Dialect on User Perception of Conversational Agents. Journal of Digital Contents Society, 2019, 20, 1439-1446.	0.4	5
951	A Study on the Appearance Design and Behavior of a Humanoid Robot to Receive Donations Effectively. The Journal of Korea Robotics Society, 2019, 14, 163-169.	0.4	1
953	Expressive Robotic Head for Human-Robot Interaction Studies. IFMBE Proceedings, 2020, , 1627-1637.	0.3	0
956	Multidimensional Mapping and Spatial Communication Through the Virtual Umwelt. , 2020, , 3703-3718.		1
958	Ocena zależności między wizerunkiem robota a zaufaniem do robota w świetle koncepcji doliny niesamowitoÅ›ci, na przykÅ,adzie zawodów o wysokim prestiżu spoÅ,ecznym. Issues in Information Science Information Studies, 2020, 57, .	0.2	1

#	Article	IF	Citations
959	Towards Designing Agent Based Virtual Reality Applications for Cybersecurity Training. , 2019, , .		2
960	Empathy as Spontaneous Communication: At the Intersection of the Traditional Social and Behavioral Sciences and the New Affective and Communication Sciences. , 2020, , 51-77.		ο
961	Techniques of Filming and Audio Recording in 360-Degree Ambiences. Studies in Computational Intelligence, 2020, , 165-193.	0.9	0
962	Who Would Let a Robot Take Care of Them? - Gender and Age Differences. Communications in Computer and Information Science, 2020, , 196-202.	0.5	2
963	High Resolution Zero-Shot Domain Adaptation of Synthetically Rendered Face Images. Lecture Notes in Computer Science, 2020, , 220-236.	1.3	4
964	Design Approach of Hologram Tutor: A Conceptual Framework. International Journal of Information and Education Technology, 2020, 10, 37-41.	1.2	5
965	Promises of Anthropomorphism in Virtual Coaches. , 2020, , .		2
966	Still rendering: An exploration of 3D technologies for painting and other conventional mediums. Journal of Arts Writing By Students, 2020, 6, 53-72.	0.0	1
967	Effects of Motion and Voice of an Interactive Robot on Mood of Humans: A Pilot Study. Ningen Kogaku = the Japanese Journal of Ergonomics, 2020, 56, 123-129.	0.1	0
968	Rich Ornaments and Delightful Engines: The Poetics of Failed Festivity and Figural Automation in William Shakespeare's Titus Andronicus. Anglica, 2021, , 79-95.	0.1	0
969	Effects of Animation and Rotoscoping In Direct-to-Consumer Rx TV Advertising. Journal of Advertising Research, 0, , JAR-2021-016.	2.1	0
970	Study on Anthropomorphism in Human–Computer Interaction Design. Lecture Notes in Electrical Engineering, 2020, , 629-635.	0.4	2
971	Talking-Head, Realism Level and Emotions in Learning: A Conceptual Framework. International Journal of Information and Education Technology, 2020, 10, 585-589.	1.2	3
972	High Accuracy Multi-channel Surface EMG Acquisition System for Prosthetic Devices Control. Advances in Intelligent Systems and Computing, 2020, , 125-130.	0.6	1
973	The Social Uncanniness of Robotic Companions. Frontiers in Artificial Intelligence and Applications, 2020, , .	0.3	3
974	Design and Manual Control of a 3 Degrees of Freedom Social Robotic Manipulator. , 2020, , .		3
975	Behavior Patterns. , 2021, , 313-366.		0
976	Learning from an avatar video instructor. Gesture, 2020, 19, 128-155.	0.2	8

	CITATION RE	PORT	
#	ARTICLE	IF	CITATIONS
" 977	Female Voice Agents in Fully Autonomous Vehicles Are Not Only More Likeable and Comfortable, But Also More Competent. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 1033-1037.	0.3	26
978	Near and Dear: Designing Relatable VR Agents for Training Games. , 2020, , .		0
979	Robot Career Fair: An Exploratory Evaluation of Anthropomorphic Robots in Various Career Categories. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 1049-1053.	0.3	4
980	"Alexa, how are you feeling today?― Interaction Studies, 2020, 21, 329-352.	0.6	5
981	DİJİTAL OYUNLARDA "ŞİDDET―UNSURUNA OYUCULARIN YÜKLEDİĞİ ANLAM: ÜNİVERSİTE METAFOR ANALİZİ. Beykoz Akademi Dergisi, 0, , 251-269.	Ã-äžren 0.3	icä°lerä°ne 1
982	Uncanny Robots of Perfection. Advances in Intelligent Systems and Computing, 2021, , 56-68.	0.6	0
983	Robots and Virtual Agents in Frontline Public Service. , 2021, , 183-210.		3
987	The impact of video lecturers' nonverbal communication on learning – An experiment on gestures and facial expressions of pedagogical agents. Computers and Education, 2022, 176, 104350.	8.3	26
988	SignSynth: Data-Driven Sign Language Video Generation. Lecture Notes in Computer Science, 2020, , 353-370.	1.3	5
989	Audience Perception of Exaggerated Motions on Realistic Animated Animal Characters. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 88-102.	0.3	2
990	Ethische Perspektiven der Mensch-Roboter-Kollaboration. , 2020, , 55-68.		4
991	THE REIFICATION AS A FACTOR OF ELECTRONIC DEVICES SUBJECTIVATION: XXI CENTURIES' MAGIC. Ukrainia Sociological Journal, 2020, ,	ⁿ 0.1	0
992	Speaking with Harmony. , 2020, , 35-51.		6

993	Uncanny Valley Effect on Upper Limb Prosthetic Devices on the Ecuadorian Context: Study Proposal. Advances in Intelligent Systems and Computing, 2020, , 138-144.	0.6	0
994	Conversational Flow in Human-Robot Interactions at the Workplace: Comparing Humanoid and Android Robots. Lecture Notes in Computer Science, 2020, , 578-589.	1.3	1
995	Emotional Meaning of Eyelid Positions on a One-Eyed 2D Avatar. International Symposium on Affective Science and Engineering, 2020, ISASE2020, 1-4.	0.3	1
996	Design and Evaluation of a Spherical Robot with Emotion-Like Feedback during Human-Robot Training. Transactions of Japan Society of Kansei Engineering, 2020, 19, 105-116.	0.1	1
997	Technical Potentials for the Visualization in Virtual Reality. RaumFragen: Stadt - Region - Landschaft, 2020, , 307-317.	1.1	17

			-
#	ARTICLE	IF	CITATIONS
998	2020, , 158-175.	0.1	0
999	Beyond Digitalisation: Facial Motion Capture for Mak Yong through the Perspective of Aesthetic Experience and Uncanny Valley. Journal of Image and Graphics(United Kingdom), 2020, , 37-41.	3.2	2
1001	Unreal Limbs: Erin Ball and the Extended Body in Contemporary Circus. , 2020, , 33-54.		0
1002	Designing a Multimodal Emotional Interface in the Context of Negotiation. Lecture Notes in Computer Science, 2020, , 501-520.	1.3	2
1003	Fake People, Real Effects. Lecture Notes in Computer Science, 2020, , 440-452.	1.3	0
1004	A Review of Research on Animacy Perception. Advances in Psychology, 2020, 10, 1592-1597.	0.1	0
1005	Assessing the Japanese Turn in AI and Robot Ethics: Extracting Meaningful Principles Between Exoticism and Empiricism in the Case of AIBO. IFIP Advances in Information and Communication Technology, 2020, , 141-157.	0.7	1
1006	Altering the Conveyed Facial Emotion Through Automatic Reenactment of Video Portraits. Communications in Computer and Information Science, 2020, , 128-135.	0.5	4
1007	Identifying Personality Dimensions for Characters of Digital Agents. Human-computer Interaction Series, 2020, , 123-137.	0.6	6
1008	Design Methods for Human-Robot-Interaction. Lecture Notes in Computer Science, 2020, , 106-118.	1.3	0
1009	Being Through Interaction. Human-computer Interaction Series, 2020, , 27-45.	0.6	0
1010	Fact-Check Spreading Behavior in Twitter: A Qualitative Profile for False-Claim News. Advances in Intelligent Systems and Computing, 2020, , 170-180.	0.6	4
1011	The Potential of Telepresence Robots for Intergroup Contact. , 2020, , .		1
1012	Inferring Intent and Action from Gaze in Naturalistic Behavior. , 2020, , 1464-1482.		0
1013	Embedding Conversational Agents into AR. , 2020, , .		9
1014	Inconsequential Appearances. , 2020, , .		4
1015	User Experience Design Patterns for Pseudo-Sentient Agents. , 2020, , .		0
1016	It's Not Always Better When We're Together: Effects of Being Accompanied in Virtual Reality. , 2020, , .		2

#	Article	IF	Citations
1017	Amplifying Realities: Gradual and Seamless Scaling of Visual and Auditory Stimuli in Extended Reality. , 2021, , .		0
1018	Mirror, Mirror on My Phone: Investigating Dimensions of Self-Face Perception Induced by Augmented Reality Filters. , 2021, , .		8
1019	EmpathicSDS. , 2020, , .		3
1020	Investigating Perceptions of Social Intelligence in Simulated Human-Chatbot Interactions. Smart Innovation, Systems and Technologies, 2021, , 513-529.	0.6	1
1021	Automatic Generation of Abstracts in Scientific Articles Based on Natural Language Processing for Early Education Professionals and Speech Therapists. Advances in Intelligent Systems and Computing, 2021, , 258-263.	0.6	0
1022	Reduced shared emotional representations toward women revealing more skin. Cognition and Emotion, 2021, 35, 225-240.	2.0	2
1023	Exploring Verbal Uncanny Valley Effects with Vague Language in Computer Speech. Prosody, Phonology and Phonetics, 2021, , 317-330.	0.3	6
1025	Perception of Synthetic Voices in Human-Agent Interaction. , 2020, , .		0
1027	Interactive Clinical Avatar Use in Pharmacist Preregistration Training: Design and Review. Journal of Medical Internet Research, 2020, 22, e17146.	4.3	6
1028	Benliğin alacakaranlığı: tekinsiz. RumeliDE Dil Ve Edebiyat Araştırmaları Dergisi, 0, , .	0.4	0
1029	Existing Robotics Technologies for Implementation of Special Education. , 2022, , 757-774.		0
1030	Social Robots for Pedagogical Rehabilitation. , 2022, , 800-820.		0
1031	Research on service robot adoption under different service scenarios. Technology in Society, 2022, 68, 101810.	9.4	21
1032	Monsters, Disaster, and Organic Balance: Digesting History Through Oral Traditions. Ethnologia Actualis, 2021, 21, 58-81.	0.3	0
1033	Robot face memorability is affected by uncanny appearance. Computers in Human Behavior Reports, 2021, 4, 100153.	4.0	1
1034	Keep Distance with a Smile - User Characteristics in Human-Robot Collaboration. , 2021, , .		1
1035	Theoretical Considerations for Social Learning between a Human Observer and a Robot Model. Proceedings of the Human Factors and Ergonomics Society, 2021, 65, 1057-1061.	0.3	0
1036	User interactions with chatbot interfaces vs. Menu-based interfaces: An empirical study. Computers in Human Behavior, 2022, 128, 107093.	8.5	34

~	_	
	いちりつ	DT
CHAD	NLPU	VIC I

#	Article	IF	CITATIONS
1037	Robot Mediated Handholding Combined with a Mobile Video Call Makes the Users Feel Nearer and Closer. , 2021, , .		2
1039	Intra-acting fat suits, tutu flesh, and sweaty skins: material-semiotic clashes in Maguy Marin's Ballet Groosland. Women and Performance, 0, , 1-16.	0.9	1
1040	A new human-like walking for the humanoid robot Romeo. Multibody System Dynamics, 2021, 53, 411-434.	2.7	2
1041	Why Do We Delegate to Intelligent Virtual Agents? Influencing Factors on Delegation Decisions. , 2021, , .		3
1042	Trust Me on This One: Conforming to Conversational Assistants. Minds and Machines, 2021, 31, 535-562.	4.8	4
1043	Relationship between Usersâ \in $^{ m M}$ Trust in Robots and Belief in Paranormal Entities. , 2021, , .		1
1044	Anthropomorphizing Technology: A Conceptual Review of Anthropomorphism Research and How it Relates to Children's Engagements with Digital Voice Assistants. Integrative Psychological and Behavioral Science, 2022, 56, 709-738.	0.9	15
1045	Bad News? Send an Al. Good News? Send a Human. Journal of Marketing, 2023, 87, 10-25.	11.3	40
1046	Use of service robots in an event setting: Understanding the role of social presence, eeriness, and identity threat. Journal of Hospitality and Tourism Management, 2021, 49, 528-537.	6.6	19
1051	Manipulation, Injustice, and Technology. SSRN Electronic Journal, 0, , .	0.4	0
1052	Augmented Reality Humans: Towards Multisensorial Awareness. Lecture Notes in Business Information Processing, 2021, , 237-250.	1.0	2
1053	More Real Than Real: A Study on Human Visual Perception of Synthetic Faces [Applications Corner]. IEEE Signal Processing Magazine, 2022, 39, 109-116.	5.6	22
1054	An Online Survey on the Perception of Mediated Social Touch Interaction and Device Design. IEEE Transactions on Haptics, 2022, 15, 372-381.	2.7	5
1055	Will artificial intelligence replace human customer service? The impact of communication quality and privacy risks on adoption intention. Journal of Retailing and Consumer Services, 2022, 66, 102900.	9.4	83
1056	Humans Perform Social Movements in Response to Social Robot Movements: Motor Intention in Human-Robot Interaction. , 2020, , .		1
1057	Comparing Methods for Mapping Facial Expressions to Enhance Immersive Collaboration with Signs of Emotion. , 2020, , .		3
1060	Clustering of the Blendshape Facial Model. , 2021, , .		2
1061	Analysis of User Preferences for Robot Motions in Immersive Telepresence. , 2021, , .		3

#	Article	IF	CITATIONS
1063	Social Interaction With Agents and Avatars in Immersive Virtual Environments: A Survey. Frontiers in Virtual Reality, 2022, 2, .	3.7	24
1064	Social Robots in Education: Conceptual Overview and Case Study of Use. Cognition and Exploratory Learning in the Digital Age, 2022, , 173-195.	0.5	5
1065	Survey of Movement Reproduction in Immersive Virtual Rehabilitation. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 2184-2202.	4.4	19
1066	Escaping Loneliness Through Tourist-Chatbot Interactions. , 2022, , 473-485.		9
1067	Talking Faces: Audio-to-Video Face Generation. Advances in Computer Vision and Pattern Recognition, 2022, , 163-188.	1.3	2
1068	Why Context Matters: The Influence of Application Domain on Preferred Degree of Anthropomorphism and Gender Attribution in Human–Robot Interaction. International Journal of Social Robotics, 2022, 14, 1155-1166.	4.6	31
1069	Human-Like Robots and the Uncanny Valley. Zeitschrift Fur Psychologie / Journal of Psychology, 2022, 230, 33-46.	1.0	22
1070	ExGenNet: Learning to Generate Robotic Facial Expression Using Facial Expression Recognition. Frontiers in Robotics and AI, 2021, 8, 730317.	3.2	3
1071	Understanding the Design Elements Affecting User Acceptance of Intelligent Agents: Past, Present and Future. Information Systems Frontiers, 2022, 24, 699-730.	6.4	26
1072	Virtual reality assessments (VRAs): Exploring the reliability and validity of evaluations in VR. International Journal of Selection and Assessment, 2022, 30, 103-125.	2.5	11
1073	Does Social Presence Increase Perceived Competence?. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-22.	3.3	4
1074	Human-centered AI and robotics. AI Perspectives, 2022, 4, .	3.9	4
1075	"I Felt a Little Crazy Following a 'Doll'". Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-28.	3.3	23
1076	The Future of Digital Death. , 2022, , 147-165.		1
1078	Design fiction exploration of romantic interaction with virtual humans in virtual reality1. Journal of Future Robot Life, 2022, , 1-13.	0.9	0
1079	What to buy, Pepper? – Bridging the Physical and the Digital World with Recommendations from Humanoid Robots. Journal of Decision Systems, 2023, 32, 439-465.	3.2	3
1081	British Children's and Adults' Perceptions of Robots. Human Behavior and Emerging Technologies, 2022, 2022, 1-16.	4.4	6
1082	Artificial Intelligence and Declined Guilt: Retailing Morality Comparison Between Human and AI. Journal of Business Ethics, 2022, 178, 1027-1041.	6.0	28

#	Article	IF	CITATIONS
1083	Embodied Gambling—Investigating the Influence of Level of Embodiment, Avatar Appearance, and Virtual Environment Design on an Online VR Slot Machine. Frontiers in Virtual Reality, 2022, 3, .	3.7	1
1084	Designing Man's New Best Friend: Enhancing Human-Robot Dog Interaction through Dog-Like Framing and Appearance. Sensors, 2022, 22, 1287.	3.8	2
1085	Attitudes Toward Signing Avatars Vary Depending on Hearing Status, Age of Signed Language Acquisition, and Avatar Type. Frontiers in Psychology, 2022, 13, 730917.	2.1	7
1086	Artificial Intelligence Is Safer for My Privacy: Interplay Between Types of Personal Information and Agents on Perceived Privacy Risk and Concerns. Cyberpsychology, Behavior, and Social Networking, 2022, 25, 118-123.	3.9	0
1087	Stop Ignoring Me! On Fighting the Trivialization of Social Robots in Public Spaces. ACM Transactions on Human-Robot Interaction, 2022, 11, 1-23.	4.1	4
1088	Have We Crossed the Uncanny Valley? Understanding Affinity, Trustworthiness, and Preference for Realistic Digital Humans in Immersive Environments. Journal of the Association for Information Systems, 2021, 22, 591-617.	3.7	31
1092	Tourism & Hospitality Students' Perception towards the Use of Robots in Service Organizations: A Qualitative study in India. Advances in Hospitality and Tourism Research, 2022, 10, 306-326.	1.6	3
1094	124The Future of Tourism and Hospitality (?). , 2022, , 124-142.		0
1095	Labeling the Phrases of a Conversational Agent with a Unique Personalized Vocabulary. , 2022, , .		1
1096	Cute, Otaku, and Posthuman Aesthetics. , 2022, , 1-19.		0
1097	Training Social Skills in Virtual Reality Machine Learning as a Process of Co-Creation. Lecture Notes in Networks and Systems, 2022, , 139-156.	0.7	13
1098	Living and working with service robots: a TCCM analysis and considerations for future research. Journal of Service Management, 2022, 33, 165-196.	7.2	32
1099	Designing empathic virtual agents: manipulating animation, voice, rendering, and empathy to create persuasive agents. Autonomous Agents and Multi-Agent Systems, 2022, 36, 1.	2.1	10
1100	Frontiers: Supporting Content Marketing with Natural Language Generation. Marketing Science, 2022, 41, 441-452.	4.1	26
1101	Service robots' anthropomorphism: dimensions, factors and internal relationships. Electronic Markets, 2022, 32, 277-295.	8.1	14
1102	Unreal influence: leveraging AI in influencer marketing. European Journal of Marketing, 2022, 56, 1721-1747.	2.9	78
1103	Almost Alive: Robots and Androids. Frontiers in Human Dynamics, 2022, 4, .	1.8	1
1104	The Effect of Using an Auto-Generated Anime Avatar on Player-Avatar Identification. , 2022, , .		1

# 1105	ARTICLE Evoking empathy—An overlooked role of animal statues in zoos. Zoo Biology, 2022, , .	lF 1.2	CITATIONS 2
1106	The Use of Computer Training Systems in Distance Learning. , 2022, , .		0
1107	Trojan horse or useful helper? A relationship perspective on artificial intelligence assistants with humanlike features. Journal of the Academy of Marketing Science, 2022, 50, 1153-1175.	11.2	29
1108	Coding reality: implications of AI for documentary media. Studies in Documentary Film, 0, , 1-12.	0.5	3
1109	The uncanny valley of a virtual animal. Computer Animation and Virtual Worlds, 2022, 33, .	1.2	2
1110	Ātea Presence— Enabling Virtual Storytelling, Presence, and Tele-Co-Presence in an Indigenous Setting. IEEE Technology and Society Magazine, 2022, 41, 32-42.	0.8	9
1111	3D dynamic fashion design development using digital technology and its potential in online platforms. Fashion and Textiles, 2022, 9, .	2.4	11
1112	Familiarity, orientation, and realism increase face uncanniness  by  sensitizing  to  facial distort Journal of Vision, 2022, 22, 14.	ions. 0.3	8
1114	Therapeutic use of the humanoid robot, Telenoid, with older adults: A critical interpretive synthesis review. Assistive Technology, 2022, , 1-8.	2.0	6
1115	A Review of Virtual Assistants' Characteristics: Recommendations for Designing an Optimal Human–Machine Cooperation. Journal of Computing and Information Science in Engineering, 2022, 22,	2.7	4
1116	A transdisciplinary review and framework of consumer interactions with embodied social robots: Design, delegate, and deploy. International Journal of Consumer Studies, 2022, 46, 1877-1899.	11.6	12
1117	Preserving Memories of Contemporary Witnesses Using Volumetric Video. I-com, 2022, 21, 71-82.	1.3	1
1118	Social Drone Sharing to Increase UAV Patrolling Autonomy in Pre- and Post-Emergency Scenarios. Frontiers in Robotics and AI, 2022, 9, 820239.	3.2	0
1119	Accepting Human-like Avatars in Social and Professional Roles. ACM Transactions on Human-Robot Interaction, 2022, 11, 1-19.	4.1	4
1120	Engaging the Avatar: The effects of authenticity signals during chat-based service recoveries. Journal of Business Research, 2022, 144, 703-716.	10.2	31
1121	The Influence of Robot Designs on Human Compliance and Emotion: A Virtual Reality Study in the Context of Future Public Transport. ACM Transactions on Human-Robot Interaction, 2022, 11, 1-17.	4.1	5
1122	The role of the human-robot interaction in consumers' acceptance of humanoid retail service robots. Journal of Business Research, 2022, 146, 489-503.	10.2	70
1123	Learning with simulated virtual classmates: Effects of social-related configurations on students' visual attention and learning experiences in an immersive virtual reality classroom. Computers in Human Behavior, 2022, 133, 107282.	8.5	25

#	Article	IF	CITATIONS
1124	Nonverbal communication in virtual reality: Nodding as a social signal in virtual interactions. International Journal of Human Computer Studies, 2022, 164, 102819.	5.6	22
1125	Nursing and human-computer interaction in healthcare robots for older people: An integrative review. International Journal of Nursing Studies Advances, 2022, 4, 100072.	2.1	13
1126	Whiteness as Improvisation, Nonwhiteness as Machine. Jazz & Culture, 2021, 4, 56-84.	0.2	0
1127	ARCH++: Animation-Ready Clothed Human Reconstruction Revisited. , 2021, , .		75
1128	Towards human-like kinematics in industrial robotic arms: a case study on a UR3 robot. , 2021, , .		3
1129	Communication Geographies of Human-Machine Understanding: Entangled Agencies, Synthetic Aesthetics, and Machine Matterings. Communication Studies, 2021, 72, 1146-1159.	1.2	6
1130	Does the Goal Matter? Emotion Recognition Tasks Can Change the Social Value of Facial Mimicry Towards Artificial Agents. Frontiers in Robotics and Al, 2021, 8, 699090.	3.2	1
1131	Lower limb prosthesis: Optimization by lattice and four-bar polycentric knee. , 2021, 2021, 4801-4807.		0
1132	Trust and Human Factors. , 2021, , 77-98.		1
1133	"Don't Neglect the User!―– Identifying Types of Human-Chatbot Interactions and their Associated Characteristics. Information Systems Frontiers, 2022, 24, 797-838.	6.4	16
1134	Effect of user characteristics on artificial intelligence acceptability and intention to use artificial intelligence-based products. The Korean Journal of Psychology General, 2021, 40, 487-509.	0.0	0
1136	Improving User Experience of Virtual Health Assistants: Scoping Review. Journal of Medical Internet Research, 2021, 23, e31737.	4.3	36
1137	Look Into my "Virtual―Eyes: What Dynamic Virtual Agents add to the Realistic Study of Joint Attention. Frontiers in Virtual Reality, 2021, 2, .	3.7	1
1138	Strange and familiar: robot love and artificial intelligence in science fiction theatre script writing: a response to the imminent Technological Singularity. New Writing, 0, , 1-10.	0.2	0
1139	Emotional Support Companions in Virtual Reality. , 2022, , .		2
1140	Emotional Empathy and Facial Mimicry of Avatar Faces. , 2022, , .		0
1141	Anthropomorphism of Virtual Agents and Human Cognitive Performance in Augmented Reality. , 2022, ,		1
1142	Morphace: An Integrated Approach for Designing Customizable and Transformative Facial Prosthetic Makeup. , 2022, , .		2

ARTICLE IF CITATIONS Visual Fidelity Effects on Expressive Self-avatar in Virtual Reality: First Impressions Matter., 2022,,. 12 1143 Audience Experiences of a Volumetric Virtual Reality Music Video., 2022, , . 1144 Robots do not judge: service robots can alleviate embarrassment in service encounters. Journal of the 1145 11.2 32 Academy of Marketing Science, 2023, 51, 767-784. An empirical evaluation of two natural hand interaction systems in augmented reality. Multimedia 1146 3.9 Tools and Applications, 2022, 81, 31657-31683. Al-driven public services and the privacy paradox: do citizens really care about their privacy?. Public 1147 4.9 17 Management Review, 2023, 25, 2116-2134. 1148 Effect of Dual-Tasks Walking on Human Gait Patterns. Journal of Bionic Engineering, 2022, 19, 991-1002. 5.0 Mental State Attribution to Robots: A Systematic Review of Conceptions, Methods, and Findings. ACM 1149 4.1 34 Transactions on Human-Robot Interaction, 2022, 11, 1-51. Digital Self: The Next Evolution of the Digital Human. Computer, 2022, 55, 82-86. 1.1 1150 Perceived stigma and erotic technology: From sex toys to erobots. Psychology and Sexuality, 2023, 14, 1151 1.9 7 141-157. Promotors or inhibitors? Role of task type on the effect of humanoid service robots on consumers' 8.2 use intention. Journal of Hospitality Marketing and Management, 2022, 31, 710-729. Embodied Digital Technologies: First Insights in the Social and Legal Perception of Robots and Users 1153 3.2 8 of Prostheses. Frontiers in Robotics and Al, 2022, 9, 787970. Human vs. Al: Understanding the impact of anthropomorphism on consumer response to chatbots from the perspective of trust and relationship norms. Information Processing and Management, 2022, 8.6 59, 102940 The impact of service robots in retail: Exploring the effect of novelty priming on consumer behavior. 1155 9.4 31 Journal of Retailing and Consumer Services, 2022, 68, 103002. Im emotionalisierten Raum Human Factors in Hardware- und Software-Design von Robotern und 1170 Künstlicher Intelligenz., 2022, , 199-218. 1171 Development of a fully autonomous culturally competent robot companion., 2022, , 191-215. 0 Exploring Persona Characteristics in Learning: A Review Study of Pedagogical Agents. Procedia 1172 2.0 Computer Science, 2022, 201, 87-94. The third AI summer: AAAI Robert S. Engelmore Memorial Lecture. AI Magazine, 2022, 43, 105-125. 1173 1.6 15 1174 Solitary Jogging with A Virtual Runner using Smartglasses., 2022, , .

			_
#	ARTICLE Increasing the Acceptance of Industrial Robots by Adapting Movement Behavior to Individual User	lF	
1175	Differences. , 2022, , .		1
1176	How Will VR Enter University Classrooms? Multi-stakeholders Investigation of VR in Higher Education. , 2022, , .		14
1177	Using Expressive Avatars to Increase Emotion Recognition: A Pilot Study. , 2022, , .		1
1178	The effects of gender and personality of robot assistants on customers' acceptance of their service. Service Business, 2022, 16, 359-389.	4.2	17
1179	WISARD: Weight Informing Soft Artificial Robotic Dermis. , 2022, , .		5
1180	Representations of Facial Expressions since Darwin. Evolutionary Human Sciences, 0, , 1-28.	1.7	1
1181	A New Uncanny Valley? The Effects of Speech Fidelity and Human Listener Gender on Social Perceptions of a Virtual-Human Speaker. , 2022, , .		7
1182	Virtual Feed: Design and Evaluation of a Virtual Reality Simulation Addressing the Lived Experience of Breastfeeding. , 2022, , .		8
1183	Towards Conversationally Intelligent Dialog Systems. , 2022, , .		0
1184	Understanding customer's meaningful engagement with Al-powered service robots. Information Technology and People, 2023, 36, 1020-1047.	3.2	24
1185	Avatar Interpreter: Improving Classroom Experiences for Deaf and Hard-of-Hearing People Based on Augmented Reality. , 2022, , .		6
1186	Nice is Different than Good: Longitudinal Communicative Effects of Realistic and Cartoon Avatars in Real Mixed Reality Work Meetings. , 2022, , .		5
1187	Great Chain of Agents: The Role of Metaphorical Representation of Agents in Conversational Crowdsourcing. , 2022, , .		8
1188	The Last Decade of HCI Research on Children and Voice-based Conversational Agents. , 2022, , .		18
1189	Systematic Review of Comparative Studies of the Impact of Realism in Immersive Virtual Experiences. ACM Computing Surveys, 2023, 55, 1-36.	23.0	11
1190	Determined Yet Dehumanized: People Higher in Self-Control Are Seen as More Robotic. Social Psychological and Personality Science, 2023, 14, 117-129.	3.9	2
1191	Ideally human-ish: How anthropomorphized do you have to be in shopper-facing retail technology?. Journal of Retailing, 2022, 98, 685-705.	6.2	3
1192	Uncanny Beauty: Aesthetics of Companionship, Love, and Sex Robots. Artificial Life, 2022, , 1-16.	1.3	2

# 1193	ARTICLE Can we trust a chatbot like a physician? A qualitative study on understanding the emergence of trust toward diagnostic chatbots. International Journal of Human Computer Studies, 2022, 165, 102848.	IF 5.6	CITATIONS
1194	Robot Voices in Daily Life: Vocal Human-Likeness and Application Context as Determinants of User Acceptance. Frontiers in Psychology, 2022, 13, .	2.1	11
1196	How gender is intertwined with robots and affective technologies: A short review. , 2022, , 161-175.		0
1197	Quality of Experience in Telemeetings and Videoconferencing: A Comprehensive Survey. IEEE Access, 2022, 10, 63885-63931.	4.2	12
1198	A Novel Method of Exploring the Uncanny Valley in Avatar Gender(Sex) and Realism Using Electromyography. Big Data and Cognitive Computing, 2022, 6, 61.	4.7	1
1199	Customer Emotions in Service Robot Encounters: A Hybrid Machine-Human Intelligence Approach. Journal of Service Research, 2022, 25, 614-629.	12.2	32
1200	Telepresence Social Robotics towards Co-Presence: A Review. Applied Sciences (Switzerland), 2022, 12, 5557.	2.5	12
1201	Connecting the Dots of Social Robot Design From Interviews With Robot Creators. Frontiers in Robotics and Al, 2022, 9, .	3.2	5
1202	Enhancing the Sense of Attention from an Assistance Mobile Robot by Improving Eye-Gaze Contact from Its Iconic Face Displayed on a Flat Screen. Sensors, 2022, 22, 4282.	3.8	9
1203	Conscious Empathic AI in Service. Journal of Service Research, 2022, 25, 549-564.	12.2	12
1204	Two uncanny valleys: Re-evaluating the uncanny valley across the full spectrum of real-world human-like robots. Computers in Human Behavior, 2022, 135, 107340.	8.5	16
1205	Customers' perceptions of hotel AI-enabled voice assistants: does brand matter?. International Journal of Contemporary Hospitality Management, 2022, 34, 2807-2831.	8.0	25
1206	Synthesizing a Talking Child Avatar to Train Interviewers Working with Maltreated Children. Big Data and Cognitive Computing, 2022, 6, 62.	4.7	9
1208	Like real friends do: Communicating on social media with Sophia the robot. Technoetic Arts, 2021, 19, 163-170.	0.1	0
1209	Privacy of Al-Based Voice Assistants: Understanding the Users' Perspective. Lecture Notes in Computer Science, 2022, , 309-321.	1.3	1
1211	Metahumans: Using Facial Action Coding inÂGames toÂDevelop Social andÂCommunication Skills forÂPeople withÂAutism. Lecture Notes in Computer Science, 2022, , 343-355.	1.3	2
1213	Understanding the Utilization of Artificial Intelligence and Robotics in the Service Sector. Accounting, Finance, Sustainability, Governance & Fraud, 2022, , 243-263.	0.4	1
1215	Embodiment Comfort Levels During Motor Imagery Training Combined With Immersive Virtual Reality in a Spinal Cord Injury Patient. Frontiers in Human Neuroscience, 0, 16, .	2.0	5

#	Article	IF	CITATIONS
1216	Towards an Al-driven talking avatar in virtual reality for investigative interviews of children. , 2022, , .		11
1217	Understanding the Negative Aspects of User Experience in Human-likeness of Voice-based Conversational Agents. , 2022, , .		3
1218	Anthropomorphization and beyond: conceptualizing humanwashing of AI-enabled machines. AI and Society, 0, , .	4.6	3
1219	Designing Gestures of Robots in Specific Fields for Different Perceived Personality Traits. Frontiers in Psychology, 0, 13, .	2.1	1
1220	FLEXI: A Robust and Flexible Social Robot Embodiment Kit. , 2022, , .		9
1221	Biomechanical Prosthesis with EMG Signal Acquisition for Patients with Transradial Amputation. , 2022, , .		0
1222	Driving With Agents: Investigating the Influences of Anthropomorphism Level and Physicality of Agents on Drivers' Perceived Control, Trust, and Driving Performance. Frontiers in Psychology, 0, 13, .	2.1	3
1223	Pengalaman Pelajar (LX) Pelbagai Peringkat Umur Terhadap Penggunaan Teknologi Tutor Hologram. Pertanika Journal of Social Science and Humanities, 2022, 30, 779-796.	0.3	Ο
1224	Facing the FACS—Using AI to Evaluate and Control Facial Action Units in Humanoid Robot Face Development. Frontiers in Robotics and AI, 0, 9, .	3.2	4
1225	Robotic Presence: The Effects of Anthropomorphism and Robot State on Task Performance and Emotion. IEEE Robotics and Automation Letters, 2022, 7, 7399-7406.	5.1	4
1227	Intelligent Interfaces: Pedagogical Agents and Virtual Humans. International Journal of Intelligence Science, 2022, 12, 57-78.	0.8	1
1228	Team robot identification theory (TRIT): robot attractiveness and team identification on performance and viability in human–robot teams. Journal of Supercomputing, 2022, 78, 19684-19706.	3.6	1
1229	Garland'ın Ex Machina Adlı Eserinde Canavarlaştırılan İnsan(dışı)laştırılmış Androidler. (Üniversitesi Sosyal Bilimler Dergisi, 0, , 169-183.	Celal Bayaı 0.0	r o
1230	Resonant relations: eco-lalia, political ec(h)ology and autistic ways of worlding. Environment and Planning E, Nature and Space, 2023, 6, 1229-1251.	2.5	Ο
1231	A "soul―emerges when AI, AR, and Anime converge: A case study on users of the new anime-stylized hologram social robot "Hupo― New Media and Society, O, , 146144482211060.	5.0	3
1232	Robotic role theory: an integrative review of human–robot service interaction to advance role theory in the age of social robots. Journal of Service Management, 2022, 33, 27-49.	7.2	5
1233	Is More Realistic Better? A Comparison of Game Engine and GAN-based Avatars for Investigative Interviews of Children. , 2022, , .		3
1234	Is Natural Necessary? Human Voice versus Synthetic Voice for Intelligent Virtual Agents. Multimodal Technologies and Interaction, 2022, 6, 51.	2.5	6

#	Article	IF	CITATIONS
1235	Exploring users and non-users views of the Digital Twin on a mHealth app: a Thematic, qualitative approach. Cogent Psychology, 2022, 9, .	1.3	2
1236	Cartoonized Anonymization of Sign Language Videos. , 2022, , .		0
1237	Responsibility in Hybrid Societies: concepts and terms. Al and Ethics, 2023, 3, 25-48.	6.8	2
1238	A ghost in the shell? – Philosophische Überlegungen zur Verwendung von Scheinelementen als Bestandteil sozialer Assistenzsysteme. , 2022, , 211-226.		0
1239	An Interdisciplinary Design of an Interactive Cultural Heritage Visit for In-Situ, Mixed Reality and Affective Experiences. Multimodal Technologies and Interaction, 2022, 6, 59.	2.5	5
1240	Combining Cultural Probes and Interviews with Caregivers to Co-Design a Social Mobile Robotic Solution. Irbm, 2023, 44, 100729.	5.6	1
1241	The psychological and ethological antecedents of human consent to techno-empowerment of autonomous office assistants. Al and Society, 2023, 38, 647-663.	4.6	2
1242	Artificial empathy in marketing interactions: Bridging the human-AI gap in affective and social customer experience. Journal of the Academy of Marketing Science, 2022, 50, 1198-1218.	11.2	51
1243	Virtual Coaches. Business and Information Systems Engineering, 2022, 64, 515-528.	6.1	7
1244	Including Social Expectations for Trustworthy Proactive Human-Robot Dialogue. , 2022, , .		5
1246	Monkey visual attention does not fall into the uncanny valley. Scientific Reports, 2022, 12, .	3.3	5
1247	Structural deviations drive an uncanny valley of physical places. Journal of Environmental Psychology, 2022, 82, 101844.	5.1	2
1248	The impact of service principal (service robot vs. human staff) on service quality: The mediating role of service principal attribute. Journal of Hospitality and Tourism Management, 2022, 52, 170-183.	6.6	13
1249	Emotional Influence of Pupillary Changes of Robots with Different Human-Likeness Levels on Human. International Journal of Social Robotics, 2022, 14, 1687-1696.	4.6	1
1250	Effect of AI chatbot empathy and identity disclosure on willingness to donate: the mediation of humanness and social presence. Behaviour and Information Technology, 2023, 42, 1998-2010.	4.0	11
1251	Robotic Chef Versus Human Chef: The Effects of Anthropomorphism, Novel Cues, and Cooking Difficulty Level on Food Quality Prediction. International Journal of Social Robotics, 2022, 14, 1697-1710.	4.6	8
1252	Autistic people outperform neurotypicals in a cartoon version of the Reading the Mind in the Eyes. Autism Research, 2022, 15, 1603-1608.	3.8	6

#	Article	IF	CITATIONS
1254	Investigating the Effect of <i>Jo-Ha-Kyū</i> on Music Tempos and Kinematics across Cultures: Animation Design for 3D Characters Using Japanese Bunraku Theater. Leonardo, 0, , 472-478.	0.3	0
1255	Belief, Make-Believe, and the Religious Imagination. , 2022, , 96-117.		Ο
1257	THE ISSUE OF TECHNOLOGICAL DETERMINISM IN ARTISTIC PRACTICES: CULTURAL REFLECTIONS. , 2022, , 138-144.	0.0	0
1258	Networking as a Driving Force for Post-COVID-19 Economic Behavior. Advances in Logistics, Operations, and Management Science Book Series, 2022, , 366-385.	0.4	0
1259	Perspectives on Socially Intelligent Conversational Agents. Multimodal Technologies and Interaction, 2022, 6, 62.	2.5	0
1260	Current Digital Archaeology. Annual Review of Anthropology, 2022, 51, 213-231.	1.5	13
1261	Authentic volumetric avatars from a phone scan. ACM Transactions on Graphics, 2022, 41, 1-19.	7.2	33
1263	Uncanny frontiers: Amazon in outer space. Dialogues in Human Geography, 2022, 12, 181-185.	1.6	Ο
1264	The Assistant Personal Robot Project: From the APR-01 to the APR-02 Mobile Robot Prototypes. Designs, 2022, 6, 66.	2.4	8
1265	Intelligence as a Social Concept: a Socio-Technological Interpretation of the Turing Test. Philosophy and Technology, 2022, 35, .	4.3	6
1266	An experimental design for facial and color emotion expression of a social robot. Journal of Supercomputing, 2023, 79, 1980-2009.	3.6	3
1267	The Effect of the Robot's Physiological Approach on the Impression of the Arousal of the Content and the Familiarity of the Robot. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2022, 34, 579-591.	0.0	0
1268	YÅkobo: A Robot to Strengthen Links Amongst Users with Non-Verbal Behaviours. Machines, 2022, 10, 708.	2.2	7
1269	The emotions effect on a virtual characters design–A student perspective analysis. Frontiers in Computer Science, 0, 4, .	2.8	2
1270	Embodiment Matters in Social HRI Research: Effectiveness of Anthropomorphism on Subjective and Objective Outcomes. ACM Transactions on Human-Robot Interaction, 2023, 12, 1-9.	4.1	9
1271	The uncanniness of written text is explained by configural deviation and not by processing disfluency. Perception, 0, , 030100662211144.	1.2	0
1272	What is So Special About Contemporary CG Faces? Semiotics of MetaHumans. Topoi, 2022, 41, 821-834.	1.3	3
1273	State of the art in telepresence. , 2022, , .		0

#	Article	IF	CITATIONS
1274	Anthropomorphism in hospitality and tourism: A systematic review and agenda for future research. Journal of Hospitality and Tourism Management, 2022, 52, 404-415.	6.6	20
1275	The nonlinear effect of service robot anthropomorphism on customers' usage intention: A privacy calculus perspective. International Journal of Hospitality Management, 2022, 107, 103312.	8.8	21
1276	Multisensory integration effect of humanoid robot appearance and voice on users' affective preference and visual attention. Behaviour and Information Technology, 0, , 1-20.	4.0	2
1277	A Survey of Natural Design for Interaction. , 2022, , .		1
1278	Putting Vision and Touch into Conflict: Results From a Multimodal Mixed Reality Setup. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 5224-5234.	4.4	0
1279	Acceptance of robots as co-workers: Hotel employees' perspective. International Journal of Engineering Business Management, 2022, 14, 184797902211136.	3.7	3
1280	Application prospect of artificial intelligence technology in autism spectrum disorder intervention. , 2022, , .		0
1281	Workshops for promoting Robotics among future engineers. IFAC-PapersOnLine, 2022, 55, 212-217.	0.9	2
1282	Social inclusion of robots depends on the way a robot is presented to observers. Paladyn, 2022, 13, 56-66.	2.7	0
1283	New Automation forÂSocial Bots: From Trivial Behavior toÂAI-Powered Communication. Lecture Notes in Computer Science, 2022, , 79-99.	1.3	2
1284	Negative Dimensions of Human-Robot and Human-Al Interactions: Frightening Legacies, Emerging Dysfunctions, and Creepiness. Social and Cultural Studies of Robots and Al, 2022, , 39-89.	0.2	0
1285	"Our Hearts Go Out to the Victim's Family― Death by Robot and Autonomous Vehicle. Social and Cultural Studies of Robots and Al, 2022, , 177-204.	0.2	0
1286	Zukunftsfragen und Künstliche Intelligenz in Robotik und MRK. , 2022, , 199-223.		0
1287	Effects of Small Talk With a Crowd of Virtual Humans on Users' Emotional and Behavioral Responses. IEEE Transactions on Visualization and Computer Graphics, 2022, , 1-11.	4.4	2
1288	Race as a Problem for Black Transhuman Liberation Theology in a Postdigital Age. Postdigital Science and Education, 2022, , 129-143.	2.2	1
1289	Snapshot of Research Issues in Service Robots. Lecture Notes in Computer Science, 2022, , 363-376.	1.3	1
1290	Robotics in Tourism and Hospitality. , 2022, , 1873-1899.		3
1291	Robo-Rage Against the Machine: Abuse, Sabotage, and Bullying of Robots and Autonomous Vehicles. Social and Cultural Studies of Robots and AI, 2022, , 205-244.	0.2	0

# 1292	ARTICLE Spezialthemen und virtuelle RealitÃĦ , 2022, , 419-495.	IF	CITATIONS
1293	Exploring Variables That Affect Robot Likeability. , 2022, , .		2
1294	How to Make Robots' Optimal Anthropomorphism Level: Manipulating Social Cues and Spatial Context for an Improved User Experience. , 2022, , .		0
1295	The Shape of Our Bias: Perceived Age and Gender in the Humanoid Robots of the ABOT Database. , 2022, ,		33
1296	Perception of Power and Distance in Human-Human and Human-Robot Role-Based Relations. , 2022, , .		5
1297	A digital therapeutic alliance in digital mental health. , 2023, , 87-98.		2
1298	What Design Choices are Effective in Inducing Fear and Tension in First-Person PC Horror Games?. , 2022, , .		0
1299	A Study on Human Interactions With Robots Based on Their Appearance and Behaviour. , 2022, , .		1
1300	Effects of Emotional Expressiveness on Voice Chatbot Interactions. , 2022, , .		6
1301	Contributions of user tests in a Living Lab in the co-design process of human robot interaction. , 2022,		0
1302	Perception of physical and virtual agents: exploration of factors influencing the acceptance of intrusive domestic agents. , 2022, , .		0
1303	Android Robots vs Virtual Agents: which system differently aged users prefer?. , 2022, , .		0
1304	How a Social Robot's Vocalization Affects Children's Speech, Learning, and Interaction. , 2022, , .		1
1305	Let Me Introduce Myself - Using Self-Disclosure as a Social Cue for Health Care Robots. , 2022, , .		1
1306	Comparison of Crowdsourced and Remote Subjective User Studies: A Case Study of Investigative Child Interviews. , 2022, , .		2
1307	Audiovisual Database with 360° Video and Higher-Order Ambisonics Audio for Perception, Cognition, Behavior, and QoE Evaluation Research. , 2022, , .		3
1308	The smart body concept as a demonstration of the overarching utility and benefits of 3D avatars in retail, health and wellbeing: an accuracy study of body measures from 3D reconstruction. Multimedia Tools and Applications, 2023, 82, 11079-11098.	3.9	4
1309	Impact of Manikin Display on Perception of Spatial Planning. , 2022, , .		0

			_
#	Article	IF	CITATIONS
1310	"Hopohopoâ $€$ • A Virtual Reality Awareness Application about Social Anxiety Disorder. , 2022, , .		0
1311	Human trust in otherware – a systematic literature review bringing all antecedents together. Ergonomics, 2023, 66, 976-998.	2.1	5
1312	Of media and mediums: illusion and the roots of virtual reality in Victorian era science, social change and Spiritualism. Atlantic Journal of Communication, 2023, 31, 260-280.	1.0	1
1313	Social perception of embodied digital technologies—a closer look at bionics and social robotics. Gruppe Interaktion Organisation Zeitschrift Fur Angewandte Organisationspsychologie, 2022, 53, 343-358.	2.1	6
1314	The Impact of Varying Resolution and Motion Realism of Avatars in Augmented Reality-Supported, Virtually Co-located Sales Consultations. , 2022, , .		0
1315	Impact of Digital Assistant Attributes on Millennials' Purchasing Intentions: A Multi-Group Analysis using PLS-SEM, Artificial Neural Network and fsQCA. Information Systems Frontiers, 0, , .	6.4	12
1316	Understanding Sophia? On human interaction with artificial agents. Phenomenology and the Cognitive Sciences, 2024, 23, 21-42.	1.8	4
1317	What's Blood Got to Do with It? A Culture of Cinema Horrors at the Precipice of an Abyss. Teaching Sociology, 2022, 50, 399-408.	0.7	0
1318	Bonding with a Couchsurfing Robot: The Impact of Common Locus on Human-Robot Bonding In-the-Wild. ACM Transactions on Human-Robot Interaction, 2023, 12, 1-33.	4.1	1
1319	Bridging East-West Differences in Ethics Guidance for AI and Robotics. AI, 2022, 3, 764-777.	3.8	8
1320	Uncanny Valley Effects on Chatbot Trust, Purchase Intention, and Adoption Intention in the Context of E-Commerce: The Moderating Role of Avatar Familiarity. International Journal of Human-Computer Interaction, 2024, 40, 441-456.	4.8	23
1321	Domain organisation emerges in cross-modal but not within-modal semantic feature integration. Language, Cognition and Neuroscience, 2023, 38, 672-692.	1.2	0
1322	Perceived facial happiness during conversation correlates with insular and hypothalamus activity for humans, not robots. Frontiers in Psychology, 0, 13, .	2.1	1
1323	"l Am Here to Assist Your Tourism†Predicting Continuance Intention to Use Al-based Chatbots for Tourism. Does Gender Really Matter?. International Journal of Human-Computer Interaction, 2023, 39, 1887-1903.	4.8	10
1324	The Effect of Embodied Anthropomorphism of Personal Assistants on User Perceptions. , 2021, , .		3
1325	A Review on Human Comfort Factors, Measurements, and Improvements in Human–Robot Collaboration. Sensors, 2022, 22, 7431.	3.8	12
1326	Schrödinger's box: an artifact to study the limits of plausibility in auditory augmentations. , 2022, , .		0
1327	â€~Are Di would of loved it': reanimating Princess Diana through dolls and Al. Celebrity Studies, 0, , 1-22.	0.8	0

#	Article	IF	CITATIONS
1328	Effect of Shot Composition, Continuity Assurance Method and Shot Size on Subjective Perception of Continuity during Transitions while Viewing Videos. Ningen Kogaku = the Japanese Journal of Ergonomics, 2022, 58, 223-231.	0.1	1
1329	Ascertaining the Influence of Style on the Credibility and Appeal of a Digital Health Avatar. Springer Series in Design and Innovation, 2023, , 63-72.	0.3	0
1330	Does the Personality of Consumers Influence the Assessment of the Experience of Interaction with Social Robots?. International Journal of Social Robotics, 0, , .	4.6	4
1331	Factors influencing consumers' willingness to accept service robots: Based on online reviews of Chinese hotels. Frontiers in Psychology, 0, 13, .	2.1	4
1332	The effect of avatar facial expressions on trust building in social virtual reality. Visual Computer, 0, ,	3.5	2
1333	Mobile Phone Use by People with Mild to Moderate Dementia: Uncovering Challenges and Identifying Opportunities. , 2022, , .		3
1334	Uncanny valley for interactive social agents: an experimental study. Virtual Reality & Intelligent Hardware, 2022, 4, 393-405.	3.2	1
1335	Corneal reflections and skin contrast yield better memory of human and virtual faces. Cognitive Research: Principles and Implications, 2022, 7, .	2.0	0
1336	Pedagogical agents in learning videos: Which one is best for children?. Interactive Learning Environments, 0, , 1-17.	6.4	0
1337	Devil in the details: Systematic review of TOR signals in automated driving with a generic classification framework. Transportation Research Part F: Traffic Psychology and Behaviour, 2022, 91, 274-328.	3.7	2
1338	Smart technology vs. embarrassed human: The inhibiting effect of anticipated technology embarrassment. Annals of Tourism Research, 2022, 97, 103494.	6.4	5
1339	Study of the characteristics of ear animations used to convey information and emotion in remote communication without web camera. Computers in Human Behavior Reports, 2022, 8, 100239.	4.0	0
1340	ls it the best for barista robots to serve like humans? A multidimensional anthropomorphism perspective. International Journal of Hospitality Management, 2023, 108, 103358.	8.8	9
1341	Transparency in persuasive technology, immersive technology, and online marketing: Facilitating users' informed decision making and practical implications. Computers in Human Behavior, 2023, 139, 107545.	8.5	8
1342	Exploring humanlikeness and the uncanny valley with furhat. , 2022, , .		2
1343	«Uncanny valley» effect in holographic image transmission. Journal of the Belarusian State University Physics, 2022, , 4-9.	0.2	0
1344	Innovazioni in psicologia della salute: il contributo della Social Assistive Robotics. Tra opportunitÃ terapeutiche e questioni aperte della robotica sociale. Psicologia Della Salute, 2022, , 14-27.	0.1	0
1345	Ethical Awareness in Paralinguistics: A Taxonomy of Applications. International Journal of Human-Computer Interaction, 2023, 39, 1904-1921.	4.8	3

#	Article	IF	CITATIONS
1346	Understanding User Perceptions of Response Delays in Crowd-Powered Conversational Systems. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-42.	3.3	3
1347	Effect of AI chatbot emotional disclosure on user satisfaction and reuse intention for mental health counseling: a serial mediation model. Current Psychology, 2023, 42, 28663-28673.	2.8	9
1348	Automatic facial expressions, gaze direction and head movements generation of a virtual agent. , 2022,		4
1349	Probing the Potential of Extended Reality to Connect Experts and Novices in the Garden. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-30.	3.3	2
1350	Re-locations: Augmenting Personal and Shared Workspaces to Support Remote Collaboration in Incongruent Spaces. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-30.	3.3	8
1351	Virtual Big Heads in Extended Reality: Estimation of Ideal Head Scales and Perceptual Thresholds for Comfort and Facial Cues. ACM Transactions on Applied Perception, 2023, 20, 1-31.	1.9	2
1352	Modeling Adaptive Expression of Robot Learning Engagement and Exploring Its Effects on Human Teachers. ACM Transactions on Computer-Human Interaction, 2023, 30, 1-48.	5.7	0
1353	Factors of attraction in human-machine communication. Publizistik, 2022, 67, 517-529.	0.5	2
1354	Towards Virtual Humans without Gender Stereotyped Visual Features. , 2022, , .		2
1355	Comparative Study on the Impact of Cultural Background on the Perception of Different Types of Social Robots. Communications in Computer and Information Science, 2022, , 517-522.	0.5	0
1356	Exploring relationship development with social chatbots: A mixed-method study of replika. Computers in Human Behavior, 2023, 140, 107600.	8.5	51
1357	Deep versus superficial anthropomorphism: Exploring their effects on human trust in shared autonomous vehicles. Computers in Human Behavior, 2023, 141, 107614.	8.5	8
1358	Cute, Otaku, and Posthuman Aesthetics. , 2022, , 317-335.		0
1359	The Significance of a Second-Person Perspective for the Development of Humanoid Al. Lecture Notes in Computer Science, 2022, , 49-63.	1.3	0
1360	Assessing medical students' perceived stress levels by comparing a chatbot-based approach to the Perceived Stress Questionnaire (PSQ20) in a mixed-methods study. Digital Health, 2022, 8, 205520762211390.	1.8	5
1361	Analyzing Jo-Ha-Kyu Mechanism in Japanese Traditional Performing Art Ningyo Joruri. , 2022, , .		0
1362	To Be or Not to Be …Human? Theorizing the Role of Human-Like Competencies in Conversational Artificial Intelligence Agents. Journal of Management Information Systems, 2022, 39, 969-1005.	4.3	25
1363	Ballistic Timing of Smiles is Robust to Context, Gender, Ethnicity, and National Differences. , 2022, , .		0

#	Article	IF	CITATIONS
1364	Explaining the effect of artificial intelligence on the technology acceptance model in media: a cloud computing approach. Electronic Library, 2023, 41, 1-29.	1.4	5
1365	Using deepfakes for experiments in the social sciences - A pilot study. Frontiers in Sociology, 0, 7, .	2.0	6
1366	Effects of Head Shape, Facial Features, Camera, and Gender on the Perceptions of Rendered Robot Faces. International Journal of Social Robotics, 0, , .	4.6	2
1367	30 years of artificial intelligence (AI) research relating to the hospitality and tourism industry. International Journal of Contemporary Hospitality Management, 2023, 35, 2157-2177.	8.0	19
1368	Narrative and Behavioral Engagement as Indicators for the Effectiveness of Intentionally Designed Virtual Simulations of Interpersonal Interactions. International Journal of Human-Computer Interaction, 0, , 1-13.	4.8	0
1369	Investigating the Perceived Realism of the Other Userâ \in Ms Look-Alike Avatars. , 2022, , .		3
1370	Perceived authenticity of virtual characters makes the difference. Frontiers in Virtual Reality, 0, 3, .	3.7	2
1371	Empathic Machines?. Edition Moderne, Postmoderne, 2022, , 157-178.	0.0	0
1372	Emotional 3D speech visualization from 2D audio visual data. International Journal of Modeling, Simulation, and Scientific Computing, 0, , .	1.4	0
1373	The potential of remote XR experimentation: Defining benefits and limitations through expert survey and case study. Frontiers in Computer Science, 0, 4, .	2.8	0
1374	Green and Pleasant Lands: The Affective and Cerebral Hemodynamic Effects of Presence in Virtual Environments During Exercise. Perceptual and Motor Skills, 2023, 130, 826-843.	1.3	2
1375	Does distance matter? Embodiment and perception of personalized avatars in relation to the self-observation distance in virtual reality. Frontiers in Virtual Reality, 0, 3, .	3.7	4
1376	Hopes and fears regarding care robots: Content analysis of newspapers in East Asia and Western Europe, 2001–2020. Frontiers in Rehabilitation Sciences, 0, 3, .	1.2	0
1377	Understanding Operator Influence in Automated Urban Shuttle Buses and Recommendations for Future Development. Multimodal Technologies and Interaction, 2022, 6, 109.	2.5	0
1380	Human-Like Movements of Industrial Robots Positively Impact Observer Perception. International Journal of Social Robotics, 2023, 15, 1399-1417.	4.6	4
1381	Scoping review of the neural evidence on the uncanny valley. Computers in Human Behavior Reports, 2023, 9, 100263.	4.0	4
1382	Uncertainties in comparing a human and an android robot. Physics-Uspekhi, 0, , .	2.2	0
1383	Mensch-Roboter-Interaktion im Gesundheitswesen. Robotische Assistenzsysteme fżr die Pflegesituation. Techno:Phil, 2023, , 255-285.	0.3	0
#	Article	IF	CITATIONS
------	--	-----	-----------
1384	Facilitating animacy perception by manipulating stimuli exposure time. Frontiers in Psychology, 0, 13, .	2.1	0
1385	Menschen- und Technikbilder in der (Sozial-)Robotik. , 2022, , 79-99.		0
1386	Consumers' Responses to Virtual Influencers as Advertising Endorsers: Novel and Effective or Uncanny and Deceiving?. Journal of Advertising, 2023, 52, 523-539.	6.6	36
1387	How Should Your Assistive Robot Look Like? A Scoping Review on Embodiment for Assistive Robots. Journal of Intelligent and Robotic Systems: Theory and Applications, 2023, 107, .	3.4	6
1388	Creative encounters of a posthuman kind – anthropocentric law, artificial intelligence, and art. Technology in Society, 2023, 72, 102197.	9.4	5
1389	Can a robot lie? Young children's understanding of intentionality beneath false statements. Infant and Child Development, 2023, 32, .	1.5	4
1390	Recipient design in human–robot interaction: the emergent assessment of a robot's competence. Al and Society, 0, , .	4.6	3
1391	The Hitchhiker's Guide to a Credible and Socially Present Robot: Two Meta-Analyses of the Power of Social Cues in Human–Robot Interaction. International Journal of Social Robotics, 2023, 15, 269-295.	4.6	3
1392	The effects of affective pedagogical agent in multimedia learning environments: A meta-analysis. Educational Research Review, 2023, 38, 100506.	7.8	2
1393	Plausibility and Perception of Personalized Virtual Humans between Virtual and Augmented Reality. , 2022, , .		5
1394	A Novel Wire-driven 3D Eyebrow Design for Communication with Humanoid Robot iCub. , 2022, , .		1
1395	You Are In My Way: Non-verbal Social Cues for Legible Robot Navigation Behaviors. , 2022, , .		6
1396	Virtual Reality Platform to Develop and Test Applications on Human-Robot Social Interaction. , 2022, , .		3
1397	Jubileo: An Open-Source Robot and Framework for Research in Human-Robot Social Interaction. , 2022, , .		2
1398	A propósito de Frankenstein y el autómata de san Alberto Magno… o de por qué la belleza humana no es asunto de robots. Cuadernos De Pensamiento, 2023, , 139-166.	0.1	0
1399	Heterogeneity of Attitudes toward Robots in Healthcare among the Chinese Public: A Latent Profile Analysis. International Journal of Environmental Research and Public Health, 2023, 20, 508.	2.6	0
1400	Caregivers' Perspectives on Human–Robot Collaboration in Inpatient Elderly Care Settings. Machines, 2023, 11, 34.	2.2	1
1401	SoftSAR: The New Softer Side of Socially Assistive Robots—Soft Robotics with Social Human–Robot Interaction Skills. Sensors, 2023, 23, 432.	3.8	1

#	Article	IF	CITATIONS
1403	Robot Comedy (is) Special: A Surprising Lack ofÂBias forÂGendered Robotic Comedians. Lecture Notes in Computer Science, 2022, , 663-673.	1.3	0
1404	A Study on the Role of Affective Feedback in Robot-Assisted Learning. Sensors, 2023, 23, 1181.	3.8	4
1405	Eye Tracking in Virtual Reality: a Broad Review of Applications and Challenges. Virtual Reality, 2023, 27, 1481-1505.	6.1	19
1406	Bridging social marketing and technology in the disability field: an empirical study on the role of cybernetic avatar and social inclusion. Journal of Social Marketing, 2023, 13, 218-240.	2.3	1
1407	It's Only a Bot! How Adversarial Chatbots can be a Vehicle to Teach Responsible AI. CSR, Sustainability, Ethics & Governance, 2023, , 235-250.	0.3	1
1408	The SoftHand Pro platform: a flexible prosthesis with a user-centered approach. Journal of NeuroEngineering and Rehabilitation, 2023, 20, .	4.6	5
1409	Emotional experiences of service robots' anthropomorphic appearance: a multimodal measurement method. Ergonomics, 2023, 66, 2039-2057.	2.1	1
1410	Cognitive morality and artificial intelligence (AI): a proposed classification of AI systems usingÂKohlberg's theory ofÂcognitive ethics. Technological Sustainability, 2023, 2, 259-273.	1.4	1
1411	A database of heterogeneous faces for studying naturalistic expressions. Scientific Reports, 2023, 13, .	3.3	2
1412	Exploring Plausibility and Presence in Mixed Reality Experiences. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 2680-2689.	4.4	2
1413	How social anxiety leads to problematic use of conversational AI: The roles of loneliness, rumination, and mind perception. Computers in Human Behavior, 2023, 145, 107760.	8.5	9
1414	Sweet escape: The role of empathy in social media engagement with human versus virtual influencers. International Journal of Human Computer Studies, 2023, 174, 103008.	5.6	20
1415	Mixed reality in threatened environments. International Journal of Performance Arts and Digital Media, 0, , 1-17.	0.6	0
1416	Roboterinteraktionen. , 2022, , 17-43.		0
1417	Rage against robots: Emotional and motivational dimensions of anti-robot attacks, robot sabotage, and robot bullying. Technological Forecasting and Social Change, 2023, 189, 122249.	11.6	4
1418	Being seen… by human or machine? Acknowledgment effects on customer responses differ between human and robotic service workers. Technological Forecasting and Social Change, 2023, 189, 122345.	11.6	8
1419	Artificial Intelligence-Based Intelligent Human-Computer Interaction. Advances in Computer and Electrical Engineering Book Series, 2023, , 62-85.	0.3	0
1420	Fear of clowns: An investigation into the aetiology of coulrophobia. Frontiers in Psychology, 0, 14, .	2.1	5

#	Article	IF	CITATIONS
1421	The Robot-Gender Divide: How and Why Men and Women Differ in Their Attitudes Toward Social Robots. Social Science Computer Review, 0, , 089443932311556.	4.2	0
1424	Die Verwischung der Grenzen zwischen Fiktion und Realitä Der Einsatz virtueller Models in der Markenkommunikation. , 2023, , 279-301.		0
1425	Unintentional synchronization with self-avatar for upper- and lower-body movements. Frontiers in Virtual Reality, 0, 4, .	3.7	0
1426	Long-term effect of the absence of a companion robot on older adults: A preliminary pilot study. Frontiers in Computer Science, 0, 5, .	2.8	2
1427	The limitations and challenges in the assessment of executive dysfunction associated with real-world functioning: The opportunity of serious games. Applied Neuropsychology Adult, 0, , 1-17.	1.2	4
1428	Artificial scaffolding: Augmenting social cognition by means of robot technology. Autism Research, 2023, 16, 997-1008.	3.8	2
1429	Anthropomorphism in Artificial Intelligence: A Review of Empirical Work Across Domains and Insights for Future Research. Review of Marketing Research, 2023, 20, 273-308.	0.2	1
1430	Dashed expectations in service experiences. Effects of robots human-likeness on customers' responses. European Journal of Marketing, 2023, 57, 957-986.	2.9	9
1431	The avatar face-off: a face(less) avatar facilitates adults' reports of personal events. Behaviour and Information Technology, 2024, 43, 800-810.	4.0	1
1432	Effects of the anthropomorphic image of intelligent customer service avatars on consumers' willingness to interact after service failures. Journal of Research in Interactive Marketing, 2023, 17, 734-753.	8.9	3
1433	Investigating the Potential of Life-like Haptic Cues for Socially Assistive Care Robots. , 2023, , .		0
1434	Who's in Charge?. , 2023, , .		0
1435	Dienstleistungsroboter im Handel – Einsatzmöglichkeiten und verantwortungsbewusster Einsatz. Edition Sales Excellence, 2023, , 533-568.	0.2	0
1436	Natural conversations with a virtual being: How user experience with a current conversational <scp>Al</scp> model compares to expectations. Computer Animation and Virtual Worlds, 2023, 34, .	1.2	1
1437	Exploring Factors Affecting People's Willingness to Use a Voice-Based In-Car Assistant in Electric Cars: An Empirical Study. World Electric Vehicle Journal, 2023, 14, 73.	3.0	0
1438	Generation of realistic facial animation of a CG avatar speaking a moraic language. , 2023, , .		0
1439	Addressing loneliness in the workplace through human-robot interaction. I-com, 2023, 22, 53-65.	1.3	0
1440	A Child-Robot Musical Theater Afterschool Program for Promoting STEAM Education: A Case Study and Guidelines. International Journal of Human-Computer Interaction, 0., 1-17.	4.8	3

#	Article	IF	CITATIONS
1441	Probing Aesthetics Strategies for Robot Sound: Complexity and Materiality in Movement Sonification. ACM Transactions on Human-Robot Interaction, 2023, 12, 1-22.	4.1	3
1442	Effect of the predictive keyboard with magnification and protrusion on the bare-hand input in virtual reality. Multimedia Tools and Applications, 0, , .	3.9	0
1443	(Hu)man-Like Robots: The Impact of Anthropomorphism and Language on Perceived Robot Gender. International Journal of Social Robotics, 2023, 15, 1829-1840.	4.6	1
1445	Kapitel 6: Gender und Diversitä Digitale Gesellschaft, 2023, , 203-228.	0.0	0
1446	Kapitel 4: Technische Entwicklung. Digitale Gesellschaft, 2023, , 129-164.	0.0	0
1449	Kapitel 3: Ko-Kreation. Digitale Gesellschaft, 2023, , 85-128.	0.0	0
1450	Kapitel 5: Testung und Evaluation des Prototyps. Digitale Gesellschaft, 2023, , 165-202.	0.0	0
1453	Kapitel 1: Entstehung des Projekts im Ideen-Lab. Digitale Gesellschaft, 2023, , 17-42.	0.0	0
1454	Deepfakes: Vehicles for Radicalization, Not Persuasion. Current Directions in Psychological Science, 0, , 096372142311613.	5.3	1
1455	Kapitel 2: Soziale Kompetenzen im Beruf. Digitale Gesellschaft, 2023, , 43-84.	0.0	0
1457	A.I.: Artificial Intelligence as Philosophy: Machine Consciousness and Intelligence. , 2023, , 1-30.		0
1458	Immersive competence and immersive literacy: Exploring how users learn about immersive experiences. Frontiers in Virtual Reality, 0, 4, .	3.7	2
1459	Not Only WEIRD but "Uncanny� A Systematic Review of Diversity in Human–Robot Interaction Research. International Journal of Social Robotics, 2023, 15, 1841-1870.	4.6	5
1460	Effects of audience familiarity on anxiety in a virtual reality public speaking training tool. Universal Access in the Information Society, 2024, 23, 23-34.	3.0	6
1461	The "Mixed―Reality of Virtual Brand Endorsers: Understanding the Effect of Brand Engagement and Social Cues on Technological Perceptions and Advertising Effectiveness. Journal of Interactive Advertising, 2023, 23, 98-113.	5.3	12
1462	Is High-Fidelity Important for Human-like Virtual Avatars in Human Computer Interactions?. , 0, , 15-23.		1
1463	Designing Al Using a Human-Centered Approach: Explainability and Accuracy Toward Trustworthiness. IEEE Transactions on Technology and Society, 2023, 4, 9-23.	3.2	5
1464	The Influence of Avatar Personalization on Emotions in VR. Multimodal Technologies and Interaction, 2023, 7, 38.	2.5	3

UTATION RE	PORT

#	Article	IF	CITATIONS
1465	Understanding generation Z consumers' revisit intentions to robotic service restaurants. Young Consumers, 2023, 24, 331-351.	3.5	5
1466	A survey on the pipeline evolution of facial capture and tracking for digital humans. Multimedia Systems, 2023, 29, 1917-1940.	4.7	1
1467	Social Functions of Machine Emotional Expressions. Proceedings of the IEEE, 2023, , 1-16.	21.3	3
1468	The Psychological and Behavioral Impact of the Use of Service Robots on Customers based on the S-O-R Theory Perspective. , 0, 6, 66-76.		0
1469	Expressive Elements of Lifelike Machines. International Journal of Social Robotics, 0, , .	4.6	1
1470	Predictors Affecting Effects of Virtual Influencer Advertising among College Students. Sustainability, 2023, 15, 6388.	3.2	5
1471	Survey on Hand-Based Haptic Interaction for Virtual Reality. IEEE Transactions on Haptics, 2023, 16, 154-170.	2.7	2
1472	This embodied conversational agent looks very human and as old as I feel! The effect of perceived agent anthropomorphism and consumer-agent age difference on brand attitude. Journal of Marketing Communications, 0, , 1-29.	4.0	3
1473	The Uncanny Effect of Speech: The Impact of Appearance and Speaking on Impression Formation in Human–Robot Interactions. International Journal of Social Robotics, 0, , .	4.6	1
1474	The Science of Fiction. Human-Robot Interaction in McEwan's <i>Machines Like Me</i> . English Literature, 2023, , .	0.1	0
1476	Uncanny valley effect: A qualitative synthesis of empirical research to assess the suitability of using virtual faces in psychological research. Computers in Human Behavior Reports, 2023, 10, 100288.	4.0	5
1477	Do Anthropomorphic Chatbots Increase Counseling Satisfaction and Reuse Intention? The Moderated Mediation of Social Rapport and Social Anxiety. Cyberpsychology, Behavior, and Social Networking, 2023, 26, 357-365.	3.9	6
1478	Speculating on Risks of Al Clones to Selfhood and Relationships: Doppelganger-phobia, Identity Fragmentation, and Living Memories. Proceedings of the ACM on Human-Computer Interaction, 2023, 7, 1-28.	3.3	0
1479	Are You Human? Investigating the Perceptions and Evaluations of Virtual Versus Human Instagram Influencers. , 2023, , .		1
1480	A southeast Asian perspective on hotel service robots: Trans diagnostic mechanics and conditional indirect effects. Journal of Open Innovation: Technology, Market, and Complexity, 2023, 9, 100040.	5.2	3
1481	Decorative, Evocative, and Uncanny: Reactions on Ambient-to-Disruptive Health Notifications via Plant-Mimicking Shape-Changing Interfaces. , 2023, , .		1
1482	Human vs. machine-like representation in chatbot mental health counseling: the serial mediation of psychological distance and trust on compliance intention. Current Psychology, 0, , .	2.8	6
1483	"l Won't Go Speechless†Design Exploration on a Real-Time Text-To-Speech Speaking Tool for Videoconferencing. , 2023, ,		0

#	Article	IF	CITATIONS
1484	Let's Face It: Influence of Facial Expressions on Social Presence in Collaborative Virtual Reality. , 2023, , .		4
1485	Meeting Your Virtual Twin: Effects of Photorealism and Personalization on Embodiment, Self-Identification and Perception of Self-Avatars in Virtual Reality. , 2023, , .		4
1486	TactorBots: A Haptic Design Toolkit for Out-of-lab Exploration of Emotional Robotic Touch. , 2023, , .		3
1487	VR Almost There: Simulating Co-located Multiplayer Experiences in Social Virtual Reality. , 2023, , .		3
1488	Dancing with the Avatars: Minimal Avatar Customisation Enhances Learning in a Psychomotor Task. , 2023, , .		2
1489	"Awesomely freaky!―The impact of type on children's social-emotional perceptions of virtual reality characters. , 2023, , .		0
1490	Demonstrating TactorBots: A Haptic Design Toolkit for Exploration of Emotional Robotic Touch. , 2023, , .		0
1491	Designing Enactive Co-Presence: Second-Order Simulation of Empathy for Artificial Humans in Narrative Contexts. Presence: Teleoperators and Virtual Environments, 2021, 30, 149-166.	0.6	3
1492	Boundary crossing: an experimental study of individual perceptions toward AIGC. Frontiers in Psychology, 0, 14, .	2.1	3
1494	Aspects driving customers' intention to use automated purchasing processes. International Journal of Retail and Distribution Management, 2023, ahead-of-print, .	4.7	0
1495	Organizational frontlines in the digital age: The Consumer–Autonomous Technology–Worker (CAW) framework. Journal of Business Research, 2023, 164, 114000.	10.2	9
1496	"The interviewer is a machine!â€Investigating the effects of conventional and technologyâ€mediated interview methods on interviewee reactions and behavior. International Journal of Selection and Assessment, 2023, 31, 403-419.	2.5	2
1497	Signatures of the uncanny valley effect in an artificial neural network. Computers in Human Behavior, 2023, 146, 107811.	8.5	1
1498	A Comprehensive Review: Interaction of Appearance and Behavior, Artificial Skin, and Humanoid Robot. Journal of Robotics, 2023, 2023, 1-16.	0.9	0
1499	Holographic teleportation in space and astronauts' stress: A Delphi study. , 2023, 6, 100228.		1
1500	Partners or Opponents? How Mindset Shapes Consumers' Attitude Toward Anthropomorphic Artificial Intelligence Service Robots. Journal of Service Research, 2023, 26, 441-458.	12.2	6
1501	Exploring the Social Influence of Virtual Humans Unintentionally Conveying Conflicting Emotions. , 2023, , .		1
1502	Actor–Observer Asymmetry in Virtual Reality. Journal of Media Psychology, 2024, 36, 27-44.	1.0	0

#	Article	IF	CITATIONS
1503	The effect of robot anthropomorphism on revisit intentions after service failure: aÂmoderated serial mediation model. Asia Pacific Journal of Marketing and Logistics, 2023, 35, 2621-2644.	3.2	1
1504	The use of gaze to study cognition: limitations, solutions, and applications to animal welfare. Frontiers in Psychology, 0, 14, .	2.1	1
1505	Research on the influence of the baby schema effect on the cuteness and trustworthiness of social robot faces. International Journal of Advanced Robotic Systems, 2023, 20, 172988062311684.	2.1	1
1506	What is Appropriate? On the Assessment of Human-Robot Proxemics for Casual Encounters in Closed Environments. International Journal of Social Robotics, 2023, 15, 953-967.	4.6	4
1507	How does service robot anthropomorphism affect humanÂco-workers?. Journal of Service Management, 2023, 34, 750-769.	7.2	4
1509	All hype or the real deal? Investigating user engagement with virtual influencers in tourism. Tourism Management, 2023, 99, 104779.	9.8	20
1510	From low invasiveness to high control: how artificial intelligence allows to generate a large pool of standardized corpora at a lesser cost. Frontiers in Computer Science, 0, 5, .	2.8	2
1511	Editor's Introduction: Aesthetics of the Uncanny. Positions, 2023, , .	0.4	0
1512	The zoomorphic effect: A contribution to the study of images of pedagogical agents for children's learning in instructional videos. Journal of Computer Assisted Learning, 2023, 39, 1620-1635.	5.1	0
1513	Introduction to Virtual Reality. , 2023, , 355-401.		0
1516	From homo sapiens to homo superior? Wearable robotics as the platform for transhumanist marketing. Journal of the Academy of Marketing Science, 2023, 51, 757-766.	11.2	1
1517	Consumer–machine relationships in the age of artificial intelligence: Systematic literature review and research directions. Psychology and Marketing, 2023, 40, 1593-1614.	8.2	7
1518	Working with service robots? A systematic literature review of hospitality employees' perspectives. International Journal of Hospitality Management, 2023, 113, 103523.	8.8	4
1519	Special Effects and Virtual Reality. Undergraduate Topics in Computer Science, 2023, , 389-457.	0.2	0
1520	Personalising prosthetics: digital interventions in disability and dance. International Journal of Performance Arts and Digital Media, 0, , 1-16.	0.6	0
1521	Virtual influencer marketing: the good, the bad and the unreal. European Journal of Marketing, 2024, 58, 410-440.	2.9	8
1522	Avatar and virtual agent-assisted telecare for patients in their homes: A scoping review. Journal of Telemedicine and Telecare, 0, , 1357633X2311744.	2.7	1
1524	What Makes People Feel Empathy for Al Chatbots? Assessing the Role of Competence and Warmth. International Journal of Human-Computer Interaction, 0, , 1-14.	4.8	6

#	Article	IF	CITATIONS
1525	A Face to Love or Trust. Behavioral Sciences (Basel, Switzerland), 2023, 13, 494.	2.1	0
1526	What Do Children and Parents Want and Perceive in Conversational Agents? Towards Transparent, Trustworthy, Democratized Agents. , 2023, , .		0
1527	Innovative protocol of an exploratory study evaluating the acceptability of a humanoid robot at home of deaf children with cochlear implants. PLoS ONE, 2023, 18, e0285927.	2.5	0
1528	Enhancing Digital Social Interaction Using Augmented Reality in Mobile Fitness Applications. , 2023, , .		1
1529	User Perspectives on Ethical Challenges in Human-Al Co-Creativity: A Design Fiction Study. , 2023, , .		0
1530	Development of a smartphone virtual reality game to support the radiation therapy of children and adolescents in proton centers. Frontiers in Pediatrics, 0, 11, .	1.9	3
1532	Ethical-Legal Models of the Society Interactions with the Artificial Intelligence Technology. , 2023, 1, 520-539.		2
1533	The Effects of Anthropomorphised Virtual Conversational Assistants on Consumer Engagement and Trust During Service Encounters. Australasian Marketing Journal, 0, , .	5.4	1
1534	Visualization of health information within immersive virtual reality environments. Journal of the American Medical Informatics Association: JAMIA, 2024, 31, 531-535.	4.4	1
1535	Engaging Learners in Educational Robotics: Uncovering Students' Expectations for an Ideal Robotic Platform. Electronics (Switzerland), 2023, 12, 2865.	3.1	2
1536	Perceived naturalness of emotional voice morphs. Cognition and Emotion, 2023, 37, 731-747.	2.0	2
1537	Discrimination against robots: Discussing the ethics of social interactions and who is harmed. Paladyn, 2023, 14, .	2.7	1
1538	How to improve pedestrians' trust in automated vehicles: new road infrastructure, external human–machine interface with anthropomorphism, or conventional road signaling?. Frontiers in Psychology, 0, 14, .	2.1	0
1539	Sonic Robotics: Musical Genres as Platforms for Understanding Robotic Performance as Cultural Events. Springer Series on Cultural Computing, 2023, , 219-235.	0.6	0
1540	Two Factors that Influence Our Selection of Digital Avatars: Gender Performativity and Historical Culture. Smart Innovation, Systems and Technologies, 2023, , 463-476.	0.6	0
1541	Towards the standardised set of stimuli for the uncanny valley phenomenon studies. Human Technology, 2023, 19, 62-81.	2.0	0
1542	Artificial intelligence's right to life. AI and Ethics, 0, , .	6.8	0
1543	Linking Personality and Trust in Intelligent Virtual Assistants. Multimodal Technologies and Interaction, 2023, 7, 54.	2.5	1

<u> </u>			~	
(11	ΓΔΤΙ	ON	17 FD	OPT
\sim			IVEL 1	

#	Article	IF	CITATIONS
1544	Nonverbal Communication in Immersive Virtual Reality through the Lens of Presence: A Critical Review. Presence: Teleoperators and Virtual Environments, 0, , 1-17.	0.6	0
1545	Care professionals' experience of deploying an original non-autonomous air-purification robot in residential care homes in Ireland and Japan. , 2023, , .		0
1546	Exploring Human Trust in Ai: The Influence of Ingroup/Outgroup Context and Ai Human-Likeness. SSRN Electronic Journal, 0, , .	0.4	1
1547	Interaction With Cutting-Edge Technologies: A Bibliometric Analysis and a Theoretical Framework. Journal of Hospitality and Tourism Research, 0, , .	2.9	0
1548	Keep it #Unreal: Exploring Instagram Users' Engagement With Virtual Influencers in Tourism Contexts. Journal of Hospitality and Tourism Research, 0, , .	2.9	4
1549	A Study into Understanding User Requirements to Inform the Design of Customizable Robotic Pain Management Devices. , 2023, , .		0
1550	Coupling Co-presence in Physical and Virtual Environments Toward Hybrid Places. Communications in Computer and Information Science, 2023, , 532-546.	0.5	0
1551	Factors Affecting Acceptance of Social Robots Among Prospective Users. International Journal of Social Robotics, 0, , .	4.6	1
1552	Face pareidolia in products: The effect of emotional content on attentional capture, eagerness to explore, and likelihood to purchase. Applied Cognitive Psychology, 0, , .	1.6	0
1553	Research on the Frontier and Prospect of Service Robots in the Tourism and Hospitality Industry Based on International Core Journals: A Review. Behavioral Sciences (Basel, Switzerland), 2023, 13, 560.	2.1	2
1554	An Exploratory Study on the Influence of Perceived Characteristics of AI Virtual Characters on the Intention to Continue Watching News Hosted by AI Anchor. Korean Journal of Journalism & Communication Studies, 2023, 67, 206-238.	0.4	0
1555	Tell Me, What Are You Most Afraid Of? Exploring theÂEffects ofÂAgent Representation onÂInformation Disclosure inÂHuman-Chatbot Interaction. Lecture Notes in Computer Science, 2023, , 179-191.	1.3	1
1556	How virtual influencers' identities are shaped on Chinese social media: A case study of Ling. Annual Review of Social Partnerships, 0, , .	2.5	3
1557	Study of Different Methods to Design and Animate Realistic Objects for Virtual Environments on Modern HMDs. Communications in Computer and Information Science, 2023, , 269-276.	0.5	0
1558	Robot in Disguise. Lecture Notes in Computer Science, 2023, , 268-276.	1.3	0
1559	A Longitudinal Experiment about Leadership in a Mixed Human-Robot Team in Comparison to a Human-Only Team. Lecture Notes in Computer Science, 2023, , 102-117.	1.3	0
1560	A Taxonomy of Factors Influencing Perceived Safety in Human–Robot Interaction. International Journal of Social Robotics, 0, , .	4.6	0
1561	Quantitative and Qualitative Exploration of the effect of a Wearable Item on Non-organic Virtual Limb Embodiment and User Behavior in Immersive Environments. Presence: Teleoperators and Virtual Environments, 0, , 1-39.	0.6	0

#	Article	IF	CITATIONS
1562	Adapting visual references in concept art for films and video games in design uncanny monsters. Journal of Adaptation in Film and Performance, 2023, 16, 133-145.	0.0	0
1563	Vocal accommodation to technology: the role of physical form. Language Sciences, 2023, 99, 101567.	1.0	0
1564	The robot eyes don't have it. The presence of eyes on collaborative robots yields marginally higher user trust but lower performance. Heliyon, 2023, 9, e18164.	3.2	0
1565	Speaking in front of cartoon avatars: A behavioral and psychophysiological study on how audience design impacts on public speaking anxiety in virtual environments. International Journal of Human Computer Studies, 2023, 179, 103106.	5.6	1
1566	Consumer intention to use service robots: a cognitive–affective–conative framework. International Journal of Contemporary Hospitality Management, 2023, ahead-of-print, .	8.0	7
1567	Generation of virtual digital human for customer service industry. Computers and Graphics, 2023, 115, 359-370.	2.5	1
1568	Developing A Conversational Interface for an ACT-based Online Program: Understanding Adolescents' Expectations of Conversational Style. , 2023, , .		1
1569	The Bot on Speaking Terms: The Effects of Conversation Architecture on Perceptions of Conversational Agents. , 2023, , .		1
1570	Preparing for the New Era of Artificial Intelligence: My Experience of Teaching "Artificial Intelligence in Advertisingâ€: Journal of Advertising Education, 0, , .	0.3	0
1571	How does anthropomorphism improve human-Al interaction satisfaction: a dual-path model. Computers in Human Behavior, 2023, 148, 107878.	8.5	4
1572	Would You Hold My Hand? Exploring External Observers' Perception of Artificial Hands. Multimodal Technologies and Interaction, 2023, 7, 71.	2.5	1
1573	Effect of AI Chatbot's Interactivity on Consumers' Negative Word-of-Mouth Intention: Mediating Role of Perceived Empathy and Anger. International Journal of Human-Computer Interaction, 0, , 1-16.	4.8	1
1575	Investigating the effect of visual realism on empathic responses to emotionally expressive virtual humans. , 2023, , .		1
1576	Detrimental effects of anthropomorphism on the perceived physical safety of artificial agents in dangerous situations. International Journal of Research in Marketing, 2023, 40, 841-864.	4.2	0
1577	Let virtual creatures stay virtual: tactics to increase trust in virtual influencers. Journal of Research in Interactive Marketing, 2024, 18, 91-108.	8.9	2
1578	Soziale virtuelle Realitä , 2023, , 311-322.		0
1580	Exploring stakeholder perspectives: Enhancing robot acceptance for sustainable healthcare solutions. , 2023, 2, 100045.		1
1581	Detecting Artificial Intelligence: A New Cyberarms Race Begins. Computer, 2023, 56, 100-105.	1.1	0

		CITATION REPORT	-
#	Article	IF	CITATION
1582	Voice Assistant, Buy Coffee Capsules!: Understanding the Determinants of Consumers' Intention Use Voice Commerce. Data Base for Advances in Information Systems, 2023, 54, 137-159.	1 to 1.7	0
1583	Views about perceived training needs of health care professionals in relation to socially assistive robots: an international online survey. Contemporary Nurse, 2023, 59, 344-361.	1.0	1
1584	Defining, Designing and Distinguishing Artificial Companions: A Systematic Literature Review. International Journal of Social Robotics, 2023, 15, 1557-1579.	4.6	3
1586	A Systematic Review of Virtual Influencers: Similarities and Differences between Human and Virtu Influencers in Interactive Advertising. Journal of Interactive Advertising, 2023, 23, 293-306.	ual 5.3	3
1587	Opportunities and Challenges of Al-Driven Customer Service. , 2023, , 33-71.		2
1588	"To comply or to react, that is the question:―the roles of humanness versus eeriness of Al-p virtual influencers, loneliness, and threats to human identities in Al-driven digital transformation. 2023, 1, 100011.	owered ,	1
1589	Virtual Agents in Immersive Virtual Reality Environments: Impact of Humanoid Avatars and Outp Modalities on Shopping Experience. International Journal of Human-Computer Interaction, 0, , 1-	ut 4.8	0
1590	Risk, Trust, and the Roles of Human Versus Virtual Influencers. Journal of Travel Research, O, , .	9.0	2
1591	Religion-Related Values Differently Influence Moral Attitude for Robots in the United States and Japan. Journal of Cross-Cultural Psychology, 0, , .	1.6	0
1592	How Do People Ascribe Humanness to Chatbots? An Analysis of Real-World Human-Agent Intera and a Theoretical Model of Humanness. International Journal of Human-Computer Interaction, 0,	ctions 4.8 , 1-24.	0
1593	Beyond Browser Online Shopping: Experience Attitude Towards Online 3D Shopping withÂConversational Agents. Lecture Notes in Computer Science, 2023, , 257-276.	1.3	0
1594	Understanding the Continuance Intention for Artificial Intelligence News Anchor: Based on the Expectation Confirmation Theory. Systems, 2023, 11, 438.	2.3	2
1595	Exploring the effect of artificial intelligence intellect on consumer decision delegation: The role o trust, task objectivity, and anthropomorphism. Journal of Consumer Behaviour, 0, , .	f 4.2	0
1597	AllyChat: Developing a VR Conversational AI Agent Using Few-Shot Learning to Support Individu with Intellectual Disabilities. Lecture Notes in Computer Science, 2023, , 402-407.	als 1.3	0
1598	Science trends and Digital immortality: Al accelerates movement towards an unattainable goal. Web of Conferences, 2023, 419, 02002.	.35 0.5	0
1599	Chatbots and Explainable Artificial Intelligence. , 2022, , .		0
1600	A Proposed Framework for Robot-Mediated Healthcare and Response Systems. , 2023, , .		0
1601	The inversion effect on the cubic humanness-uncanniness relation in humanlike agents. Frontiers Psychology, 0, 14, .	in	0

#	Article	IF	CITATIONS
1602	The media inequality, uncanny mountain, and the singularity is far from near: Iwaa and Sophia robot versus a real human being. International Journal of Human Computer Studies, 2024, 181, 103142.	5.6	0
1603	Seeing eye to eye: trustworthy embodiment for task-based conversational agents. Frontiers in Robotics and Al, 0, 10, .	3.2	0
1604	The estimation of physical distances between oneself and a social robot: Am I as far from the robot as it is from me?. Europe's Journal of Psychology, 2023, 19, 299-307.	1.3	0
1605	Delivering Engaging Curricular Lessons – A Case of Mixed Reality Technology in Education. Lecture Notes in Networks and Systems, 2023, , 168-178.	0.7	0
1606	Chatbots for active learning: A case of phishing email identification. International Journal of Human Computer Studies, 2023, 179, 103108.	5.6	4
1607	We Do Not Anthropomorphize a Robot Based Only on Its Cover: Context Matters too!. Applied Sciences (Switzerland), 2023, 13, 8743.	2.5	7
1608	An experimental test of the Big-Fish-Little-Pond Effect using an immersive virtual reality classroom. Instructional Science, 0, , .	2.0	0
1609	Gendered Human–Robot Interactions in Services. International Journal of Social Robotics, 2023, 15, 1791-1807.	4.6	1
1610	Hooked on artificial agents: a systems thinking perspective. , 0, 2, .		0
1611	Robots in travel clinics: building on tourism's use of technology and robots for infection control during a pandemic. Tropical Diseases, Travel Medicine and Vaccines, 2023, 9, .	2.2	1
1612	Assistance in Virtual Reality Exergames: Preference for Species of Agents in Relation to Personality of Users. , 2023, , .		0
1613	My Eyes Speak: Improving Perceived Sociability of Autonomous Vehicles in Shared Spaces Through Emotional Robotic Eyes. Proceedings of the ACM on Human-Computer Interaction, 2023, 7, 1-30.	3.3	1
1614	Fintech Agents: Technologies and Theories. Electronics (Switzerland), 2023, 12, 3301.	3.1	1
1615	The space of user aggression in Human-Robot Interaction. , 2023, , .		0
1616	First impressions of a financial AI assistant: differences between high trust and low trust users. Frontiers in Artificial Intelligence, 0, 6, .	3.4	0
1617	SIoT robots and consumer experiences in retail: Unpacking repeat purchase intention drivers leveraging computers are social actors (CASA) paradigm. Journal of Retailing and Consumer Services, 2024, 76, 103589.	9.4	1
1618	Customer experience in Al-enabled products: Scale development and validation. Journal of Retailing and Consumer Services, 2024, 76, 103578.	9.4	3
1619	How Do Users Perceive Deepfake Personas? Investigating the Deepfake User Perception and Its Implications for Human-Computer Interaction. , 2023, , .		0

#	Article	IF	Citations
1620	Design principles for social exchange in social virtual reality-enabled virtual teams. Virtual Reality, 0,	6.1	0
1621	A Study on the Regulatory Fit Effects of Influencer Types and Message Types. International Journal of Human-Computer Interaction, 0, , 1-13.	4.8	1
1622	When digital celebrity talks to you: How human-like virtual influencers satisfy consumer's experience through social presence on social media endorsements. Journal of Retailing and Consumer Services, 2024, 76, 103581.	9.4	5
1623	Asymmetrical Influences of Service Robots' Perceived Performance on Overall Customer Satisfaction: An Empirical Investigation Leveraging Online Reviews. Journal of Travel Research, 0, , .	9.0	1
1624	Representation Matters: The Case for Diversifying Sign Language Avatars. , 2023, , .		0
1625	On the Design and Development of a Tabletop Robot for Interaction with Children. , 2023, , .		0
1626	Investigating the Effect of Self-Congruity on Attitudes toward Virtual Influencers: Mediating the Effect of Emotional Attachment. International Journal of Human-Computer Interaction, 0, , 1-14.	4.8	3
1627	Human Digital Twin-based interactive dashboards for informal caregivers of stroke patients. , 2023, , .		0
1628	SPECTRE: Visual Speech-Informed Perceptual 3D Facial Expression Reconstruction from Videos. , 2023, ,		3
1629	Ham2Pose: Animating Sign Language Notation into Pose Sequences. , 2023, , .		1
1630	Insights from the Uncanny Valley: Gender(Sex) Differences in Avatar Realism and Uncanniness Perceptions. Communications in Computer and Information Science, 2023, , 51-70.	0.5	0
1632	Cognitive Effects of the Anthropomorphization of Artificial Agents in Human–Agent Interactions. , 2023, , 41-55.		0
1633	Let's talk about Sex!: AI and relational factors in the adoption of a chatbot conveying sexual and reproductive health information. Computers in Human Behavior Reports, 2023, 11, 100323.	4.0	0
1634	Humanoid Robot Acceptance: A Concise Review of Literature. , 2022, , .		0
1635	Is Empathy with Robots Morally Relevant?. Technikzukul̀ˆnfte, Wissenschaft Und Gesellschaft, 2023, , 159-181.	0.1	0
1636	Striking an Emotional Chord: Effects of Emotional Appeals and Chatbot Anthropomorphism on Persuasive Science Communication. Science Communication, 2023, 45, 485-511.	3.3	0
1637	Investigating User Preferences for In-Vehicle Virtual Robots' Anthropomorphic Appearance in Augmented Reality Head-Up Display. , 2023, , .		0
1638	Why does Gen Z watch virtual streaming VTube anime videos with avatars on Twitch?. , 2023, 2, 379-403.		0

#	Article	IF	CITATIONS
1640	Exploring the Extent of Usability for Augmented Profile Interfaces in Enhancing Conversation Experiences. Interacting With Computers, 0, , .	1.5	0
1641	Building Your Own Geminoid: A DIY Guide toÂCreating anÂAffordable Social Robot. Lecture Notes on Data Engineering and Communications Technologies, 2023, , 300-315.	0.7	0
1642	How to leverage anthropomorphism for chatbot service interfaces: The interplay of communication style and personification. Computers in Human Behavior, 2023, 149, 107954.	8.5	0
1643	Beyond my Real Body: Characterization, Impacts, Applications and Perspectives of "Dissimilar―Avatars in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2023, , 1-12.	4.4	0
1644	Selling myself: Anthropomorphic products in electronic commerce. Decision Support Systems, 2023, , 114101.	5.9	0
1645	Emotional Virtual Characters for Improving Motivation and Performance in VR Exergames. Proceedings of the ACM on Human-Computer Interaction, 2023, 7, 1115-1135.	3.3	0
1646	"A feeling of déjà vu": The Effects of Avatar Appearance-Similarity on Persuasiveness in Social Virtual Reality. Proceedings of the ACM on Human-Computer Interaction, 2023, 7, 1-31.	3.3	0
1647	Social robots: Partner or intruder in the home? The roles of self-construal, social support, and relationship intrusion in consumer preference. Technological Forecasting and Social Change, 2023, 197, 122914.	11.6	1
1648	FaceXHuBERT: Text-less Speech-driven E(X)pressive 3D Facial Animation Synthesis Using Self-Supervised Speech Representation Learning. , 2023, , .		4
1649	Social intimacy and skewed love: A study of the attachment relationship between internet group young users and a digital human. , 2023, 1, 100019.		0
1650	The Fascination of Imitation: What Social Neuroscience Reveals about <i>Do Androids Dream of Electric Sheep?</i> . Style, 2023, 57, 273-295.	0.3	0
1651	Creepiness and the Uncanny. Style, 2023, 57, 322-349.	0.3	0
1652	Perception of embodied digital technologies: robots and telepresence systems. Human-Intelligent Systems Integration, 0, , .	2.5	0
1653	The authentic virtual influencer: Authenticity manifestations in the metaverse. Journal of Business Research, 2024, 170, 114325.	10.2	7
1654	An exploratory design science research on troll factories. Integrated Computer-Aided Engineering, 2023, 31, 95-115.	4.6	1
1655	Evolution and Trends in Sign Language Avatar Systems: Unveiling a 40-Year Journey via Systematic Review. Multimodal Technologies and Interaction, 2023, 7, 97.	2.5	0
1656	Exploring the influence mechanism of chatbot-expressed humor on service satisfaction in online customer service. Journal of Retailing and Consumer Services, 2024, 76, 103599.	9.4	1
1657	Alexa doesn't have that many feelings: Children's understanding of Al through interactions with smart speakers in their homes. Computers and Education Artificial Intelligence, 2023, 5, 100176.	10.8	1

#	Article	IF	CITATIONS
1658	Towards a Socio-Legal Robotics: A Theoretical Framework on Norms and Adaptive Technologies. International Journal of Social Robotics, 0, , .	4.6	0
1659	Work vs. Leisure – Differences in Avatar Characteristics Depending on Social Situations. , 2023, , .		0
1660	Recenzja ksiÄżki «The Routledge Companion to Puppetry and Material Performance». PamiÄ™tnik Teatralı 2023, 65, 318-331.	^{ny} 0.1	0
1661	PromptMagician: Interactive Prompt Engineering for Text-to-Image Creation. IEEE Transactions on Visualization and Computer Graphics, 2023, , 1-11.	4.4	1
1663	Pepper, just show me the way! How robotic shopping assistants should look and act. Journal of Consumer Behaviour, 0, , .	4.2	0
1664	Perceived creepiness in response to smart home assistants: A multi-method study. International Journal of Information Management, 2024, 74, 102720.	17.5	0
1665	Autonomous Systems and Technology Resistance: New Tools for Monitoring Acceptance, Trust, and Tolerance. International Journal of Social Robotics, 0, , .	4.6	0
1666	Computational charisma—A brick by brick blueprint for building charismatic artificial intelligence. Frontiers in Computer Science, 0, 5, .	2.8	0
1667	Al voices reduce cognitive activity? A psychophysiological study of the media effect of Al and human newscasts in Chinese journalism. Frontiers in Psychology, 0, 14, .	2.1	0
1668	Social media users' affective, attitudinal, and behavioral responses to virtual human emotions. Telematics and Informatics, 2024, 87, 102084.	5.8	1
1669	The Effects of Avatar's Reality Level on Metaverse Application Compatibility and Use Intention. , 2023, 11, e1422.		1
1670	From Universe to Metaverse: A Leap Into Virtual Collaboration at NASA JPL. , 2023, 1, 287-306.		1
1671	The "algorithmic <i>as if</i> ― Computational resurrection and the animation of the dead in Deep Nostalgia. New Media and Society, 0, , .	5.0	0
1672	Between the anthropomorphization of machines and the technomorphization of man. Journal of Modern Science, 2023, 52, 24-38.	0.2	0
1673	Should robots be polite? Expectations about politeness in human–robot interaction. Frontiers in Robotics and Al, 0, 10, .	3.2	1
1674	The sense of embodiment in Virtual Reality and its assessment methods. Frontiers in Virtual Reality, 0, 4, .	3.7	0
1675	Revisiting contextual relevance: pedagogical agent appearance. Journal of Research on Technology in Education, 0, , 1-17.	6.5	0
1676	Reconciling the personalization–privacy paradox via <scp>DoctorBots</scp> : The roles of service robot acceptance model elements and technology anxiety. Journal of Consumer Behaviour, 0, , .	4.2	0

ARTICLE IF CITATIONS Chatbot ads with a human touch: A test of anthropomorphism, interactivity, and narrativity. Journal 10.2 2 1677 of Business Research, 2024, 172, 114403. Relationship Quality in Customer-service Robot Interactions in Industry 5.0: An Analysis of Value 1678 6.4 Recipes. Information Systems Frontiers, 0, , . The Effect of Express Delivery Robot Autonomy on Customer Responsibility Attribution in a Service 1679 0 Failure Scenario., 2023, 8, 177-184. Service robot anthropomorphism on consumer usage intention: curvilinear and linear effect. 1680 3.7 Industrial Management and Data Systems. 0. The role of anthropomorphic, <mm:math xmlns:mml="http://www.w3.org/1998/Math/MathML" altimg="si1.svg"><mml:mrow><mml:mover accent="true"><mml:mi mathvariant="normal">x</mml:mi><mml:mo>ˆ</mml:mo></mml:mover></mml:mrow></mml:math>enocentric, intentional, and social (A<mml:math xmlns:mml="http://www.w3.org/1998/Math/MathML") Tj ETQq0 0 0 rgBT /Overlock 10 To 50 577 Te 1681 ${
m a} {
m \in} {
m cm}$ There Is something Rotten in Denmark ${
m \hat{a}} {
m \in} {
m n}$ Investigating the Deepfake persona perceptions and their Implications for human-centered AI., 2024, 2, 100031 NICOL: A Neuro-Inspired Collaborative Semi-Humanoid Robot That Bridges Social Interaction and 1683 4.2 3 Reliable Manipulation. IEEE Access, 2023, 11, 123531-123542. Artificial: Better or Worse?. Interactions, 2023, 30, 20-22. 1.0 1684 "lt Brings the Good Vibesâ€: Exploring Biomorphic Aesthetics in the Design of Soft Personal Robots. 1685 4.6 1 International Journal of Social Robotics, O, , . POCE: Pose-Controllable Expression Editing. IEEE Transactions on Image Processing, 2023, 32, 6210-6222. How to Fool Your Robot: Designing Exploitable Sensory Systems. IOP Conference Series: Materials 1687 0.6 0 Science and Engineering, 2023, 1292, 012011. Exploring the Personality Design Space of Robots : Personalities and Design Implications for 1688 Non-Anthropomorphic Wellness Robots., 2023,,. Ethical Participatory Design of Social Robots Through Co-Construction of Participatory Design 1689 0 Protocols. , 2023, , . Connecting without Reaching: How Voice-cloned Robot Can Enhance Mental Health of Isolated People 1690 During a Pandemic., 2023,,. 1691 Making an Android Robot Head Talk., 2023, , . 1 The Effect of Appearance Design on the Acceptance of Social Robots. Artificial Intelligence and Robotics Research, 2023, 12, 311-318. The impact of bionic prostheses on users' self-perceptions: A qualitative study. Acta Psychologica, 1693 1.50 2023, 241, 104085. VALID: a perceptually validated Virtual Avatar Library for Inclusion and Diversity. Frontiers in Virtual 1694 Reality, 0, 4, .

		CITATION REI	PORT	
#	ARTICLE		IF	CITATIONS
1695	Wirtuaina rzeczywistoA>A‡ Jaro narzA 'mozie badacza spoA,ecznego. , 2023, , 145-160.			0
1696	Virtual reality as a drug-free treatment for depression in the elderly: Considerations of creatir bespoke software treatment. Animation Practice Process & Production, 2021, 10, 117-142.	ıg a	0.1	0
1697	Human-Al Interaction and Al Avatars. Lecture Notes in Computer Science, 2023, , 120-130.		1.3	0
1698	How Behavioral, Photographic, and Interactional Realism Influence the Sense of Co-Presence Investigation with Psychophysiological Measurement. International Journal of Human-Compu Interaction, 0, , 1-16.	in VR. An ıter	4.8	1
1699	"How Do You Know Who You Are?― Marjorie Prime on Envisioning Humanity Through tl Al-Powered Memory as Reconstructive Tissue. Text Matters, 2023, , 210-228.	he Faculty of	0.1	0
1700	Eye and Face Tracking in VR: Avatar Embodiment and Enfacement with Realistic and Cartoon 2023, , .	Avatars. ,		0
1701	I Am Relieved to Have You: Exploring the Effective Robot Type to Mitigate Users Negative Em Lecture Notes in Computer Science, 2024, , 333-343.	iotions.	1.3	0
1702	Free-form Conversation with Human and Symbolic Avatars in Mixed Reality. , 2023, , .			0
1703	The Work Avatar Face-Off: Knowledge Worker Preferences for Realism in Meetings. , 2023, ,			1
1704	Building Social Presence for Transnational Families Through Mixed Reality Shared Experiences .	s. , 2023, ,		0
1705	Investigating the Uncanny Valley Phenomenon Through the Temporal Dynamics of Neural Re Virtual Characters. , 2023, , .	sponses to		0
1706	ARPuzzle: Evaluating the Effectiveness of Collaborative Augmented Reality. , 2023, , .			0
1707	Is this the vReal Life? Manipulating Visual Fidelity of Immersive Environments for Medical Tasl Simulation. , 2023, , .	k		0
1708	A Challenge for Bringing a BCI Closer to Motor Control: The "Interface Uncanny Valley― 2023, , .	Hypothesis. ,		0
1709	"l'm Hurt Too": The Effect of a Chatbot's Reciprocal Self-Disclosures on Users' Painfu Archives of Design Research, 2023, 36, 67-85.	l Experiences.	0.3	1
1710	The Role of Intrinsic Motivations on Customers' Service Robot Use Experience. Journal of Assurance in Hospitality and Tourism, 0, , 1-24.	Quality	3.0	0
1712	Medium Specific Uncanny in Contemporary Video Games. Acta Universitatis Sapientiae: Film Studies, 2023, 24, 185-202.	and Media	0.1	0
1713	Jubileo: An Immersive Simulation Framework for Social Robot Design. Journal of Intelligent ar Robotic Systems: Theory and Applications, 2023, 109, .	ıd	3.4	0

	CITATION R	EPORT	
#	Article	IF	CITATIONS
1714	Do I Trust you or your Avatar? An Experimental Study. SSRN Electronic Journal, 0, , .	0.4	0
1715	Recent developments in stretchable and flexible tactile sensors towards piezoresistive systems: A review. Polymers for Advanced Technologies, 2024, 35, .	3.2	0
1716	How humanlike is enough?: Uncover the underlying mechanism of virtual influencer endorsement. , 2024, 2, 100037.		0
1717	Between Uncertainty and Familiarity: A Study on Office Workers' Trust in Al. IFIP Advances in Information and Communication Technology, 2024, , 33-43.	0.7	0
1718	Media richness effectiveness: Humanoid robots with or without voice, or just a tablet kiosk?. Psychology and Marketing, 2024, 41, 734-753.	8.2	0
1719	Co-creation with service robots and employee wellbeing: a self-determination perspective. Behaviour and Information Technology, 0, , 1-12.	4.0	0
1720	Robots in Retail. , 2023, , 71-86.		0
1721	Chatbot-Lösungen als Beitrag zur Automatisierung der Kundenkommunikation. Einsatzszenarien und Best-Practice-Lösungen am Beispiel der E.ON AC. , 2023, , 201-218.		0
1722	AI, Human–Robot Interaction, and Natural Language Processing. , 2023, , 436-454.		2
1723	Asynchrony enhances uncanniness in human, android, and virtual dynamic facial expressions. BMC Research Notes, 2023, 16, .	1.4	Ο
1724	The influence of human-computer interface on usability and technology acceptance of VR-based shooting training with a comparison with typical shooting range. Displays, 2024, 81, 102621.	3.7	0
1725	Public first aid education model design study based on user experience. Frontiers in Public Health, 0, 11, .	2.7	0
1726	Evaluating the Uncanny Valley Effect in Dark Colored Skin Virtual Humans. , 2023, , .		0
1727	All the (West)World's a Stage: HBO's <i>Westworld</i> as Metatext—Intertextuality, Genre, Seriality, Format. Journal of Popular Film and Television, 2023, 51, 118-130.	0.2	0
1728	Crafting Realistic Virtual Humans: Unveiling Perspectives on Human Perception, Crowds, and Embodied Conversational Agents. , 2023, , .		0
1729	Al Influencers in Advertising: The Role of Al Influencer-Related Attributes in Shaping Consumer Attitudes, Consumer Trust, and Perceived Influencer–Product Fit. Journal of Interactive Advertising, 2024, 24, 26-47.	5.3	0
1730	The need for human-centered design for AI robots in urban parks and forests. Urban Forestry and Urban Greening, 2024, 91, 128186.	5.3	1
1731	Clemens J. Setz on Bursting the Reader's Reality Bubble. , 2024, , 179-197.		Ο

#	Article	IF	CITATIONS
1732	Dis- and Re-Embodiment in Religious Practices: Semiotic, Ethical, and Normative Implications of Robotic Officiants. International Journal for the Semiotics of Law, 0, , .	0.8	0
1733	Differential Outcomes Training of Visuospatial Memory: A Gamified Approach Using a Socially Assistive Robot. International Journal of Social Robotics, 2024, 16, 363-384.	4.6	1
1734	Multimodal Irony for Virtual Characters. , 2023, , .		0
1735	CUBE: Conversational User-Interface-Based Embodiment. , 2023, , .		0
1736	Smartness unleashed: a multilevel model for understanding consumers' perceptions and adoption across a myriad of smart offerings. Journal of Service Theory and Practice, 2024, 34, 163-190.	3.2	1
1737	Intelligent influencer marketing: how AI-powered virtual influencers outperform human influencers. Technological Forecasting and Social Change, 2024, 200, 123113.	11.6	1
1738	Lecture 1—Introduction. Synthesis Lectures on Image, Video, and Multimedia Processing, 2024, , 1-12.	0.9	0
1739	Privacy and utility perceptions of social robots in healthcare. , 2023, , 100039.		0
1740	Trust in service robot: the role of appearance anthropomorphism. Current Issues in Tourism, 0, , 1-19.	7.2	0
1741	Application and Consequences of Service Robots in Tourism and Hospitality Scenarios: A Systematic Literature Review. Journal of Quality Assurance in Hospitality and Tourism, 0, , 1-23.	3.0	0
1742	NutzerprÃ f erenzen für Markierungen digitaler Sprachassistenten – Eine wettbewerbsbasierte Diskussion. , 2023, , 345-370.		0
1743	Why Monsters Are Dangerous. Poetics Today, 2023, 44, 647-664.	0.4	0
1744	Anwendung Künstlicher Intelligenz in der Psychotherapie: Methodische, technische, wirtschaftliche und zielgruppenspezifische Implikationen. , 2023, , 211-260.		0
1745	The Robotic Service Objects. Design Approach for the Multidimensional Evaluation of Robotic Aesthetics. Springer Series in Design and Innovation, 2024, , 544-552.	0.3	0
1746	The Felt Realism of "Unreal―Environments: Testing a Dual Awareness Model of Subjective Realism. International Journal of Human-Computer Interaction, 0, , 1-19.	4.8	0
1747	Ethical Problems of the Use of Deepfakes in the Arts and Culture. The International Library of Ethics, Law and Technology, 2023, , 129-148.	0.4	0
1748	Using AI chatbots in climate change mitigation: a moderated serial mediation model. Behaviour and Information Technology, 0, , 1-17.	4.0	2
1749	Domain-general and -specific individual difference predictors of an uncanny valley and uncanniness effects. , 2024, 2, 100041.		0

#	Article	IF	CITATIONS
1750	Why not work with anthropomorphic collaborative robots? The mediation effect of perceived intelligence and the moderation effect of selfâ€efficacy. Human Factors and Ergonomics in Manufacturing, 2024, 34, 241-260.	2.7	0
1751	When is Human–Robot Joint Agency Effective? The Case of Cooperative Reaction Games. International Journal of Social Robotics, 2024, 16, 635-644.	4.6	0
1752	But is it for us? Rural Chinese elders' perceptions, concerns, and physical preferences regarding social robots. New Media and Society, 0, , .	5.0	0
1753	Impaired perception of a partner's synchronizing behavior reduces positive attitude toward humanoid robot in schizophrenia patients. Schizophrenia Research, 2024, 264, 511-518.	2.0	0
1754	A shared journey: Experiential perspective and empirical evidence of virtual social robot ChatGPT's priori acceptance. Technological Forecasting and Social Change, 2024, 201, 123202.	11.6	0
1755	Physicians' and Patients' Expectations From Digital Agents for Consultations: Interview Study Among Physicians and Patients. JMIR Human Factors, 0, 11, e49647.	2.0	0
1756	ìœíŠœë,Œ 댓ê,€ì,, 통해ì,ĩŽ´ë³, 버추ì−¼ ì,플ë£`î−,ì,,œì—•대한 ì,싕연구. Journal of the Korean Society of (Cl otb ing ar	ndoTextiles, 2
1757	Emotional and Mental Nuances and Technological Approaches: Optimising Fact-Check Dissemination through Cognitive Reinforcement Technique. Electronics (Switzerland), 2024, 13, 240.	3.1	0

1758	The Sound of Grief: A Critical Discussion on the Experience of Creating and Listening to the Digitally Reproduced Voice of the Deceived. Omega: Journal of Death and Dying, 0, , .	1.0	0
1759	Comparative Analysis of Facial Expression Recognition Systems for Evaluating Emotional States in Virtual Humans. , 2023, , .		0
1760	Research on the uncanny valley effect in artificial intelligence news anchors. Multimedia Tools and Applications, 0, , .	3.9	0
1761	Perceiving and Mentally Rotating Real and Artificial Hands. Journal of Prosthetics and Orthotics, 0, , .	0.4	1
1762	Uncanny Valley in Virtual Reality. , 2024, , 1923-1925.		0
1764	Perceived algorithmic fairness: An empirical study of transparency and anthropomorphism in algorithmic recruiting. Information Systems Journal, 2024, 34, 384-414.	6.9	1
1765	Double Pepper: Mediated Human-Robot Interaction and Its Influence on Human Perception. , 2023, , .		0
1767	Revisiting Micro and Macro Expressions in Computer Graphics Characters. , 2023, , .		0
1768	Scope and limits of AI fundraisers: Moderated serial multiple mediation model between artificial emotions and willingness to donate via humanness and empathy. Technological Forecasting and Social Change, 2024, 201, 123211.	11.6	0
1769	REALISM IN RECOVRY: The Effect of Recorded (360°) and Computer Generated (CG) Environments and Humans in Virtual Reality Exposure Therapy (VRET). Springer Proceedings in Business and Economics, 2024, , 61-73.	0.3	0

#	Article	IF	CITATIONS
1770	Individual Responsibility Around Deepfakes: It's No Laughing Matter. Cyberpsychology, Behavior, and Social Networking, 2024, 27, 105-110.	3.9	0
1771	A multimodal approach to the uncanny valley effect. , 2023, , .		0
1772	Factors influencing intention to engage in human–chatbot interaction: examining user perceptions and context culture orientation. Universal Access in the Information Society, 0, , .	3.0	0
1774	Exploring Perceived Benefits of Service Robots on Customers' Experiences. International Journal of Hospitality and Tourism Administration, 0, , 1-22.	2.5	0
1775	Personality perception in human videos altered by motion transfer networks. Computers and Graphics, 2024, 119, 103886.	2.5	0
1776	Can robots elicit empathy? The effects of social robots' appearance on emotional contagion. , 2024, 2, 100049.		0
1777	Using Immersive Virtual Reality to Study Road-Crossing Sustainability in Fleeting Moments of Space and Time. Sustainability, 2024, 16, 1327.	3.2	1
1778	Towards mitigating uncann(eye)ness in face swaps via gaze-centric loss terms. Computers and Graphics, 2024, 119, 103888.	2.5	0
1779	Influenciadores digitais virtuais: Magazine Luiza no carnaval. Atlante Cuadernos De EducaciÓn Y Desarrollo, 2024, 16, 3587-3608.	0.0	0
1780	The role of digital skills in the acceptance of artificial intelligence. Journal of Business and Industrial Marketing, 0, , .	3.0	0
1781	RoSI: A Model for Predicting Robot Social Influence. ACM Transactions on Human-Robot Interaction, 0, , .	4.1	0
1782	Virtual humans as social actors: Investigating user perceptions of virtual humans' emotional expression on social media. Computers in Human Behavior, 2024, 155, 108161.	8.5	0
1783	Using photo editing to understand the impact of species aesthetics on support for conservation. People and Nature, 2024, 6, 660-675.	3.7	0
1784	Passive Haptics and Conversational Avatars for Interacting with Ancient Egypt Remains in High-Fidelity Virtual Reality Experiences. Journal on Computing and Cultural Heritage, 2024, 17, 1-28.	2.1	0
1785	To trust or not to trust? Face and voice modulation of virtual avatars. Frontiers in Virtual Reality, O, 5, .	3.7	0
1786	From sublime awe to abject cringe: on the embodied processing of AI art. Journal of Visual Culture, 2023, 22, 146-175.	0.3	0
1787	People with Autism Spectrum Disorder Could Interact More Easily with a Robot than with a Human: Reasons and Limits. Behavioral Sciences (Basel, Switzerland), 2024, 14, 131.	2.1	1
1788	Empathic voice assistants: Enhancing consumer responses in voice commerce. Journal of Business Research, 2024, 175, 114566.	10.2	0

ARTICLE IF CITATIONS ChatGPT: It's Here, Whether We Want It or Not!. Cornell Hospitality Quarterly, 0, , . 3.8 0 1789 A matter of consequences. Interaction Studies, 2023, 24, 380-421. 1790 0.6 The effect of the anthropomorphic design of chatbots on customer switching intention when the 1791 chatbot service fails: An expectation perspective. International Journal of Information Management, 0 17.5 2024, 76, 102767. Talking to Multi-Party Conversational Agents in Advisory Services: Command-based vs. Conversational 1792 Interactions. Proceedings of the ACM on Human-Computer Interaction, 2024, 8, 1-25. Technically in love: Individual differences relating to sexual and platonic relationships with robots. 1793 2.3 0 Journal of Social and Personal Relationships, 0, , . Opinion attribution improves motivation to exchange subjective opinions with humanoid robots. 1794 3.2 Frontiers in Robotics and AI, 0, 11, . Social robots counselling in community pharmacies – Helping or harming? A qualitative study of pharmacists' views. Exploratory Research in Clinical and Social Pharmacy, 2024, 13, 100425. 1795 1.0 0 Enhancing corporate brands through service robots: The impact of anthropomorphic design 1796 9.5 metaphors on corporate brand perceptions. Journal of Product Innovation Management, Ö, , . Modelling and Measuring Trust in Human–Robot Collaboration. Applied Sciences (Switzerland), 2024, 1797 2.5 0 14, 1919. Strategic Implications of Chatbots in Marketing: Exploring Applications and Factors of Customer 1798 Acceptance., 2024, , 1-18. Virtual vs. human influencer: Effects on users' perceptions and brand outcomes. Technology in 1799 9.4 0 Society, 2024, 77, 102488. Deconstructing Ex Machina (2014): a feminist-psychoanalytic exploration of female artificial 1.2 intelligences. Frontiers in Communication, 0, 9, . Assessing the visual appeal of real/Al-generated food images. Food Quality and Preference, 2024, 116, 1801 4.6 0 105149. Effect ofÂSpeech Entrainment inÂHuman-Computer Conversation: AÂReview. Lecture Notes in Computer 1802 1.3 Science, 2024, , 32-43. 1803 Evoking embodiment in immersive geosimulation environments. Annals of GIS, 2024, 30, 35-66. 3.10 Effects of third-party observer empathy when viewing interactions between robots and customers: 1804 The moderating role of robot eeriness. International Journal of Hospitality Management, 2024, 119, 103729. Being in a Crowd Shifts People's Attitudes Toward Humanoids. International Journal of Social 1805 4.6 0 Robotics, 2024, 16, 569-577. The Transnational Puppet: From Italy and Back. Italian and Italian American Studies, 2024, , 173-187.

#	Article	IF	CITATIONS
1807	Realness of face images can be decoded from non-linear modulation of EEG responses. Scientific Reports, 2024, 14, .	3.3	0
1808	Social VR design features and experiential outcomes: narrative review and relationship map for dyadic agent conversations. Virtual Reality, 2024, 28, .	6.1	0
1809	Embracing digital companions: Unveiling customer engagement with anthropomorphic AI service robots in cross-cultural context. Journal of Retailing and Consumer Services, 2024, 79, 103825.	9.4	0
1810	Freedom comes at a cost?: An exploratory study on affordances' impact on users' perception of a social robot. Frontiers in Robotics and AI, 0, 11, .	3.2	0
1812	Introduction: Platforms for social good. Annual Review of Social Partnerships, 0, , .	2.5	0
1813	Imagination vs. Reality: Investigating the Acceptance and Preferred Anthropomorphism in Service HRI. , 2024, , .		0
1814	Anticipating the Use of Robots in Domestic Abuse: A Typology of Robot Facilitated Abuse to Support Risk Assessment and Mitigation in Human-Robot Interaction. , 2024, , .		0
1815	Power in Human-Robot Interaction. , 2024, , .		0
1816	Affective and Cognitive Reactions to Robot-Initiated Social Control of Health Behaviors. , 2024, , .		0
1817	Collabot: A Robotic System That Assists Library Users Through Collaboration Between Robots. , 2024, ,		0
1818	Egg-Laying Robot to Enhance Mind Perception of Children and Parents. , 2024, , .		0
1819	Effects of Transparency in Humanoid Robots - A Pilot Study. , 2024, , .		0
1820	Investigating the Mere Exposure Effect in Relation to Perceived Eeriness and Humaneness of a Social Robot. , 2024, , .		0
1821	Virtual influencer marketing: Evaluating the influence of virtual influencers' form realism and behavioral realism on consumer ambivalence and marketing performance. Journal of Business Research, 2024, 176, 114611.	10.2	0
1822	Mixed reality videography. Analyzing joint behavior of human-agent- interactions in extended realities. , 2024, 2, 100063.		0
1823	Knowing versus doing: Children's social conceptions of and behaviors toward virtual reality agents. International Journal of Child-Computer Interaction, 2024, 40, 100647.	3.5	0
1824	Biomimetic versus arbitrary motor control strategies for bionic hand skill learning. Nature Human Behaviour, 0, , .	12.0	0
1826	Human machine interactions: from past to future- a systematic literature review. Journal of Management History, 0, , .	0.8	0

#	Article	IF	CITATIONS
1827	The Potential of Holographic Avatars in the Hybrid Workplace: An Industrial/Organizational Psychology Perspective. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2024, , 281-289.	0.3	0