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EDUCATION

Ph.D. Cognitive Psychology, Northwestern University, December, 1999

M.S. Cognitive Psychology, Northwestern University, 1996

B.A. Cognitive Science, University of Michigan, 1994

ACADEMIC AND PROFESSIONAL POSITIONS

Stanford University 2003-Present

Professor, Department of Communication, 2015 – Present

Associate Professor, Department of Communication, 2010 – Present

Senior Fellow, Woods Institute for the Environment, 2013 – Present

Faculty Director, Stanford Digital Learning Forum, 2014 – Present

Faculty Leader, Stanford Center for Longevity, Mind Division, 2014 – Present

Assistant Professor, Department of Communication, 2003 – 2009

Director of Graduate Studies, Doctoral Program in Communication, 2010 – Present

Director, Co-Terminal Master's Degree Program in Media Studies, Department of Communication, 2006 – 2009

Associate Professor by Courtesy, Program in Symbolic Systems, 2004 – Present

University of California, Santa Barbara 1999-2003

Assistant Research Professor, Department of Psychology, 2002-2003

Post-Doctoral Fellow, Department of Psychology, 1999-2002

BOOKS

Bailenson, J.N. (2017, expected publication date). *Experience on Demand*. Norton.

Blascovich J. & Bailenson, J.N., (2011) *Infinite Reality: Avatars, Eternal Life, New Worlds, and the Dawn of the Virtual Revolution*. Harper Collins, William Morrow division.

Translated into Chinese and Latvian.

Selected Reviews and Features: *New York Times*, *Wall Street Journal*, *Los Angeles Times*, *Scientific American*, *New Scientist*, *CBS News*, *Popular Science*, *American Public Media*, *National Public Radio*.

PEER REVIEWED JOURNAL ARTICLES

Bailey, J.O., Bailenson, J.N., & Casasanto, D. (in press). When does virtual embodiment change our minds? *Presence: Teleoperators and Virtual Environments*.

Laha, B., Bailenson, J.N., Stevenson, W.A., & Bailey, J.O. (2016). Evaluating Control Schemes for the Third Arm of an Avatar, *PRESENCE: Teleoperators and Virtual Environments*, 25, 129-147.

T. I. Brown, V. A. Carr, K. F. LaRocque, S. E. Favila, A. M. Gordon, B. Bowles, J. N. Bailenson, A. D. Wagner (2016). Prospective representation of navigational goals in the human hippocampus. *Science*, 352 (6291): 1323 DOI: 10.1126/science.aaf0784

Cummings, J.J., Bailenson, J.N. (2016). How immersive is enough? A meta-analysis of the effect of immersive technology on user presence. *Media Psychology*, 19, 1-38.

Oh SY, Bailenson J, Krämer N, Li B (2016) Let the Avatar Brighten Your Smile: Effects of Enhancing Facial Expressions in Virtual Environments. *PLoS ONE* 11(9): e0161794. doi: 10.1371/journal.pone.0161794

Ahn, S. J., Bostick, J., Ogle, E., Nowak, K., McGillicuddy, K., & Bailenson, J. N. (2016). Experiencing nature: Embodying animals in immersive virtual environments increases inclusion of nature in self and involvement with nature. *Journal of Computer-Mediated Communication*, doi:10.1111/jcc4.12173.

Oh, S. Y., Bailenson, J., Weisz, E., & Zaki, J. (2016). Virtually old: Embodied perspective taking and the reduction of ageism under threat. *Computers in Human Behavior*, 60, 398-410.

- Won A. S., Perone B., Friend M. , Bailenson J. N. (2016). *Cyberpsychology, Behavior, and Social Networking*. 19(6): 380-387.
- Gehlbach, H., Marietta, G., King, A., Karutz, C., Bailenson, J.N. & Dede, C. (2015). Many Ways to Walk a Mile in Another's Moccasins: Type of Social Perspective Taking and its effect on Negotiation Outcomes. *Computers in Human Behavior*, 52, 523-532.
- Won, A.S., Tataru, C. A., Cojocar, C.A., Krane, E.J., Bailenson, J.N., Niswonger, S., Golianu, B. (2015). Two Virtual Reality Pilot Studies for the Treatment of Pediatric CRPS. *Pain Medicine*. 00-00.
- Kizilcec, R.F., Bailenson, J.N., & Gomez, C.J. (2015). The Instructor's Face in Video Instruction: Evidence from Two Large-Scale Field Studies. *Journal of Educational Psychology*, 107(3), 724-739.
- Won, A.S., Bailenson, J.N., Lee, J.D., Lanier, J. (2015). Homuncular Flexibility in Virtual Reality. *Journal of Computer-Mediated Communication*, 20, 241-259.
- Won, A. S., Bailenson, J. N., Lanier, J. (2015) Task Success in Novel Avatars. *PRESENCE, Teleoperators and Virtual Environments*, 24, 335–346.
- Gehlbach, H., Marietta, G., King, A., Karutz, C., Bailenson, J.N. & Dede, C. (2015). Many Ways to Walk a Mile in Another's Moccasins: Type of Social Perspective Taking and its effect on Negotiation Outcomes. *Computers in Human Behavior*, 52, 523-532.
- Fox, J., Ahn, S. J., Janssen, J., Yeykelis, L., Segovia, K. Y., & Bailenson, J. N. (2015). A meta-analysis quantifying the effects of avatars and agents on social influence. *Human-Computer Interaction*, 30.
- Bailey, J.O., Bailenson, J.N., Flora, J., Armel, K.C., Voelker, D., & Reeves, B. (2015). The impact of vivid and personal messages on reducing energy consumption related to hot water use. *Environment and Behavior*, 47, 570-592.
- Purvis, C.K., Jones, M., Bailey, J.O., Bailenson, J., Taylor, C.B. (2015). Developing a novel measure of body satisfaction using virtual reality. *PLoS ONE*, 10(10):e0140158.
- Won, A.S., Bailenson J.N., & Janssen, J.H. (2014). Automatic Detection of Nonverbal Behavior Predicts Learning in Dyadic Interactions. *IEEE Transactions on Affective Computing*, 5(2), 112-125.
- Ahn, S.J., Bailenson, J.N., & Park, D. (2014). Short- and long-term effects of embodied experiences in immersive virtual environments on environmental locus of control and behavior. *Computers in Human Behavior*, 39, 235-245.
- Won, A.S., Bailenson, J.N., Stathatos, S.C., Dai, W. (2014). Automatically Detected Nonverbal Behavior Predicts Creativity in Collaborating Dyads, *Journal of Nonverbal Behavior*, 38, 389-408.

- Lee, J.-E.R, Nass, C.I., & Bailenson, J.N. (2014). Does the mask govern the mind? : Effects of arbitrary gender representation on quantitative task performance in avatar-represented virtual groups. *Cyberpsychology, Behavior, & Social Networking*, 17(4), 248-254.
- Ahn, S. J., & Bailenson, J. N. (2014). Self-endorsed advertisements: When the self persuades the self. *Journal of Marketing Theory and Practice*, 22(2), 135-136.
- Purvis, C.K., Jones, M. Bailey, J., Bailenson, J.N., Taylor, C.B. (2013). Designing virtual environments to measure behavioral correlates of state-level body satisfaction. *Studies in Health Technology and Information*, 191, 168–172.
- Jarrold, W., Mundy, P., Gwaltney, M., Bailenson, J.N., Hatt, N., McInyre, N., Kim, K., Solomon, M., Novotny, S., Swain, L. (2013). Social Attention in a Virtual Public Speaking Task in Higher Functioning Children with Autism. *Autism Research*, 6(5), 393-410.
- Rosenberg, R.S., Baughman, S.L., Bailenson, J.N. (2013). Virtual Superheroes: Using Superpowers in Virtual Reality to Encourage Prosocial Behavior. *PLOS One*, 8 (1), 1-9.
- Ahn, S.J., Le, A.M.T., & Bailenson, J.N. (2013). The effect of embodied experiences on self-other merging, attitude, and helping behavior. *Media Psychology*, 16 (1), 7-38.
- Fox, J., Bailenson, J.N., & Tricase, L. (2013). The embodiment of sexualized virtual selves: The Proteus effect and experiences of self-objectification via avatars. *Computers in Human Behavior*, 29, 930-938.
- Alonso, M.B., Keyson, D.V., Jabon, M.E., Hummels, C.C.M, Hekkert, P.P.M & Bailenson, J.N. (2013). Post-error expression of speed and force while performing a simple, monotonous task with a haptic pen. *Behaviour & Information Technology*, 32 (8), 778-782.
- Fox, J., Bailenson J.N., & Ricciardi, T (2012). Physiological Responses to Virtual Selves and Virtual Others. *Journal of CyberTherapy & Rehabilitation*, 5 (1), 69-72.
- Segovia, K. Y., & Bailenson, J.N. (2012). Virtual imposters: Responses to avatars that do not look like their controllers. *Social Influence*, 7(4), 285-303.
- Bailenson, J.N. (2012). Doppelgangers: A New Form of Self. *The Psychologist*, 25 (1), 36-39.
- Bailenson, J. N., & Blascovich, J. (2011). Virtual Reality and Social Networks Will Be a Powerful Combination: Avatars will make social networks seductive. *IEEE Spectrum*, June, 2011.
- Jabon, M.E., Bailenson J.N., Pontikakis, E.D., Takayama, L., & Nass, C. (2011). Facial Expression Analysis for Predicting Unsafe Driving Behavior. *IEEE Pervasive Computing*, 10 (4), 84-95.

- Ahn, S. J., & Bailenson, J. N. (2011). Self-endorsing versus other-endorsing in virtual environments: The effect on brand attitude and purchase intention. *Journal of Advertising, 40* (2), 93-106.
- Hershfield, H.E., Goldstein, D.G., Sharpe, W.F., Fox, J., Yeykelis, L., Carstensen, L.L., & Bailenson, J.N. (2011). Increasing saving behavior through age-progressed renderings of the future self. *Journal of Marketing Research, 48*, S23-S37.
- Yee, N., Harris, H., Jabon, M., Bailenson, J.N. (2011). The Expression of Personality in Virtual Worlds. *Social Psychology and Personality Science, 2* (1), 5-12.
- Jabon, M.E., Ahn, S.J., & Bailenson, J.N. (2011). Automatically Analyzing Facial-Feature Movements to Identify Human Errors. *IEEE Journal of Intelligent Systems, 26* (2), 54-63.
- Janssen, J.H., Bailenson J.N., IJsselsteijn, W.A., & Westerink, J.H.D.M. (2010). Intimate heartbeats: Opportunities for affective communication technology. *IEEE Transactions on Affective Computing, 1* (2), 72-80.
- Fox, J. & Bailenson, J.N. (2010). The use of doppelgängers to promote health behavior change. *CyberTherapy & Rehabilitation, 3* (2), 16-17.
- Leonetti, C., & Bailenson, J.N. (2010). High-Tech view: The use of immersive virtual environments in jury trials. *Marquette Law Review, 93*, 1073-1120.
- Van Vugt, H., Bailenson, J.N., Konijn, E., & Hoorn, J. (2010). Effects of facial similarity on user responses to embodied agents. *ACM Transactions on Computer Human Interaction, 17* (2), 7:1-27.
- Fox, J., Bailenson, J.N., & Binney, J. (2009). Virtual experiences, physical behaviors: The effect of presence on imitation of an eating avatar. *PRESENCE: Teleoperators & Virtual Environments, 18*(4), 294-303.
- Fox., J.A., Arena, D. & Bailenson, J.N. (2009). Virtual Reality: A Social Scientist's Survival Guide. *Journal of Media Psychology, 21* (3), 95-113.
- Fox, J.A., & Bailenson, J.N. (2009). Virtual self-modeling: The effects of vicarious reinforcement and identification on exercise behaviors. *Media Psychology, 12*, 1-25.
- Fox, J.A., & Bailenson, J.N. (2009). Virgins and vamps: The effects of exposure to agents' sexualized appearance and gaze in an immersive virtual environment. *Sex Roles, 61*, 147-157.
- Groom, V., Bailenson, J. N., & Nass, C. (2009). The influence of racial embodiment on racial bias in immersive virtual environments. *Social Influence, 4*(1), 1 - 18.

- Harris, H., Bailenson, J.N., Nielsen A. & Yee, N. (2009). The evolution of social behavior over time in Second Life. *PRESENCE: Teleoperators & Virtual Environments*, 18 (6), 294-303.
- McCall, C.A., Bunyan, D., Bailenson, J.N., & Blascovich, J. (2009). Leveraging collaborative virtual environment technology for inter-population research on persuasion in a classroom setting. *PRESENCE: Teleoperators and Virtual Environments*, 18 (5), 361-369.
- Segovia, K. & Bailenson, J.N. (2009). Virtually True: Children's Acquisitions of False Memories in Virtual Reality. *Media Psychology*, 12, 371-393.
- Yee, N. & Bailenson, J.N. (2009). The difference between being and seeing: The relative contribution of self perception and priming to behavioral changes via digital self-representation. *Media Psychology*, 12, 195-209.
- Yee, N., Bailenson, J.N., & Ducheneaut, N. (2009). The Proteus Effect: Implications of transformed digital self-representation on online and offline behavior. *Communication Research*, 36, 285-312.
- Bailenson, J.N., Iyengar, S., Yee, N., & Collins, N. (2008). Facial similarity between voters and candidates causes influence. *Public Opinion Quarterly*, 72, 935-961.
- Bailenson, J.N., Yee, N., Blascovich, J., Beall, A.C., Lundblad, N., & Jin, M. (2008). The use of immersive virtual reality in the learning sciences: Digital transformations of teachers, students, and social context. *The Journal of the Learning Sciences*, 17, 102-141.
- Bailenson, J.N., Blascovich, J., & Guegan, R.E. (2008). Self representations in immersive virtual environments. *Journal of Applied Social Psychology*, 38, 11, pp. 2673–2690.
- Bailenson, J.N., Patel, K., Nielsen, A., Bajcsy, R., Jung, S., & Kurillo, G. (2008). The Effect of Interactivity on Learning Physical Actions in Virtual Reality. *Media Psychology*, 11, 354–376.
- Bailenson, J.N., Pontikakis, E. D., Mauss, I.B., Gross, J.J., Jabon, M.E., Hutcherson, C.A., Nass, C., & John, O. (2008) Real- Time Classification of Evoked Emotions using Facial Feature Tracking and Physiological Responses. *International Journal of Human Machine Studies*, 66, 303-317.
- Bailenson, J. N., Davies, A., Beall, A.C., Blascovich, J., Guegan, R. E., & McCall, C. (2008). The effects of witness viewpoint distance, angle, and choice on eyewitness accuracy in police lineups conducted in immersive virtual environments. *PRESENCE: Teleoperators and Virtual Environments*, 17, 242-255.
- Loomis, J.M., Kelly, J.W., Pusch, M., Bailenson, J.N., & Beall, A.C. (2008). Psychophysics of perceiving eye and head direction with peripheral vision: Implications for the dynamics of eye gaze behavior. *Perception*, 37, 1443-1457.

- Yee, N., Bailenson, J.N. (2008). A method for longitudinal behavioral data collection in Second Life. *PRESENCE: Teleoperators and Virtual Environments*, 17(6),594-596.
- Bailenson, J. N., Yee, N., Brave, S., Merget, D., & Koslow, D. (2007). Virtual interpersonal touch: Expressing and recognizing emotions through haptic devices. *Human-Computer Interaction*, 22, 325–353.
- Bailenson, J. N., & Yee, N. (2007). Virtual interpersonal touch and digital chameleons. *Journal of Nonverbal Behavior*, 31(4), 225-242.
- Bailenson, J. N., Yee, N., Patel, K., & Beall, A.C. (2007). Detecting digital chameleons. *Computers in Human Behavior*, 24, 66-87.
- Bailenson, J. N., & Yee, N. (2007). Virtual interpersonal touch: Haptic interaction and copresence in collaborative virtual environments. *International Journal of Multimedia Tools and Applications*, 37(1), 5-14.
- Yee, N. & Bailenson, J. N. (2007). The Proteus Effect: Self transformations in virtual reality. *Human Communication Research*, 33, 271–290.
- Yee, N., Bailenson, J. N., Urbanek, M., Chang, F., & Merget, D. (2007). The unbearable likeness of being digital; The persistence of nonverbal social norms in online virtual environments. *Cyberpsychology and Behavior*, 10, 115-121.
- Guadagno, R. E., Blascovich, J., Bailenson, J. N., McCall, C. (2007). Virtual humans and persuasion: The effects of agency and behavioral realism. *Media Psychology*, 10, 1-22.
- Bailenson, J. N., Garland, P., Iyengar, S., & Yee, N. (2006). Transformed facial similarity as a political cue: A preliminary investigation. *Political Psychology*, 27, 373-386.
- Bailenson, J. N., Blascovich, J., Beall, A. C., & Noveck, B. (2006). Courtroom applications of virtual environments, immersive virtual environments, and collaborative virtual environments. *Law and Policy*, 28, 249-270.
- Bailenson, J. N., Yee, N., Merget, D., & Schroeder, R. (2006). The effect of behavioral realism and form realism of real-time avatar faces on verbal disclosure, nonverbal disclosure, emotion recognition, and copresence in dyadic interaction. *PRESENCE: Teleoperators and Virtual Environments*, 15, 359-372.
- Bailenson, J. N., & Yee, N. (2006). A longitudinal study of task performance, head movements, subjective report, simulator sickness, and transformed social interaction in collaborative virtual environments. *PRESENCE: Teleoperators and Virtual Environments*, 15, 699-715.
- Bailenson, J. N. & Yee, N. (2005). Digital Chameleons: Automatic assimilation of nonverbal gestures in immersive virtual environments. *Psychological Science*, 16, 814-819.

- Bailenson, J. N., Beall, A. C., Blascovich, J., Loomis, J., & Turk, M. (2005). Transformed social interaction, augmented gaze, and social influence in immersive virtual environments. *Human Communication Research, 31*, 511-537.
- Bailenson, J. N., Swinth, K. R., Hoyt, C. L., Persky, S., Dimov, A., and Blascovich, J. (2005). The independent and interactive effects of embodied agent appearance and behavior on self-report, cognitive, and behavioral markers of copresence in immersive virtual environments. *PRESENCE: Teleoperators and Virtual Environments, 14*, 379-393.
- Bailenson, J. N., Beall, A. C., Blascovich, J., & Rex, C. (2004). Examining virtual busts: Are photogrammetrically-generated head models effective for person identification? *PRESENCE: Teleoperators and Virtual Environments, 13*, 416-427.
- Bailenson, J. N., Beall, A. C., Loomis, J., Blascovich, J., & Turk, M. (2004). Transformed social interaction: Decoupling representation from behavior and form in collaborative virtual environments. *PRESENCE: Teleoperators and Virtual Environments, 13*, 428-441.
- Bailenson, J. N., Blascovich, J., Beall, A. C., & Loomis, J. M., (2003). Interpersonal distance in immersive virtual environments. *Personality and Social Psychology Bulletin, 29*, 1-15.
- Bailenson, J. N., Beall, A. C., & Blascovich, J. (2003). Using virtual heads for person identification: An empirical study comparing photographs to photogrammetrically-generated models. *Journal of Forensic Identification, 53*, 722-728.
- Bailenson, J. N., Shum, M. S., Atran, S., Medin, D. L. & Coley, J. C. (2002). A bird's eye view: Triangulating biological categorization and reasoning within and across cultures. *Cognition, 84*, 1-53.
- Bailenson, J. N., Beall, A. C., & Blascovich, J. (2002). Mutual gaze and task performance in shared virtual environments. *Journal of Visualization and Computer Animation, 13*, 1-8.
- Blascovich, J., Loomis, J., Beall, A., Swinth, K., Hoyt, C., & Bailenson, J. N. (2002). Immersive virtual environment technology as a methodological tool for social psychology. *Psychological Inquiry, 13*, 103-124.
- Blascovich, J., Loomis, J., Beall, A., Swinth, K., Hoyt, C., & Bailenson, J. N. (2002). Immersive virtual environment technology: Not just another research tool for social psychology. *Psychological Inquiry, 13*, 146-149.
- Bailenson, J. N. (2001). Contrast ratio: Shifting burden of proof in conversational arguments. *Discourse Processes, 32*, 29-41.
- Bailenson, J. N., Blascovich, J., Beall, A.C., & Loomis, J.M. (2001). Equilibrium revisited: Mutual gaze and personal space in virtual environments. *PRESENCE: Teleoperators and Virtual Environments, 10*, 583-598.

- Bailenson, J. N., Shum, M. S., & Uttal, D. H. (2000). The initial segment strategy: Principles of route choice. *Memory and Cognition*, *28*, 306-318.
- Rips, L. J., Brem, S. K., & Bailenson, J. N. (1999). Reasoning dialogues. *Current Directions in Psychological Science*, *8*, 172-177.
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- Ahn, W. & Bailenson, J. (1996). Mechanism-based explanations of causal attribution: An explanation of conjunction and discounting effect. *Cognitive Psychology*, *31*, 82-123.
- Bailenson, J. & Rips, L. J. (1996). Informal reasoning and burden of proof. *Applied Cognitive Psychology*, *10*, S3-S16.

BOOK CHAPTERS

- Bailey, J. & Bailenson, J.N. (in press). Virtual Reality and Collaboration. In R.A. Calvo, S.K. D'Mello, J. Gratch, and Kappas A. (Eds.). *Handbook of Affective Computing*. Oxford. University Press.
- Laha B., & Bailenson, J.N. (in press). The Proteus Effect and Virtual Doppelgangers: Changes in appearance and behavior from the mediated to the real world, in Messaris, P. and Humphreys, L. (Ed.) *Digital Media 2: Transformations in Human Communication*.
- Won, A. S., Bailenson, J. N. and Lanier, J. (2015). Homuncular Flexibility: The Human Ability to Inhabit Nonhuman Avatars. *Emerging Trends in the Social and Behavioral Sciences: An Interdisciplinary, Searchable, and Linkable Resource*. 1–16.
- Won, A. S., Haans, A., Bailenson, J. N., IJsselsteijn, W. A. (2014) A Framework for Interactivity and Presence in Novel Bodies. In G. Riva, J. Waterworth, and D. Murray (eds), *Interacting with Presence: HCI and the Sense of Presence in Computer Mediated Environments*, De Gruyter Open, Warsaw, Poland.
- Segovia, K.Y. & Bailenson, J.N. (2013). Identity Manipulation—What Happens When Identity Presentation is Not Truthful. In Amichai-Hamburger Y. (Ed.), *The Social Net: Understanding Our Online Behavior*, Oxford University Press, 45-61.
- Ahn, S.J., Fox, J., & Bailenson, J.N. (2012). Avatars. In Bainbridge, W. S. (Ed.), *Leadership in Science and Technology: A Reference Handbook*. SAGE Publications.

- Segovia, K.Y., Bailenson, J.N. & Leonetti, C. (2012). Virtual human identification line-ups. In Wilkinson, C. & Rynn, C. (Eds.), *Craniofacial Identification*, Cambridge University Press, 101-114.
- Won, A. S., Bailenson, J. N. (2011). Using the Microsoft Kinect to Capture Nonverbal Behavior to Predict Task Performance. In S. Jones (Ed.), *Communication @ the Center*, New York, NY: Hampton Press.
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- Bailenson, J. N., & Fox, J. (2008). Cognitive science. In W. Donsbach (Ed.), *The International Encyclopedia of Communication* (Vol. 2, pp. 548-551). Malden, MA: Wiley-Blackwell.
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- Bailenson, J. N. (2000). *Conversational argument strength and burden of proof*. Doctoral dissertation, Department of Psychology, Northwestern University. Ann Arbor, MI: UMI.

PEER REVIEWED CONFERENCE PROCEEDINGS

- Lee, M., Kim, K., Daher, S., Raij, A., Bailenson, J., & Welch, G. (2016, March). The Wobbly Table: Increased Social Presence via Subtle Incidental Movement of a Real-Virtual Table. In *Virtual Reality (VR), 2016 IEEE* (pp. 11-17). IEEE.
- Oh, S. Y., Shriram, K., Laha, B., Baughman, S., Ogle, E., Bailenson, J. (in press). Immersion at Scale: Researcher's Guide to Ecologically Valid Mobile Experiments. *Proceedings of IEEE Virtual Reality (VR)*.
- Aymerich-Franch, L. & Bailenson, J.N. (2014). The use of doppelgangers in virtual reality to treat public speaking anxiety: a gender comparison. *Proceedings of the International Society for Presence Research Annual Conference*. March, 17-19, Vienna, Austria. (**Top Three Paper Award**)
- Cummings, J.J., Bailenson, J.N., & Fidler, M.J. (2012). How immersive is enough? A foundation for a meta-analysis of the effect of immersive technology on measured presence. *Proceedings of the International Society for Presence Research Annual Conference*. October 24-26, Philadelphia, Pennsylvania, USA.
- Won, A.S., & Bailenson, J.N. (2012). Avatar Self-Identification as a Metric of Self-Presence. *Proceedings of the International Society for Presence Research Annual Conference*. October 24-26, Philadelphia, Pennsylvania, USA. (**Top Three Paper Award**)
- Won, A.S., Yu, L., Janssen, J.H., & Bailenson, J.N. (2012). Tracking Gestures to Detect Gender. *Proceedings of the International Society for Presence Research Annual Conference*. October 24 – 26, Philadelphia, Pennsylvania, USA

- Aymerich-Franch, L., Karutz, C., & Bailenson, J.N. (2012). Effects of Facial and Voice Similarity on Presence in a Public Speaking Virtual Environment. *Proceedings of the International Society for Presence Research Annual Conference*. October 24–26, Philadelphia, Pennsylvania, USA.
- Segovia, K. Y., Bailenson, J. N., Monin, B. (2009). Morality in tele-immersive environments. *Proceedings of the International Conference on Immersive Telecommunications (IMMERSCOM)*, May 27 - 29, Berkeley, California, USA.
- Yee, N., Bailenson, J. N., Rickertsen, K. (2007). A meta-analysis of the impact of the inclusion and realism of human-like faces on user experiences in interfaces. Nominee in *Proceedings of the Conference on Computer-Human Interaction (CHI)*. April 28 - May 3, California, USA. **(Best Paper Award Nominee)**
- Okita, S.Y., Bailenson, J., Schwartz, D. L. (2007). The mere belief of social interaction improves learning, *In Proceedings of the Twenty-ninth Meeting of the Cognitive Science Society*. August, Nashville, USA.
- Patel, K., Bailenson, J. N., Hack-Jung, S., Diankov, R., & Bajcsy, R. (2006). The effects of fully immersive virtual reality on the learning of physical tasks. *Proceedings of PRESENCE 2006: The 9th Annual International Workshop on Presence*. August 24 - 26, Ohio, USA.
- Deng, Z., Bailenson, J.N., Lewis J. P., & Neumann, U. (2006). Perceiving visual emotions with speech. *Proceedings of the 6th International Conference on Intelligent Virtual Agents*. August 21 - 23, California, USA.
- Turk, M., Bailenson, J. N., Beall, A.C., Blascovich, J., Guadagno, R. (2004). Multimodal transformed social interaction. *Proceedings of the ACM Sixth International Conference on Multimodal Interfaces (ICMI)*, October 14 - 15, State College, PA, USA.
- Bailenson, J. N., Aharoni, E. Beall, A. C., Guadagno, R. E., Dimov, A., & Blascovich, J. (2004). Comparing behavioral and self-report measures of embodied agents' social presence in immersive virtual environments. *Proceedings of the 7th Annual International Workshop on PRESENCE*, October 13 - 15, Valencia, Spain.
- Beall, A.C., Bailenson, J. N., Loomis, J., Blascovich, J., & Rex, C. (2003). Non-zero-sum mutual gaze in collaborative virtual environments. *Proceedings of HCI International, 2003*, June 22 - 27, Crete, Greece.
- Bailenson, J. N., Beall, A. C., Blascovich, J., Weisbuch, M., & Raimundo, R. (2001). Intelligent agents who wear your face: Users' reactions to the virtual self. *Proceedings of the 3rd International Conference on Intelligent Virtual Agents*, September 10 - 11, Madrid, Spain.
- Shum, M. S., Bailenson, J., Hwang, S., Piland, L. & Uttal, D. Road climbing: Principles of route choice. (1998) *Proceedings of the 20th Conference of the Cognitive Science Society*, August 1 - 4, Wisconsin, USA.

Bailenson, J. (1997). Claim strength and burden of proof. *Proceedings of the 19th Conference of the Cognitive Science Society*, August 7- 10, California, USA.

Ahn, W., Bailenson, J., & Gordon, B. (1994). Causal attribution as mechanism-based story construction: An explanation of conjunction and discounting effects. *Proceedings of the 16th Conference of the Cognitive Science Society*, July, 2006, Georgia, USA.

HONORS & AWARDS

Dean's Award for Distinguished Teaching for First Years of Teaching, Stanford University, 2007.

Top-Paper Awards in the Communication and Technology division of the *International Communication Association*, (2005, 2007).

Top-Paper Award in the Nonverbal Communication Division of the *National Communication Association* (2009).

Top-Paper Award for *International Society for Presence* conference, 2012, 2014.

Top-Paper nomination at the *Conference on Computer-Human Interaction (CHI)*, 2008.

Top-Paper nomination at the *Gerontological Society of America*, 2008.

GRANTS (PRINCIPAL INVESTIGATOR)

2016-2017, "Virtual Reality Perspective Taking and Cooperation." DARPA. \$380,000.

2015-2018, Virtual Reality as a Tool to Study Embodied Cognition in Science Education. Gordon and Betty Moore Foundation, \$913,000.

2015-2017, Using Virtual Reality to Teach Empathy, Robert Wood Johnson Foundation, \$281,000.

2015-2016. Virtual Reality and Presence. Google Research Award. \$80,000.

2014-2015, Immersion at Scale. Anonymous gift. \$100,000.

2013-2015, Automatically Tracked Behaviors as Metrics for Predicting Mental States. Media-X grant. \$160,000.

2012-2013, “Virtual Reality Intensive Training Seminar”, VPUE Departmental Grant for Undergraduate Research, \$38,000.

2013-2014, “Nonverbal Control of Data”, CIS grant from NEC Corporation, \$46,000.

2012-2013, “Homuncular Flexibility”, CIS grant from NEC Corporation, \$46,000.

2011-2012, “Virtual Reality Intensive Training Seminar”, VPUE Departmental Grant for Undergraduate Research, \$36,000.

2011-2013, “Using Video Games to Understand Learning” Media-X grant from Konica Minolta, \$125,000.

2010-2011, “Virtual Reality Intensive Training Seminar”, VPUE Departmental Grant for Undergraduate Research, \$40,000.

2009-2010, “Virtual Reality Intensive Training Seminar”, VPUE Departmental Grant for Undergraduate Research, \$37,500.

2007-2009, “Exploring the Behavioral and Facial Similarities of Humans and their Virtual Representations”, Small Grants for Exploratory Research (SGER) from the National Science Foundation, \$109,000.

2007-2008, “The vividness of your future self: Using immersive virtual reality to increase retirement saving”, grant from Stanford’s Center on Advancing Decision Making in Aging, \$37,500.

2007-2008, “Detecting Distracted Faces via Real-time Video”, grant from OMRON Corporation, \$40,000.

2007-2008, “Virtual Reality Intensive Training Seminar”, VPUE Departmental Grant for Undergraduate Research, \$53,000.

2006-2008, “Research Experience for Undergraduates in Virtual Reality”, National Science Foundation Research Experience for Undergraduates, \$12,000.

2006-2007, “Detection of Comprehension and Emotion from Real-time Video Capture of Facial Expressions During Learning”, Media-X RFP for Human Computer Interaction, \$42,000.

2006-2007, “Detecting the Pre-Accident Face Via Real-time Video”, OMRON grant for Emotion Recognition during driving, \$20,000.

2005-2008, “Transformed Social Interaction in Virtual Environments”, Human Social Dynamics division of the National Science Foundation, \$750,000.

- 2006-2007, “Virtual Reality Intensive Training Seminar”, VPUE Departmental Grant for Undergraduate Research, \$54,000.
- 2004-2006, “Emotion Detection from Real Time Video Capture of Facial Expressions”, Media-X RFP for Emotion Recognition during Driving, \$50,000.
- 2005-2006, “Virtual Reality Intensive Training Seminar”, VPUE Departmental Grant for Undergraduate Research, \$67,000.
- 2004-2006, “Digitally-Mediated Person Recognition”, Stanford University Office of Technology Licensing Research Incentive Fund, \$25,000.
- 2005, “Non-Verbal Cues in Politics: Assessing the Interaction between Facial Similarity, Gender, and Candidate Visibility”, Time-sharing Experiments in the Social Sciences Division of the National Science Foundation, \$20,000.
- 2004-2005, “Virtual Reality Intensive Training Seminar”, VPUE Departmental Grant for Undergraduate Research, \$56,000.
- 2004-2005, “Social Interaction in Collaborative Virtual Environments”, Media-X RFP on Interactive Technologies for Social Interaction and Collaboration, \$40,000.
- 1999-2000, “Conversation and Reasoning”, Dissertation Year Fellowship, Northwestern University, \$14,100.

GRANTS (CO-PRINCIPAL INVESTIGATOR)

- 2016-2017, “1000 Cut Journey from Harlem to Soho: Examining the Psychosocial and Physiological Impact of an Immersive Racism Experience in Virtual Reality”. Brown Institute. \$200,000.
- 2015-2018, “Engaging self-regulation targets to understand the change and improve mood and weight outcomes.” National Institute of Health. \$2,500,000.
- 2014-2015, Natural and Virtual Realms: An Integrative Approach Towards Understanding Environmental and Anthropogenic Drivers of Animal Behavior and Energetics in Marine Ecosystems, \$200,000.
- 2013-1015. “An Interdisciplinary Approach for Increasing Female Involvement and Achievement in STEM”, from the SBE Office of Multidisciplinary Activities division of the National Science Foundation, \$249,852.

- 2010-2013. “Enhancing Immersive Social Perspective Taking and Perceived Virtual Similarity to Enable Intelligent Social Relationships”, from the Social-Computational Systems division of the National Science Foundation, \$310,180.
- 2009-2010, “Virtual Reality and Augmented Social Training for Autism”, from the Novel Interventions for Neurodevelopmental Disorders division of the National Institute of Health, \$387,000.
- 2008-2011, “Virtual Worlds: Scalability and Content Creation”, from the Cyber-Enabled Discovery and Innovation division of the National Science Foundation, \$570,000.
- 2002-2005, "Using Virtual Environments to Understand and Augment Social Interaction", from the Information Technology Research division of the National Science Foundation, \$1,050,000.
- 2002-2005, "Virtual Environment Technology and Eyewitness Identification", from Information Technology Research division of the National Science Foundation, \$500,000.

SELECTED INVITED LECTURES (Last Update 2013)

- Using Virtual Reality to Teach Energy Efficiency. *Opening Keynote Address to the Annual Northwest Energy Efficiency Alliance*, Portland, OR, May, 2013.
- Virtual Reality and Transformed Social Interaction, *Invited Address to Northwestern University's Media, Technology and Society Speaker Series*, Evanston, IL, April, 2013.
- The Virtual Self. Invited Address to the University of Illinois' Center for Advanced Study Initiative, Urbana, IL, April 2013.
- Infinite Reality. *Keynote Address to IEEE Virtual Reality Conference*, Orlando, FL, March, 2013.
- The Virtual Revolution of Teaching and Learning. *Opening Address to the National Council for Teachers of Mathematics Conference*, Hartford, CT, Oct. 2012
- Transformed Social Interaction in Virtual Reality, Keynote Address to the 12th *Annual Conference on Intelligent Virtual Agents*, Santa Cruz, CA, September, 2012.
- The Future of Information Technology, *Invited Address to the Norwegian Research Council*, Oslo, Norway, April, 2012.
- Digital Media, the death of Theory? *Closing Plenary Address to the International Communication Association*, Phoenix, AZ, June 2012.

Selected Book Talks for *Infinite Reality* in 2011/2012:

- Commonwealth Club in San Francisco, Harvard Club in NY, Department of Defense in Second Life, US Army in Second Life, Stanford's Cantor Art Center, Stanford's Human Computer Interaction Lecture Series, KQED Forum, Google Author Talk in Mountain View, World Presidents Organization, Phoenix, Front End of Innovation, Boston.
- Walking a Mile in Digital Shoes: Perspective Taking in Virtual Reality. *Invited Address to the Nonverbal Behavior Division of the National Communication Association*, Nov. 2010.
- Virtual Identity. *Invited presentation to the School of Communication at Hebrew University*, Jerusalem, Israel, July, 2010.
- Virtual Reality and Social Influence. *Invited presentation to the Leon Recanati Graduate School of Business, Tel Aviv University*, Jerusalem, Israel, June, 2010.
- Virtual Identity. *Invited presentation to the Department of Communication at Vrije University*, Amsterdam, Holland, June, 2010.
- Transformed Social Interaction in Virtual Reality. *Invited presentation to the Department of Communication at Eindhoven University*, Eindhoven, Holland, June, 2010.
- Virtual Touch. *Invited presentation to the Philips Corporation*, Eindhoven, Holland, June, 2010.
- Transformed Social Interaction in Virtual Reality. Keynote address at *The 23rd Annual Conference on Computer Animation and Social Agents*, Saint-Malo, France, May, 2010.
- Transformed Social Interaction in Virtual Reality. Keynote address at the *IEEE International Conference on Immersive Telecommunications*, Berkeley, CA, May, 2009.
- Transformed Social Interaction in Virtual Reality. *Invited presentation to the Department of Education In Science and Technology, Technion - Israel Institute of Technology*, Jerusalem, Israel, April, 2010.
- The Virtual Self. *Invited presentation to the Media Lab at Massachusetts Institute of Technology*, Boston, MA, April, 2009.
- Virtual Identity and Health Applications. *Invited presentation to the Annenberg School of Communication, University of Pennsylvania*, Philadelphia, PA July 2008.
- The Autonomous Virtual Self: Our Avatars change our Physical Selves. *Invited address to the National Human Genome Research Institute, National Institute of Health*. Washington, DC, July 2008.
- Quantifying the Transfer of Virtual Experiences to Real Behavior. *Invited address to the JASON Project and US Army*. La Jolla, June 2008.
- Virtual Social Identity and Consumer Behavior. *Keynote Address to The 27th annual Advertising and Consumer Psychology Conference*, Philadelphia, May, 2008.

Transformed Social Interaction and Virtual Identity. *Invited Address to Scientific American's Bright Horizon*. Western Caribbean, January 2008.

Immersive Virtual Environments and Psychological Processes. *Invited Address to the National Research Council Committee on Military and Intelligence Methodology*. Irvine, Oct. 2007.

Virtual Identity and Market Research. *Keynote Address at The Market Research Event*. Los Angeles, October, 2007.

Transformed Social Interaction in Virtual Reality. *Invited Address to the Media Psychology Division of the 115th Annual American Psychological Association Convention*, San Francisco, August, 2007.

Digital Identity and Social Influence. *Keynote Address to Persuasive 2007*, Stanford University, April, 2007.

Transformed Social Interaction in Virtual Reality. *Computer Science and Artificial Intelligence Laboratory HCI Seminar Series*, Massachusetts Institute of Technology, March, 2007.

Increasing Influence: Transformed Social Interaction in Digital Media. *The Center for Public Leadership Seminar Series*, JFK School of Government, Harvard University, March, 2007.

Transformed Social Interaction in Virtual Reality. *School of Journalism and Mass Communication Colloquium Series*, University of North Carolina at Chapel Hill, November, 2006.

Learning and Teaching among Virtual Humans: The Unique Affordances of Digital Transformations, Keynote Address for SUMMIT's workshop on *Designing Case-based Learning for Virtual Worlds*, Stanford University, August 2006.

Measuring and Optimizing Social Interactions with Virtual Humans. Closing Address for the Institute for Creative Technologies' *Believable Characters Workshop*, University of Southern California, August 2006.

Transformed Social Interaction in Digital Environments. *Adobe Systems User Research Speaker Series*, Adobe Systems Incorporated Headquarters, July 2006.

Transformed Social Interaction in Immersive Virtual Reality. *ICT Seminar Series*, Institute for Creative Technologies at the University of Southern California, March 2006.

Transformed Social Interaction in Virtual Reality. *Information Science Colloquium*, Cornell University, November 2005.

How Digital Humans Will Revolutionize The Way We Communicate. *Keynote Address for the IP.4.IT Conference*, November, 2005.

- Transformed Social Interaction in Virtual Reality. *Annenberg Colloquium Series, University of Pennsylvania*, December, 2005.
- Transformed Social Interaction in Digital Media. *Technology and Social Behavior Speaker Series, Northwestern University*, November, 2005.
- Transformed Social Interaction in Immersive Virtual Environments. *NASA Ames Autonomous Systems and Robotics Seminar*, August, 2005.
- Transformed Social Interaction in Immersive Virtual Reality. *Stanford University's Symbolic Systems Forum*, October, 2004.
- Digital Human Representation. *Department of Media Architecture at Future University, Hakodate Japan*, November, 2004.
- Transformed Social Interaction in Immersive Virtual Reality. *Engineering Department at Hokkaido University, Japan*, November, 2004.
- Collaborative Virtual Environments and Transformed Social Interaction. *Accelerating Change 2004 Conference, California*, November, 2004.
- Human Representation in Immersive Virtual Reality. *Wired Magazine's NEXTFEST 2004, California*, May 2004.
- Eyewitness Testimony in Immersive Virtual Reality Police Lineups. *Policing Racial Bias Project, California*, September 2004.

REFEREED CONFERENCE PRESENTATIONS

- Sims, T., Bailenson, J., & Carstensen, L.L. (2015). Connecting to Your Future Self: Enhancing Financial Planning among Diverse Communities Using Virtual Technology. Paper presented at the annual meeting of the Gerontological Society of America, Orlando, FL.
- Ahn, S. J., Bostick, J., Ogle, E., & Bailenson, J. N. (2015). Embodying nature's experiences: Taking the perspective of nature with immersive virtual environments to promote connectedness with nature. Paper to be presented at the Annual Association for Education in Journalism and Mass Communication (AEJMC) Conference, August 6-9, San Francisco, CA.
- Segovia, K. Y., Bailenson, J. N., Weinstein, L., & Curhan, J. R. (2014). Avatar see, avatar do: Mimicry by mediators and its effects on disputant behaviors. In J. R. Curhan & M. E. Hoque (Chairs), *The emerging role of artificial intelligence in the study and practice of negotiation and mediation*. Symposium to be conducted at the 74th Academy of Management Annual Meeting, August, Philadelphia, Pennsylvania.

- Aymerich-Franch, L. & Bailenson, J. N. (2014). A Dissimilar Virtual Self to Decrease Social Anxiety. Paper to be presented at the 64th Annual International Communication Association Conference. May, 22-26, Seattle, Washington.
- Bailey, J., Bailenson, J.N., Flora, J.A., Armel, K.C., Voelker, D., & Reeves, B. The impact of vivid and personal messages on energy savings behavior (2014). Paper to be presented at the 64th Annual International Communication Association Conference. May, 22-26, Seattle, Washington.
- Ahn, S. J., Bailenson, J., & Park, D. (2013). Felling a tree to save paper: Short- and long-term effects of immersive virtual environments on environmental self-efficacy, attitude, norm, and behavior. *Paper presented at the 63rd Annual International Communication Association Conference*, June 17-21, London, United Kingdom.
- Purvis, C., Jones, M., Bailey, J. Bailenson, J., Taylor, C.B. (2013). Designing virtual environments to measure behavioral correlates of state-level body satisfaction. *Paper presented at the 18th Annual CyberPsychology & CyberTherapy Conference*, July, Brussels, Belgium.
- Ahn, S. J., & Bailenson, J. (2012). Embodied experiences in immersive virtual environments: Effects on pro-environmental self-efficacy and behavior. *Paper presented at the 62nd Annual International Communication Association Conference*, May 24-28, Phoenix, AZ
- Carr, V. A., Favila, S. E., Arena, D., Bailenson, J. N. and Wagner, A. D. (2012). *Modulation of medial temporal lobe activity by reward value during virtual navigation: A high-resolution fMRI study*. Oral presentation at the Annual Meeting of the Society for Neuroscience, , October, New Orleans, LA.
- Ahn, S. J., & Bailenson, J. (2011). Embodied experiences in immersive virtual environments: Effects on pro-environmental self-efficacy and behavior. *Paper presented at the 97th Annual Conference of the National Communication Association*, November 17-20, New Orleans, Louisiana.
- Fox, J., & Bailenson, J. N. (2011). Manipulating virtual representations to promote sunscreen use. *Paper presented at the 97th Annual Conference of the National Communication Association*, November, New Orleans, LA.
- Ahn, S. J., & Bailenson, J. (2010). Virtual self-endorsing: How digital self-representations influence brand preference. In “Embodied Consumption: Understanding Avatared Consumers.” Special session at the *Association for Consumer Research Annual North American Conference*. October 7-10, Jacksonville, FL.
- Ahn, S. J., & Bailenson, J. N. (2010). The effect of digitally augmented perspective taking ability on motivation, empathic attitude, and helpful behavior. Presented to the *60th Annual International Communication Association Conference*, June 22-26, Singapore.

- Fox, J., Bailenson, J. N., & Tricase, L. (2010). Sexualizing the virtual self: The effects of wearing sexualized avatars. Paper presented at the *96th Annual Conference of the National Communication Association*, San Francisco, CA.
- Fox, J., Ahn, S. J., Janssen, J., Yeykelis, L., Segovia, K. Y., & Bailenson, J. N. (2010). A meta-analysis quantifying the effects of avatars and agents on social influence. Paper presented at the *96th Annual Conference of the National Communication Association*, San Francisco, CA.
- Segovia, K. Y., Bailenson, J. N., & Monin, B. (2010). Morality in Virtual Reality: The Moral and Immoral Self and Other. Paper presented at the *60th Annual International Communication Association Conference*, June 22-26, Singapore.
- Bailenson, J.N. (2009). A look into the future of emotions and mass media: Algorithmic detection of emotion and behavior in digital media using computer vision. *Paper presented to the 59th Annual International Communication Association Conference*. May 21-25, Chicago, IL.
- Ahn, S. J., Bailenson, J. N., Fox, J., & Jabon, M. (2009). Using automated facial expression analysis for emotion and behavior prediction. Interactive Scholar-to-Scholar presentation at the *National Communication Association's 95th Annual Convention*. November 12-15, Chicago, IL. Top Four Paper in Nonverbal Communication division.
- Ahn, S.J. & Bailenson, J.N. (2009). My picture is better than yours: Self-endorsing in online advertisements. *Paper presented to the 59th Annual International Communication Association Conference*. May 21-25, Chicago, IL.
- Ahn, S.J., Jabon, M., & Bailenson, J.N. (2009). Judging a book by the cover: Using facial expressions to predict performance. *Paper presented to the 59th Annual International Communication Association Conference*. May 21-25, Chicago, IL.
- Arena, D.A., Schwartz, D.L., & Bailenson, J.N. (2009). Effects of social belief on spatial learning in virtual reality. *Paper presented to the Games, Learning and Society Conference 5.0*, Madison, WI.
- Fox, J., & Bailenson, J. N. (2009). Virtual experiences, physical behaviors: The effect of presence on imitation of an eating avatar. *Paper presented to the 59th Annual International Communication Association Conference*. May 21-25, Chicago, IL.
- Fox, J., & Bailenson, J. N. (2009). Effects of exposure to agents' sexualized appearance and gaze in an immersive virtual environment. *Paper presented to the 59th Annual International Communication Association Conference*. May 21-25, Chicago, IL.
- Groom, V. & Bailenson, J.N. (2009). The Influence of Racial Embodiment on Racial Bias in Immersive Virtual Environments. *Paper presented to the 59th Annual International Communication Association Conference*. May 21-25, Chicago, IL.

- McCall, C., Bailenson, J.B., Blascovich, J., Miyahara, M., & Beall, A. (2009). The effects of social orienting during a lecture delivered in a virtual environment. *Paper presented to the 59th Annual International Communication Association Conference*. May 21-25, Chicago, IL.
- Bailenson, J.N., Patel, K., Nielsen, A., & Bajcsy, R. (2008). The effect of interactivity in learning physical tasks in virtual reality. Top Three Paper Award *presented to the Communication and Technology Commission of ICA*, Montreal, CA.
- Ahn, S.J., Jabon, M.E., & Bailenson, J.N. (2008). Facial expressions as predictors of online buying intention. *Paper presented to the 58th Annual International Communication Association Conference*, May 22-26, Montreal, Canada.
- Ersner-Hershfield, H., Bailenson, J., & Carstensen, L.L. (2008). A vivid future self: Immersive virtual reality enhances retirement saving. *Poster presented at the Association for Psychological Science Annual Convention*, Chicago, IL.
- Ersner-Hershfield, H., Bailenson, J., Carstensen, L.L. (2008). Feeling more connected to your future self: Using immersive virtual reality to enhance retirement saving. *Paper presented at the Gerontological Society of America*, Washington, D.C. **(Nominated for Best Paper Award)**.
- Fox, J., & Bailenson, J. (2008). Virtual exercise in the third person: Identification, physical similarity, and behavioral modeling. *Paper presented to the Communication and Technology Commission of ICA*, Montreal, Canada.
- Rickertsen, K., & Bailenson, J. (2008). Virtually true: Children's acquisition of false memories in virtual reality. *Paper presented to the Communication and Technology Commission of ICA*, Montreal, Canada.
- Bailenson, J. N. (2007). Avatars and digital media. *Panel presentation to the Communication and Technology Commission of ICA*, California, USA.
- Ratan, R. & Bailenson, J. N. (2007). Similarity and persuasion in immersive virtual reality. *Paper presented to the Communication and Technology Commission of ICA*, California, USA.
- Bailenson, J. N. (2006). Transformed social interaction as a theoretical paradigm. Paper presented at the "Theories of technology: A paradigm for communication research" session at the 2006 *Association for Education in Journalism and Mass Communication* convention, California, USA.
- Bailenson, J. N. (2006). Transformed social interaction: The opportunities and consequences of flexible digital representation. Invited presentation to the *Digital Hollywood University Project*, California, USA.

- Bailenson, J. N. (2005). Avatars and nonverbal transformed social interaction. Paper presented at the “Human avatars: Nonverbal cues and technology” session at the 2005 *National Communication Association Annual Convention*, Massachusetts, USA.
- Bailenson, J. N. (2005). Transformed social interaction in immersive virtual reality. Paper presented at the annual meeting of the *Society for Personality and Social Psychology*, symposium on Immersive Virtual Environments in Social Psychology, California, USA.
- Bailenson, J. N. (2005). Digital transformations in media. Paper presented to the *Sixth Annual Convention of the Media Ecology Association*, New York, USA.
- Bailenson, J. N., Garland, P., Iyengar, S. & Yee, N. (2005). Transformed facial similarity as a political cue. Paper presented in the Political Communication session at the 55th Annual Conference of the *International Communication Association*, New York, USA.
- Bailenson, J. N. & Yee, N. (2005). Digital chameleons. Paper presented in Top Paper Award session in the Communication and Technology session at the 55th Annual Conference of the *International Communication Association*, New York, USA.
- Guadagno, R., Bailenson, J.N., Beall, A. C., Dimov, A., & Blascovich, J., (2005). Transformed social interaction and the cyranoid: The impact of non-verbal behavior on persuasion in an immersive virtual environment. Presentation to the *Conference on Group Processes in Computer-Supported Interaction*, Ohio, USA.
- Bailenson, J. N., Beall, A.C., Blascovich, J., Loomis, J., & Turk, M. (2004). Non-zero-sum gaze and persuasion. Paper presented in the *Top Papers in Communication and Technology* session at the 54th Annual Conference of the International Communication Association, Louisiana, USA.
- Guadagno, R. E., Dimov, A., Bailenson, J. N., Beall, A. C., & Blascovich, J. (2004). He or a she? Nonverbal gender detection in immersive virtual environments. Paper presented at the *Western Psychological Association*, Arizona, USA.
- Loomis, J. M., Kelly, J. W., Beall, A. C., & Bailenson, J. N. (2004). Sensing eye gaze with eccentric viewing [Abstract]. *Journal of Vision*, 4(8), 912a.
- Bailenson, J. N. (2004). Strategic behavioral transformations in immersive collaborative virtual environments. *Invited Presentation to Stanford University’s Cognitive Lunch Colloquium*, California, USA.
- Bailenson, J. N., Beall, A.C., Blascovich, J., (2003). Three-dimensional virtual heads and person identification 88th *Annual International Association for Identification*, Ottawa, Canada.
- Swinth, K., Hoyt, C, & Bailenson, J. N. (2001). A threshold model of social influence in virtual environments. *The 9th Annual Medicine Meets Virtual Reality Conference*, California, USA.

Miller, B., Bailenson, J. & Landers, S. (2000). Unlocking the power of your brand's identity. *Consumer-Pack: Building Brand Identity Through Consumer Insight & Innovative Packaging*. California, USA.

Bailenson, J & Rips, L.J. (1997). Claim strength and burden of proof. *Proceedings of the Ontario Society for the Study of Argumentation*, Ontario, CA.

TEACHING: Stanford University

Graduate:

Comm 301: Pedagogy in Communication

Comm 317: Philosophy of Science

Comm 319: Applied Statistics

Comm 326: Advanced Topics in Virtual Human Representation

Undergraduate:

Comm 108: Theories of Mass Communication

Comm 166: Virtual People

Ph.D. Committees in Communication:

Supervisor:

Nick Yee

Jesse Fox

Sun Joo Ahn

Kathryn Segovia

Andrea Stevenson Won

Member:

Seema Swamy

So-Hye Lim

David Danielson

Leila Takayama

John Wonyup Kim

Roselyn Lee

Seeta Gangadharan

Lise Marken

Erica Robles
John Hu
Jane Wang
Michael Ananny
Shailo Rao
Yph Lelkes
Helen Harris
Victoria Groom
Seeta Peña Gangadharan
Dean Eckles
Mike Nowak
Sukumaran, Abhay
Morgan Ames
Solomon Messing
Key Lee

Ph.D. Committees in Other Departments, Member:

Sandra Okita, Education.
Robb Lindgren, Education
Dylan Arena, Education
Ryan Schubert, Computer Science at University of North Carolina
Celso de Melo, Computer Science at University of Southern California

Honors Projects Supervised:

Alexandra Davies, Department of Communication
Nicole Lundblad, Department of Symbolic Systems
Geoffrey Morris, Department of Symbolic Systems
Alexia Nielsen, Department of Communication
Kathryn Rickertsen, Department of Communication
Shawnee Baughmann, Department of Communication
Alyssa Green, Department of Communication
Felix Chang, Department of Psychology (Deans' Award for Excellence in Academic Accomplishment)

LECTURER AT OTHER UNIVERSITIES

Cognitive Psychology, Department of Psychology, University of California, Santa Barbara, Spring, 2001.

Experimental Design and Statistics, Department of Psychology, Northwestern University, Summer, 1998.

Classic Experiments in Psychology, Department of Psychology, Northwestern University, Summer, 1998.

Experimental Design and Statistics, Department of Psychology, Northwestern University, Summer, 1997.

Human Reasoning and Argument Strategies, Department of Psychology, Northwestern University, Summer, 1996.

UNIVERSITY SERVICE: Stanford University

Director of Graduate Studies, Department of Communication, Stanford University, Jan. 2012 – Present

PhD Committee, Department of Communication. One of three members who crafted and voted on policy for the graduate program. 2007 – Present.

Departmental Committee on Studio Media Hall, Department of Communication. Worked with space committee and design team to build collaborative “smart room”. Stanford University. 2016-present.

Director, Co-terminal Masters Program, Department of Communication. Set policies and directed admissions to the masters program. September, 2006 – 2012.

Director of Job Search in Mideast Studies for the Communication Department, 2013.

Director of Job Search in Technology and Behavior for the Communication Department, 2013.

Director of Job Search in Environmental Communication, 2013.

Admissions Committee, Ph.D. Program, Department of Communication. Evaluated candidates to the graduate program each year. 2003 – Present.

Departmental Committee on Mendenhall Reconstruction, Department of Communication. Worked with space committee and design team to build collaborative “smart room”. Stanford University. 2007.

Member of the Faculty, Symbolic Systems Program, Stanford University. Teach students in an interdisciplinary undergraduate program in symbolic systems. June, 2004 – Present.

Member of Advisory Board, Research Experience Program, Stanford University. Crafted policy on multi-university research outreach program. Fall 2007 – 2010.

PROFESSIONAL SERVICE

Reviewer for Journals and Conferences

Annual International Workshop on Presence (Program Committee)

Association for Education in Journalism and Mass Communication

Association for Computing Machinery Special Interest Group on Computer-Human

Interaction

Association for Computing Machinery Special Interest Group on Graphics

Association for Computing Machinery Transactions on Applied Perception

Cognition

Communication Research

Communication Theory

Computers in Human Behavior

Cyberpsychology and Behavior

European Journal of Social Psychology

Institute of Electrical and Electronics Engineers Virtual Reality

Health Psychology

Human Communication Research

Human Robot Interaction (Program Committee)

IEEE Computer Graphics and Applications

International Communication Association

International Journal of Human Computer Studies

Intelligent Virtual Agents (Program Committee)

Journal of Applied Social Psychology

Journal of Consumer Research

Journal of Experimental Psychology: General

Media Psychology (Editorial Board)

Memory and Cognition

Political Communication

Political Psychology

PRESENCE: Teleoperators and Virtual Environments (Associate Editor)

Psychiatry Research

Psychological Science

Transactions on Computer-Human Interaction

Virtual Reality

Grant Reviewer

United Kingdom Engineering and Physical Sciences Research Council

MacArthur Fellows Program

National Science Foundation (HCC)

National Science Foundation (TESS)

National Science Foundation (VOSS)

Netherlands Organisation for Scientific Research

Stanford Humanities Center

Stanford's Media-X Center

Swiss National Science Foundation

United States Army