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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

<u>Stanford University</u>	2003-Present
Assistant Professor, Department of Communication	
Director, Co-Terminal Master's Degree Program in Media Studies, Department of Communication, 2006-2009	
Assistant Professor by Courtesy, Program in Symbolic Systems	
<u>University of California, Santa Barbara</u>	1999-2003
Assistant Research Professor, Department of Psychology, 2002-2003	
Post-Doctoral Fellow, Department of Psychology, 1999-2002	

BOOK

Blascovich J. & Bailenson, J.N., *More Human than Human: How Virtual Reality will Change the World as we Know it*, to be published by Harper Collins.

JOURNAL ARTICLES

Articles Accepted for Publication and In Press

- Fox, J.A. & Bailenson, J.N. (2009, in press). Virtual Experiences, Physical Behaviors: The Effect of Presence on Imitation of an Eating Avatar. *PRESENCE: Teleoperators and Virtual Environments*.
- Fox., J.A., Arena, D. & Bailenson, J.N. (2009, accepted for publication). Virtual Reality: A Social Scientist's Survival Guide. *Journal of Media Psychology*.
- Harris, H., Bailenson, J.N., Yee, N. & Nielsen, (2009, in press). The evolution of social behavior in virtual worlds over time. *PRESENCE: Teleoperators and Virtual Environments*.
- Mccall, C.A., Bunyan, D., Bailenson, J.N., & Blascovich, J. (2009, in press). Non-zero sum proximity and social influence in immersive virtual environments. *PRESENCE: Teleoperators and Virtual Environments*.
- Segovia, K. & Bailenson, J.N. (2009, accepted for publication). Virtually True: Children's Acquisitions of False Memories in Virtual Reality. *Media Psychology*.
- Van Vugt, H., Bailenson, J.N., Konijn, E., & Hoorn, J. (2009, accepted for publication). Morphed lookalikes: Facial similarity shapes user response to embodied agents. *ACM Transactions on Computer Human Interaction*.

Published Articles

- 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.
- 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., & Guadagno, 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., Guadagno, 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.
- Bailenson, J. N., Shum, M. S., & Uttal, D. H. (1998). Strategies and asymmetries in route choices on maps. *Journal of Environmental Psychology*, *18*, 251-264.
- 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

- Bailenson, J. N. & Segovia, K. (accepted for publication). Virtual Doppelgangers: Psychological Effects of Avatars who Ignore their Owners. In B. Bainbridge

- (Ed.), *Online Worlds: Convergence of the Real and the Virtual*. New York: Springer.
- Ahn, S.J., Bailenson, J., Fox, J., & Jabon, M. (accepted for publication). Using automated facial expression analysis for emotion and behavior prediction. In K. Doeveling, C. von Scheve, & E.A. Konijn, (Eds.), *Handbook of Emotions and Mass Media*. London/New York: Routledge.
- Bailenson, J.N., Yee, N., Blascovich, J., & Guadagno, R.E. (2008). Transformed social interaction in mediated interpersonal communication. In E. Konijn, M. Tanis, M., S. Utz, & A. Linden (Eds.), *Mediated interpersonal communication* (pp. 77-99). Lawrence Erlbaum Associates.
- Bailenson, J. N. & Ahn, S.J. (2008). Cognitive processing of visuals. In W. Donsbach (Ed.), *International encyclopedia of communication* (pp. 5325-5327). Washington, DC: International Communication Association.
- 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.
- Bailenson, J. N. & Yee, N. (2008) Psychology in communication processes. In W. Donsbach (Ed.), *International encyclopedia of communication* (pp. 3931-3937). Washington, DC: International Communication Association.
- Schroeder, R. & Bailenson, J. N. (2008). Research uses of multi-user virtual environments. In R. Lee, N. Fielding & G. Blank (Eds.), *The handbook of Internet research* (pp 327-342). London: Sage.
- Bailenson, J. N., Yee, N., Kim, A., & Tecarro, J. (2007). Sciencepunk: The influence of informed science fiction on virtual reality research. In T. Bisson & M. Grebowicz (eds.), *SciFi in the Mind's Eye: Reading Science Through Science Fiction*. Open Court Publishing.
- Bailenson, J. N. (2006). Transformed social interaction in collaborative virtual environments. In P. Messaris & L. Humphreys (Eds.), *Digital media: Transformations in human communication* (pp 255-264). New York: Peter Lang.
- Bailenson, J. N. & Beall, A. C. (2006). Transformed social interaction: Exploring the digital plasticity of avatars. In R. Schroeder & A. Axelsson (Eds.), *Avatars at work and play: Collaboration and interaction in shared virtual environments* (pp 1-16), Springer-Verlag.
- Blascovich, J., & Bailenson, J. N. (2005). Using immersive virtual environment technology to simulate police lineups. In Cohen, Portney, Rehberger, Thorsen (Eds.), *Virtual decisions: Digital simulations for teaching reasoning in the social sciences and humanities*. Mahwah, NJ: Lawrence Earlbaum Associates, Inc.

Bailenson, J. N. & Blascovich, J. (2004). Avatars. In W.S. Bainbridge's (Ed.), *Encyclopedia of human-computer interaction* (pp 64-68). Berkshire Publishing Group.

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

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. Nominated for Best Paper Award Nominee in *Proceedings of the Conference on Computer-Human Interaction (CHI)*. April 28 - May 3, California, USA.

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

GRANTS (PRINCIPAL INVESTIGATOR)

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)

2009-2001, "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.

INVITED LECTURES

Transformed Social Interaction in Virtual Reality. Keynote address at the *IEEE International Conference on Immersive Telecommunications*, Berkeley, CA, May, 2009.

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

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. (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.
- 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.
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- 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 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

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

Ph.D. Committees in Other Departments, Member:

Sandra Okita, Education.
Robb Lindgren, Education

Master's Projects in Media Studies Supervised:

Gerren Crochet, 2006.
Erica Liu, 2008.
Alexia Nielsen, 2008.
Jay Ottovegio, 2008.
Liz Tricase, 2009.

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

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

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

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 – Present.

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

Government Consulting

Army Research Institute

Department of Defense (JASON)

Department of Homeland Security

Director of National Intelligence (IARPA)

National Academy of Science (Committee on Military and Intelligence Methodology)

National Institute of Health (National Human Genome Research Institute)