**REFERENCES**

1. **Osimo, S. A., Pizarro, R., Spanlang, B., & Slater, M. (2015). Conversations between self and self as Sigmund Freud — A virtual body ownership paradigm for self counselling. Scientific Reports, 5, 13899.idoi:10.1038/srep13899**
2. **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, Cleveland, Ohio, USA. Retrieved October 20, 2015, from https://vhil.stanford.edu/pubs/2006/patel-physical-tasks.pdf**
3. **Peck, T. C., Seinfeld, S., Aglioti, S. M., & Slater, M. (2013). Putting yourself in the skin of a black avatar reduces implicit racial bias. Consciousness and Cognition, 22(3), 779-787. doi:10.1016/j.concog.2013.04.016**
4. **Petkova, V. I., & Ehrsson, H. H. (2008). If I Were You: Perceptual Illusion of Body Swapping. PLoS ONE, 3(12). doi:10.1371/journal.pone.0003832**
5. **Reichardt, C., & Cook, T. D. (1979). Beyond qualitative versus quantitative methods. In T.D. Cook & C.S. Reichardt (Eds.), Qualitative and quantitative methods in evaluation research (pp. 7-17 ). Beverly Hills, CA: Sage.**
6. **Richardson, M. J., Marsh, K. L., & Schmidt, R. C. (2005). Effects of visual and verbal interaction on unintentional interpersonal coordination. Journal of Experimental Psychology: Human Perception and Performance, 31, 62–79.**
7. **Rizzolatti, G. & Sinigaglia, L., & Gallese, V. (2006). Mirrors in the Mind. Scientific American. 54-61. Serino, S., Pedroli, E., Keizer, A., Triberti, S., Dakanalis, A., Pallavicini, F., . . . Riva, G. (2015). Virtual Reality Body Swapping: A Tool for Modifying the Allocentric Memory of the Body. Cyberpsychology, Behavior, and Social Networking. doi:10.1089/cyber 2015.0229.**
8. **Sheets-Johnstone, M. (2011). Movement and mirror neurons: a challenging and choice conversation. Phenom Cogn Sci, 11. 385-401.**
9. **Steptoe, W., Steed, A., & Slater, M. (2013). Human tails: Ownership and control of extended humanoid avatars. Visualization and Computer Graphics, IEEE Transactions, 19(4), 583-590.**
10. **Won, A.S., Bailenson, J.N., Lee, J.D., Lanier, J. (2015). Homuncular Flexibility in Virtual Reality. Journal of ComputerMediated Communication, 20. 241-259.**
11. **Yee, N., & Bailenson, J. (2007). The Proteus Effect: The Effect of Transformed Self-Representation on Behavior. Human Communication Research, 33(3), 271-290. doi:10.1111/j.1468 2958.2007.00299.x**
12. **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(2), 285– 312.**
13. **Zuckerberg, M. (2014, March 25). Retrieved November 2, 2015 from** [**https://www.facebook.com/zuck/posts/10101319050523971s**](https://www.facebook.com/zuck/posts/10101319050523971s)
14. **Ahn, S. J., Bailenson, J., Nass, C. I., Reeves, B., & Wheeler, S. C. (2011). Embodied experiences in immersive virtual environments effects on pro-environmental attitude and behavior (Unpublished doctoral dissertation). Stanford University.**
15. **Ahn, S. J., Le, A. M., & Bailenson, J. (2013). The Effect of Embodied Experiences on Self-Other Merging, Attitude, and Helping Behavior. Media Psychology, 16(1), 7-38. doi:10.1080/15213269.2012.755877.**
16. **Aron, A., Aron, E.N., & Smollan, D. (1992). Inclusion of Other in the Self: Scale and the structure of interpersonal closeness. Journal of Personality and Social Psychology, 64(4). 596-612.**
17. **Aron, E. N., & Aron, A. (1997). Sensory-processing sensitivity and its relation to introversion and emotionality. Journal of Personality and Social Psychology, 73, 345-368.**
18. **Berenson, B. (1962). The central Italian painters of the Renaissance. In H. Kiel (Ed.), The Bernard Berenson treasury. New York: Simone and Schuster.**
19. **Bertrand, P., Gonzalez-Franco, D., Cherene, C., & Pointeau, A. (2015). 'The Machine to Be Another': Embodiment performance to promote empathy among individuals. Creative Commons AttributionNonCommercial-ShareAlike CC BY-NC-SA.**
20. **Biocca, F., & Levy, M. R. (1995). Communication Applications of Virtual Reality. In Communication in the age of virtual reality (pp. 127-157). Hillsdale, NJ: L. Erlbaum Associates.**
21. **Groom, V., Bailenson, J. N., & Nass, C. (2009). The influence of racial embodiment on racial bias in immersive virtual environments. Social Influence, 4(3), 231-248. doi:10.1080/15534510802643750**
22. **Kurzweil, R. (2003, February 16). Human Body Version 2.0. Retrieved October 03, 2015, from http://www.kurzweilai.net/humanbody-version-20**
23. **Lanier, J. (2006). Homuncular flexibility. Retrieved November 6, 2016 from https://www.edge.org/response-detail/11182 Edge Foundation, Inc., 2006.**