Publications

Latest update: 05/31/2025.

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Xu, K., Chen, Y., Li, J., Liao, T., & Chan-Olmsted, S. (2025). Tracked but not trapped: Negotiating body tracking technologies for embodiment and privacy protection in VR. *Computers in Human Behavior, 170,* 108706. PDF

Liao, T., Xu, K., & Spencer, B. (2025). Is it time for augmented reality theory? Identifying challenges and pathways for theoretical development. *Journal of Media Psychology, 37.* PDF

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Xu, K., & Shi, J. (2024). Visioning a two-level human-machine communication framework: Initiating conversations between explainable AI and communication. *Communication Theory, 34,* 216-229. PDF

Xu, K., Chen, X., Liu, F., & Huang, L. (2024). What did you hear and what did you see? Understanding the transparency of facial recognition and speech recognition systems during human-robot interaction. *New Media & Society.* Online First. PDF

Kim, J., Jin, X., Xu, K., Chen, X., & Yang, H. (2024). What do people say about Replika, an AI chatot, on social media? Investigating diverse perspectives on the implications of Replika through a topic modeling analysis. *The Social Science Journal.* pdf

Kim, J., Kelly, S., & Xu, K. (2024). Understanding the influence of student expectations of instructor immediate behaviors on AI-based education: The moderating role of social presence of AI instructors. *Communication Quarterly, 72,* 421-438. pdf

Xu, K. (2023). A mini imitation game: How individuals model social robots via behavioral outcomes and social roles. *Telematics & Informatics, 78,* 101950. PDF

Xu, K., Chen, M., & You, L. (2023). The hitchhiker's guide to a credible and socially present robot: Two meta-analyses of the power of social cues in human-robot interaction. *International Journal of Social Robotics.* PDF

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Xu, K., Chan-Olmsted, S., & Liu, F. (2022). Smart speakers require smart management: Two routes from user gratifications to privacy settings. *International Journal of Communication, 16,* 192-214. PDF

Xu, K., Chen, X., & Huang, L. (2022). Deep mind in social responses to technologies: A new approach to explaining the Computers are Social Actors phenomena. *Computers in Human Behavior, 134,* 107321. PDF

Kim, J., Merrill, K., Xu, K., & Kelly, S. (2022). Perceived credibility of an AI instructor in online education: The role of social presence and voice features. *Computers in Human Behavior, 136,* 107383. PDF

Kim, J., Merrill, K., Xu, K., & Sellnow, D. (2022). Embracing AI-based education: Perceived social presence of human teachers and expectations about machine teachers in online education. *Human-Machine Communication, 4,* 169-184. PDF

Kim, J., Xu, K., Merrill, K. (2022). Man vs machine: Human responses to an AI newscaster and the role of social presence. *The Social Science Journal.* PDF

Kim, J., Merrill, K., Xu, K., & Sellnow, D. (2021). I like my relational machine teacher: An AI instructor's communication styles and social presence in online education. *International Journal of Human-Computer Interaction.* PDF

Lombard, M., & Xu, K. (corresponding author) (2021). Social responses to media technologies: The Media are Social Actors paradigm. *Human-Machine Communication, 2,* 29-55. PDF

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Kim, J., Merrill, K., Xu, K., & Sellnow, D. (2020). My teacher is a machine: Understanding students' perception of AI teaching assistants in online education. *International Journal of Human-Computer Interaction, 36,* 1902-1911. PDF

Liao, T., & Xu, K. (2020). A process approach to understanding multiple open source innovation contests: Assessing the contest structures, execution, and participant responses in the Android Developer Challenges. *Information and Organization, 30.* PDF

Liao, T., Yang, H., Lee, S., Xu, K., & Bennett, S. (2020). Augmented criminality: How people process in-situ augmented reality crime information in relation to space/place. *Mobile Media & Communication, 8,* 360-378. PDF

Wu, Y., Mou, Y., Li, Z., & Xu, K. (2020). Investigating American and Chinese subjects' explicit and implicit perceptions of AI-generated artistic work. *Computers in Human Behavior, 104,* 106186. PDF

Xu, K. (2019). First encounter with robot Alpha: How individual differences interact with vocal and kinetic cues in users' social responses. *New Media & Society, 21,* 2522-2547. PDF

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Mou, Y., Shi, C., Shen, T., Xu, K. (2019). A systematic review of the personality of robot: Mapping its conceptualization, operationalization, contextualization, and effects. *International Journal of Human-Computer Interaction, 36,* 591-605. PDF

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Book Chapters:

Lombard, M., Xu, K., & Melissa, S. (2024). Future presence: Living with humanlike robots. In L. Fortunati & A. Edwards (Eds.), *De Gruyter handbook of robots in society and culture.* De Gruyter: Berlin.

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Cheon, S., Stanbury, A., Lam, J., Xu, K., Kang, H. (2025). Virtual tutors for science labs: Exploring the impact of GPT integration and 3D tutor avatars on student engagement and learning outcomes. ACM SIGCHI Conference on Computer-Supported Cooperative Work & Social Computing (CSCW).

Yerebakan, M. O., Hao, S., Xu, K., Gheisari, M., Jeelani, I., & Hu, B. (2021). Effect of illumination on human drone interaction tasks: An explorative study. Proceedings of the Human Factors and Ergonomics Society Annual Meeting, 65(1), 1485-1489. Sage.

Xu, K. (2018). Action speaks louder than words: A preliminary study of users' social responses to social robots' movements and voices. Proceedings of the 18th Conference of the International Society for Presence Research. ISBN: 978-0-9792217-6-7

Xu, K., & Lombard, M. (2018). Media are social actors: The role of social cues. Proceedings of the 18th Conference of the International Society for Presence Research. ISBN: 978-0-9792217-6-7

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