

Publications

Latest update: 05/31/2025.

Peer-Reviewed Journal Articles:

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

Shi, J., Xia, X., Zhuang, H., & Li, Z., & Xu, K. (2025). Empowering individuals to adopt artificial intelligence for health information seeking: A latent profile analysis among users in Hong Kong. *Social Science & Medicine*, 375, 118059. PDF

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 chatbot, 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

Kim, J., Merrill, K., Jin, X., Collins, C., & Xu, K. (2023). Trust, perceived usefulness, and intentions to adopt robotic health advisors for physical and relational health issues. *The Social Science Journal*. PDF

Kim, J., Merrill, K., Xu, K., & Collins, C. (2023). My health advisor is a robot: Understanding intentions to adopt a robotic health advisor. *International Journal of Human-Computer Interaction*. PDF

Liu, W., Xu, K., & Yao, M. (2023). Can you tell me about yourself? The impacts of chatbot names and communication contexts on users' willingness to self-disclose information in human-machine conversations. *Communication Research Reports*, 40, 122-133. PDF

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
- Xu, K., Liu, F., Mou, Y., Wu, Y., Zeng, J., & Schafer, M. (2020). Using machine learning to learn machines: A cross-cultural study of users' responses to machine-generated art works. *Journal of Broadcasting and Electronic Media*, 64, 566-591. PDF
- Xu, K. (2020). Language, modality, and mobile media use experiences: Social responses to smartphone cues in a task-oriented context. *Telematics and Informatics*, 48, 101344 PDF
- Xu, K., & Liao, T. (2020). Explicating cues: A typology for understanding emerging media technologies. *Journal of Computer-Mediated Communication*, 25, 32-43. PDF; Long Version
- 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
- Mou, Y., Xu, K., & Xia, K. (2019). Unpacking the black box: Examining the (de)gender categorization effect in human-machine communication. *Computers in Human Behavior*, 90, 380-387. PDF
- 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
- Xu, K. (2018). Painting Chinese mythology: Varying touches on the magazine covers of Time, The Economist, Der Spiegel, and China Today. *International Communication Gazette*, 80, 135-157. PDF
- Xu, K. (2018). Location speaks: Using GIS approach and Weibo check-in data to understand information communication in China. *China Media Research*, 14, 29-43. PDF
- Steiner, E., & Xu, K. (2018). Binge-watching motivates change: How the uses and gratifications of streaming video viewers are challenging traditional audience research. *Convergence: The International Journal of Research into New Media Technologies*, 26(1), 82-101. PDF

Xu, K., & Lombard, M. (2017). Persuasive computing: Feeling peer pressure from multiple computer agents. *Computers in Human Behavior*, 74, 152-162. PDF

Mou, Y. & Xu, K. (2017). The media inequality: Comparing the initial human-human and human-AI social interactions. *Computers in Human Behavior*, 72, 432-440. PDF

Xu, K., Lin, M., & Haridakis, P. (2015). Being addicted to Chinese Twitter: Exploring the roles of users' expected outcomes and deficient self-regulation in social network service addiction. *China Media Research*, 11(2), 1-16. PDF

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.

Xu, K., Liu, F., Chen, X., & Lombard, M. (2023). The Media are Social Actors paradigm and beyond: Theory, evidence, and future research. In S. Nah (Ed.), *Research handbook on artificial intelligence and communication*, pp. 337-354. Edward Elgar.

Xu, K., & Jeong, D. (2023). Social presence. In A. Guzman, R. McEwen, & S. Jones (Eds.), *The handbook of human-machine communication*, pp.287-293. Sage.

Lombard, M., Lee, S., Sun, W., Xu, K., & Yang, H. (2017). Presence theory. In P. Roessler, C. Hoffner, & L. Van-Zoonen (Eds.), *International encyclopedia of media effects*, pp. 1-13. Wiley-Blackwell. PDF

Mou, Y., Xu, K. (2017). Human-computer communication: An emerging communication realm. In B. Li., & Y., Mou. (Eds.), *Future media: Opportunities and challenges*, pp. 42-51. Shanghai: Shanghai Jiao Tong University Press.

Wallace, M., & Knobel, B. (2017). Heat and light: Advice for the next generation of journalists. (C. Hua, & K. Xu, Trans.). PRC: China Renmin University Press Co., LTD. Link to Douban

Conference Proceedings:

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

Lombard, M., Selverian, M., Steiner, E., Xu, K., & Yang, H. (2018). Implications of presence portrayals in popular culture: Challenges for the future of technology and humanity. Proceedings of the 18th Conference of the International Society for Presence Research. ISBN: 978-0-9792217-6-7

Liao, T., Yang, H., Lee, S., Xu, K., Feng, P., & Bennett, S. (2017). Augmented criminality: How mobile augmented reality crime overlays affect people's sense of place. *AoIR Selected Papers of Internet Research*, 6.