

Course Review



On the Internet, nobody knows you're a dog.

PSY 532: Psychological Effects of the Internet

Unit 1: Getting Started on the Internet

Name 9 technologies or past-times

- a) that were mentioned in from Professor Gernsbacher's lecture video, Adam Conover's video, Clive Thompson's articles, or Jason Feifer's article; AND
- b) that preceded the Internet; AND
- c) that are NOT CURRENTLY feared, but they WERE PREVIOUSLY feared; AND
- d) that were previously feared in a way similar to the way that many Internet-based technologies and past-times are currently feared.

Unit 2: Learning via the Internet

List five fundamental principles of learning on which Internet-based higher education capitalizes.

Unit 3: Educating via the Internet

List five challenges that college students face today and how Internet-based education can tackle each challenge.

Unit 5: Broadcasting via the Internet

Illustrate how the Internet can amplify communication by listing four instances when **mass** communication campaigns **were intended (and hoped)** to go viral.

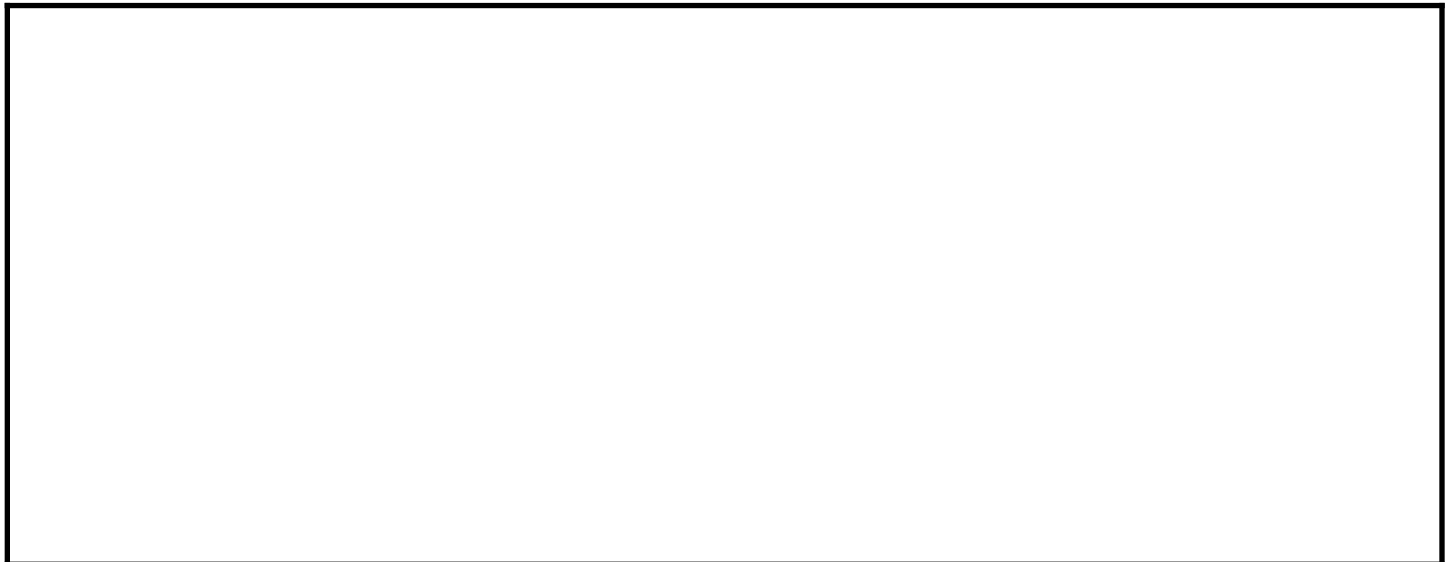
Illustrate how the Internet can amplify communication by listing four instances when **interpersonal** communication **was NOT intended to go viral**, but did go viral because of the Internet.

Unit 6: Socializing on the Internet

Explain what interpersonal attraction is and how similarity attraction might underlie the success of online dating sites.



Explain what interpersonal aggression is and how interpersonal aggression might underlie the phenomenon of online bullying and trolling.



Unit 7: Emotion and the Internet

Explain what emotional contagion is and how emotional contagion might spread through the Internet (e.g., Kramer et al.'s Facebook study).

--

Identify four reasons why there are so many photos, gifs, and videos of cats on the Internet and why Internet-users get so much emotional pleasure from watching and sharing photos, gifs, and videos of cats.

Unit 8: Motivation and the Internet

List six of Huiitt's (2011) sources of motivation and give one example each of how that source of motivation has affected your use of the Internet.

List five reasons why people binge watch (TV shows or movies).

Unit 9: Perception and Attention and the Internet

EXPLAIN

- how Psychology can inform good web design OR
- what CAPTCHAs are and how they work OR
- why #TheDress was seen as both white/gold and blue/black OR
- what virtual reality is OR
- the benefits of taking photos OR
- the benefits of e-Readers OR
- if we can identify photoshopped images on the Internet.

--

Identify four reasons why the Internet is unlikely to be changing our attention.

Unit 10: Decision Making on the Internet

List the three primary decision-making heuristics and give an example of how each applies to Internet use.

Unit 11: Development and Aging with the Internet

Identify two positive effects of Internet use on the cognitive, health, or psychological aspects of aging.

Identify two positive effects of Internet use on child development.

Unit 12: Personality on the Internet

Identify the five factors in the Big Five Factor Personality theory.

Explain what “proportion of variance explained” means and describe how little of the variance in Internet activities is explained by personality factors (such as the Big Five Personality factors).

--

List four famous selfies made prior to the Internet (and smartphones).

Unit 13: Clinical Psychology on the Internet

Briefly explain why psychiatrists (and media studies scholars) are unsure whether there is such a thing as Internet addiction.

Briefly describe what Cognitive-Behavioral Therapy is.

Does Internet-based Cognitive-Behavioral Therapy work as well as in-person administered Cognitive-Behavioral Therapy? _____ [yes or no]