WHAT IS CYBERPSYCHOLOGY AND WHAT ARE THE OPPORTUNITIES?

Dr Linda K. Kaye
Edge Hill University
Linda.kaye@edgehill.ac.uk
@LindaKKaye
WHAT IS CYBERPSYCHOLOGY?
TECHNOLOGY, EVERYWHERE!
Cyberpsychology is a scientific inter-disciplinary domain that focuses on the psychological phenomena which emerge as a result of the human interaction with digital technology, particularly the Internet (BPS, 2019)
Cyberpsychology is a scientific inter-disciplinary domain that focuses on the psychological phenomena which emerge as a result of the human interaction with digital technology, particularly the Internet.

Cyberpsychology exists to pursue and formalise a scientific understanding of the impact, dynamic processes and outcomes that democratised digital technologies have enabled in individuals, groups and the wider society.

By investigating issues around gaming, social media, virtual reality, online learning and virtual interest groups, we hope to raise (and answer) questions about the motivations, experiences, and effects surrounding the interactions between humanity and technology.

While statistical and theoretical research in this field is largely based around Internet usage, cyberpsychology also includes the study of the psychological ramifications of cyborgs, artificial intelligence, and virtual reality amongst other things.

Although some of these topics may appear to be the stuff of science fiction, they are quickly becoming science fact, as evidenced by the development of increasingly interdisciplinary approaches involving the fields of biology, engineering, and mathematics.

As the overlap between man and machine expands, the relevance of human-computer interaction (HCI) research will only increase. And, with the rising number of Internet and computer users around the world, it is evident that technology's effects on the human psyche will continue to significantly shape both our interactions with each other and our perceptions of the world that is literally "at our fingertips."

https://www.bps.org.uk/member-microsites/cyberpsychology-section
WHAT IS CYBERPSYCHOLOGY?

- Social media and social networking
- E-Health and well-being
- Smartphone use
- E-learning
- Problematic usage
- Digital gaming experiences/outcomes
- Cybersecurity
- Doing research online and using online data
- Online harms and risks
COURSES

Undergraduate Courses

BSc (Hons) Cyberpsychology- Bournemouth University, UK
BSc (Hons) Cyberpsychology- University of Central Lancashire, UK
Bachelors in Cyberpsychology and e-Health - University of Sydney, Australia
Bachelors in Cyberpsychology- New Jersey Institute of Technology, USA
BA Psychology and Computing- University College Cork, Ireland

Postgraduate Courses

MSc Cyberpsychology-Institute of Art, Design and Technology, Dun Laoghaire, Ireland
MSc Cyberpsychology- University of Wolverhampton, UK
MSc Cyberpsychology- Nottingham Trent University, UK
RESEARCH GROUPS

Cyberpsychology and Addictions Research Lab (CARL) (University of Tasmania)

International Association of CyberPsychology, Training, and Rehabilitation (iACToR)

Internet, health and clinical psychology research group (Linköping University, Sweden)

University of Bolton Computer and CyberPsychology Research Unit (UBCCRU) (University of Bolton, UK)

Cyberpsychology Research at the University of Wolverhampton (CRUW) (University of Wolverhampton, UK)

Cyberpsychology Research Group (University of Sydney, Australia)

Cyberpsychology Research Group (Nottingham Trent University, UK)

Cyberpsychology Research Group (University of South Wales, UK)

Interdisciplinary Research Team on Internet and Society (Masaryk University, Czech Republic)

Cyberpsychology Lab of the University of Quebec (University of Quebec, Canada)

Specialist Interest Group for Media, Art and Cyberpsychology (SIGMAC)

Psychology and Technology Research Group (DeMonfort University, UK)

Cyber and Interpersonal Behaviour Research (University of Buckingham)
Open consultation

Online Harms White Paper

Published 8 April 2019
Last updated 30 April 2019 — see all updates
From: Department for Digital, Culture, Media & Sport, Home Ofice, Jared MP, and The Rt Hon Jeremy Wright MP

Summary
The Online Harms White Paper sets out the government’s world-leading package of measures to keep UK users safer online.
This consultation closes at 11:59pm on 1 July 2019

Consultation description
The Online Harms White Paper sets out the government’s world-leading package of online safety measures that also support a thriving digital economy. This package comprises legislative measures and will make companies more responsible for the content on their platforms.

The Committee

Basic documents
Convention
OP on Sale of Children
OP on Children in Armed Conflict
OP on a communications procedure
Rules of procedure
Rules of procedure OPC
Working methods

The work of the Committee
Key documents related to reporting cycles
States parties reports

Committee on the Rights of the Child
Concept note for a General Comment on children’s rights in relation to the digital environment

Call for submissions
The Committee on the Rights of the Child will draft a General Comment on children’s rights in relation to the digital environment.

The Committee invites all interested parties to comment on the concept note of the General Comment. Submissions are welcome on all aspects of the concept note for the General Comment, with a particular focus on the following:

- The purpose and scope of the General Comment;
- The structure of the General Comment;
- General measures of implementation by State parties needed to realize children’s rights in relation to the digital environment;
- Views on the issues and questions raised in the concept note; and
- Suggestions for new issues for inclusion in the General Comment.

In particular, the Committee welcomes relevant research evidence, knowledge of the sector; findings from consultations with children; examples of laws, policies or programmes; or evidence of good practice that would contribute to the drafting process.

All submissions:
- Should be submitted in one of the official languages of the Committee - English, French or Spanish;
- Should be in one concise document focusing explicitly on the implications of the digital environment for the realization of children’s rights and must not exceed 6 pages;
SOME CONSIDERATIONS
PERSPECTIVES

Displacement hypothesis
Impersonal, substitutes meaningful relationships, reduces social capital

Stimulation hypothesis
Additional context for interactions, support, enhances connections
Internet engagement → Time with friends → Quality of relationships → Well-being

Stimulation hypothesis

Internet engagement → Time with friends → Quality of relationships → Well-being

Displacement hypothesis

More recent research has focused on ways to more specifically define how the “Internet” displaces versus stimulates relationships:

- The social internet (Nowland et al., 2018)
- Understanding network types and sizes (Brown et al. 2018)
- Active versus passive use (Ma, 2018)
Latent Profile Analysis established four categories/profiles of internet behaviour:

OPPORTUNITIES FOR “THE INTERNET” TO SUPPORT WELL-BEING
Health and well-being apps

Forums and discussion boards

Messaging systems

Community sites and pages

Social networking or social media

Social forms of gaming
FORMS OF SOCIAL SUPPORT
Social networking or social media

Health and well-being apps

Forums and discussion boards

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Social forms of gaming

Social networking or social media

Health and well-being apps

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Social forms of gaming
Online bonding capital

WhatsApp Use (Mins/day)

Support Motivations

Loneliness

Social Competence

Self-esteem

Psychological Well-being

Quality of relationships

Group identity

Model fit: $\chi^2 (8) = 9.14, p = .331, \chi^2/df = 1.14, \text{RMSEA} = .027, \text{CFI} = .997$

*** $p < .001$; ** $p < .01$; * $p < .05$
Understanding mediators of online chat engagement is important to explore the psychological outcomes

Online bonding capital appears to be particularly important

WhatsApp stimulates existing relationships, via bonding capital which has a knock-on positive impact on well-being

Differential impacts of support motivations- requires careful interrogation in moving forward
Social networking or social media

Health and well-being apps

Forums and discussion boards

Messaging systems

Community sites and pages

Social forms of gaming

Social networking or social media
CONSOLIDATION

“The internet” is a multidimensional and complex thing

Different internet-related activities are more “social” than others so are more likely to “stimulate” rather than “displace” social interactions

Some social internet activities seem to promote (or, at least be related to) aspects of positive well-being

Let’s be open-minded to “tech for good” when trying to understand how we use and are impacted by new technology and aspects of the internet!
WANT TO KNOW MORE?

Linda.kaye@edgehill.ac.uk

http://lindakkaye.wix.com/dr-linda-kaye

@LindaKKaye

https://osf.io/e8vjk/ (Open Science Framework)