Index

A
abuse, Internet (IA)
as addiction, 41–44
as self-medication, 45
cognitive behavioral model, 44–45
cognitive behavioral theory perspective, 53–54
definition, 33–34, 85–87
excessive Internet use, 33–34, 85
prevalence of, 34–36
Problematic Internet Use Questionnaire (PIUQ), 35–36
psychoanalytic perspective, 54–56
research, 36–37
the role of online interaction, 51–52
specific Internet abuse, 46–51
specific versus general, 36–37
as symptomatic of other disorders, 38–40
therapy, 56–60
and youth, 53
accessibility, 2, 14, 166, 200–201
acting out, 107–108, 115
addiction (see abuse)
ADHD, 43, 59
adult, Internet use, 32, 187, 189, 195
affordability, 2, 132, 166, 200–201
ambiguity, environment online, 6, 26, 118
anonymity
impact of, 4, 8, 52, 58, 134, 219, 233, 235
anxiety
in assessment, 131, 145
computer or Internet, 88, 141, 151–152, 277
in contact, 211–212
disorder, 38, 59
in face to face contact, 211, 222
and intergroup, 210–211
and Internet abuse, 35, 38, 53, 59
and online group, 229–230, 234
social, 52–54, 221, 229–230
and therapy, 106, 113–114, 120–122
Apple effect, 278
ASCII art, 106
assessment, psychological
traditional psychological assessment, 130–133
assessment center (AC), 146–150
online interview, 142–146
online-testing, 137–141, 277–278
problems in online assessment, 150–152
asynchronous (see communication)
attraction
in cyberspace interaction, 165–166
physical, 163–166, 176
to web site, 71
audio, 222
availability, 2
and sex information, 188–191
avatar, 48, 104
behavior
group behavior (see group)
human behavior in cyberspace, 5–9, 76, 92
online behavior, 4, 24, 133, 135–136, 245
selling and buying behavior, 5–6
social behavior, 53
blogging, 7, 83, 133, 279
boundaries
geography, 4, 174
in group, 111, 250
and privacy, 4
and therapy, 104, 124
bulletin board, 186
C
chat
adult chat, 187
hot chat, 186
group chat, 20, 149
as synchronous communication, 176
cheat, 129, 134
children
and flow, 84
and Internet abuse, 37–38, 43
cohesiveness, 228, 235, 258
communication
asynchronous, 103–105, 177–178
interpersonal communication, 1, 134
nonverbal communication, 145
synchronous, 103–105, 177–178
text communication, 105–107, 118, 212

© in this web service Cambridge University Press
www.cambridge.org
community
  virtual community (VC)/online community, 171–173
compulsive Internet use (see abuse)
computer-mediated communication (CMC), 103, 110
computer skills, 137, 141, 151
confidentiality, 16, 106–107, 142
connectivity, 16
contact hypothesis
  the contact hypothesis online, 212–213
  the contact process, 218–220
The Net Intergroup Contact (NIC), 213–215, 220–223
from NIC to F2F contact, 221–223
pre-contact process, 216–217
counseling (see cybertherapy)
cyberflirting (see sex)
cyberscience, 2–9
cybersex (see sex)
cybertherapy
  and abuse (see abuse)
activities and programs, 114–115
assessment, 115–116
one-on-one relationships, 117–118
online information, 116
Psychotherapeutic processes on the Internet, 102–103
theory
  automated and interpersonal therapy, 108–109
  Eliza, 108
clinical implications, 112–114
individual and group therapy, 110–112
group therapy (see group)
imaginary and realistic environments, 107–108
invisible and present dimension, 109–110
synchronous and asynchronous, 103–105
text and sensory aspects, 105–107
e-mail, 3, 105, 169, 270
  and interview, 142–144
  emoticons, 118, 171
  empowerment, 114
  entertainment, online, 48, 254
eQuest, 114–123
erotica, 37, 46
  eye-contact, lack, 135, 142
F
  Facebook, 40
  fantasy, 45, 48, 107, 112
feedback, 21–22
  group feedback, 112, 233, 235
  feedback questionnaires, 220–221
  flirting (see sex)
flow, 134–135
  and addiction, 85–87
  characters
  ictivity, 78–79
  presence, 77–78, 104–105, 120
  and cross-cultural studies, 87–92
  in diverse cyberspace related activities, 81–85
  GameFlow, 83
  mimetic flow, 86
  positive psychology, 70–74
  as psychological construct, 71–75
  forum, online (see discussion board)
friendship, 52, 118, 188
G
  gambling, online, 35
game
  GameFlow (see flow)
online game
  and adolescent, 49
  Massively Multiplayer Online Games (MMOGs), 48
  Massively Multiplayer Role-Playing Games (MMORPGs), 48–51, 85–86
  Multiple User Dungeons (MUD), 48, 89–91
gameplay, 173–176, 178–179
Google, 24, 251
  group
  the garden-variety social group, 232
  internal dynamics
  cohesion and influence, 235–236
  leaders, 237–238
  performance, 238–239
  status and power, 236–237
  members, 228–231
  newsgroup, 170–171
  organizational group, 231–232
Index

personality differences among members, 229–231
stigmatized group, 233
support group, 117, 233–235

H
hacking, 83, 87
hardware, 93, 104, 151
health care, 194–195
HIV/AIDS epidemic, 195–197
hyperpersonal, 21

I
identity
common identity group, 232
model of social identity, 233
online and offline, 56
and presence, 120–122
real and false, 26
imagination, 107–108
infidelity, 187
information accessibility, 1
health information, 193–195
information technologies, 81
personal information, 13–15
and therapy, 116
intergroup conflict (see contact hypothesis)
Internet Protocol (IP), 246
ISMHO, 115
instant message (IM), 143, 172

K
keyboarding techniques, 118

L
leadership, 230–231, 237–238
learning, online, 82, 271
loneliness, 39–40, 52–54
lurker, 248, 275–276

M
marketing, 81–82
methodology, online (see science, online)
motivation
and group, 228–229
intrinsic and extrinsic, 73–74, 249

N
negotiation (see e-gotiation)

O
online relationship
and place meeting, 164–165
online and offline, 165–168, 173–176
goals of online place and participants, 168–170
types, 170–171, 173
synchronous versus asynchronous, 177–178
and deception, 179–180

P
pathological Internet use (see abuse)
pedophilia, 188
Pew Internet Research, 2, 17
phishing, 8
place meeting (see online relationship)
pornography, 46–47, 188–192
Peggy’s Porn Guide, 191–192
positive psychology (see flow)
presence (see flow)
prevention, primary and secondary, 111
privacy
actual privacy and perceived privacy, 15
dimensions of privacy, 14–15
the importance of privacy, 15–16
legally, 13
measurement, 17–18
The Concern for Information Privacy
(CFIP) scale, 17
online privacy, 16–17, 24–25
privacy-trust behavioral intention model, 25
psychology, 13–14
problematic Internet use (see abuse)
pseudonym, 26
psychoanalysis, 3, 54–55, 112
punctuation marks, 106

R
reward, 43, 247
RSS, 7

S
science, Internet
dimensions, 269–271
history and types, 271–279
nonreactive Internet-based methods,
273–276
web-based tests, 137–141, 277–278
web experiments, 278–279
web surveys, 276–277
online publishing, 279–282
self-disclosure, 6, 213, 246–247
self-help program, 58, 116
sex
and adolescents, 195
cyberflirting, 186
cybersex, 186–187
addiction, 57
education, 193, 200–201
gay, lesbian, bisexual, and transgender
(GLBT), 201–202
health information, 193–200
sex (cont.)
online sexual activities (OSA), 47, 185–187
online sexual compulsives, 46, 187
synchronous and asynchronous, 177–178
telelildonics, 202
violence, 191–192
shopping, 78, 82, 166
shyness, 38, 230
site (see website)
Skype, 270
social environment, online, 5–7, 133–137
stigma
and sex, 193, 201
and therapy, 106
student (see adolescent)
suicidality, 136, 202
support
emotional support, 215, 234
group support (see group)
survey (see methodology)
synchronous (see communication)

T
teaching, 82, 271
technology
technological development, 1, 8, 16–17
test, psychological (see science)
therapy, online (see cybertherapy)
three-dimensional (3-D) social network
systems, 9
transitional space, 3, 55
transference, 107–108
trauma, 113, 142
troll, 231
true self, 134–135
trust
definition, 18–20
and the Internet, 20–22
measurement, 22–24

U
ubiquitous, 13, 16

V
video, 222
virtual community (see community)
virtual reality (VR)/virtual world, 49, 84, 105–106, 171–174, 177
Second Life, 173, 177
The SIMS, 173

W
website
personal webpage, 120
Semantic Web, 9
Wikipedia
contribution, 246–248
psychological explanations, 249–251
definition, 244–245
gratification, 253–255
interactivity, 258–260
as a knowledge-building community, 255–257
motivations, 249, 257–258
research, 245–246, 261–262
substitutes for economic payback, 251–253
Wireless Internet, 7
World Wide Web, 268, 288
writing, therapy, 106