

INDEX

Accountability, anonymity and, 349-51 Achievement in gaming, 199 Action-adventure games, 194-5 Action games, 194-5, 214-16 Activism online, 80-2 Adobe, 27 Adolescent development. See Child development Adventure games, 194-5 Ages of Empires (game), 194-5 Aggression overview, 3, 96-7 ambiguity, effect of, 100-3 (See also Ambiguity, effect on aggression) amplification, effect of, 117 anonymity, effect of, 103-7 (See also Anonymity) as catharsis, 112-13 causes of, 97 CMC and, 97 context collapse and, 119 cyberstalking as, 113-16 (See also Cyberstalking) frustration, effect of, 97-100 (See also Frustration, effect on aggression) as harassment, 117 as "letting off steam," 112-13 multimedia, effect of, 117

in online context, 116-17 permanence, effect of, 117 proximity, effect of, 116 reputation systems as strategy to reduce, 119-21 retaliation as, 107-11 (See also Retaliation) retweeting and, 117 strategies to reduce, 117-21 trolls and, 96-7 unfollowing as strategy to reduce, 118-19 unfriending as strategy to reduce, 118-19 unliking as strategy to reduce, 118-19 violence in gaming, effect of, 210-12 Agha-Soltan, Neda, 80-1 Agreeableness dating sites and, 152 gaming and, 200-2 impression formation and, 35-6, 41 prosocial behavior and, 167-8 Ahern, Pam, 158 "Alex and Joan" case, 185 Algorithms used by dating sites, 151-3 Alone Together (Turkle), 344 al-Qahtani, Mohammad, 81



> Altruism. See Prosocial behavior Amazon, 307 Ambiguity, effect on aggression, 100-3 overview, 100 flame wars and, 102-3 sarcasm, misinterpretation of, 100-2 American Academy of Pediatrics, 240 American Institute of Certified Public Accountants, 90 American Psychiatric Association, 339 American Red Cross, 187 Amplification, effect on aggression, 117 Anagram-Riddle Task, 216-17 Angry Birds (game), 196-7 Anonymity overview, 103-4, 116 accountability and, 349-51 advantages of, 349-50 aggression, effect on, 103-7 CMC and, 105 components of, 104-5 cyberbullying and, 252 disinhibition and, 103-4, 350 eye contact and, 105-7 invisibility, 104-5 "life-saving drug dilemma," 106 "Moon survival problem," 105 psychological dimensions, 16-17 toxic disinhibition and, 103-4, 350 trolls and, 111 unidentifiability, 104 videoconferencing and, 105-7 Anorexia, support groups for, 165 AOL (ISP), 37 Apple Computers, 16 Appropriation of likeness, 297 Arab Spring, 80 Aristotle, 57 Arlington National Cemetery, 354 Aronson, Elliott, 130 Arousal in gaming, 199

Asch, Solomon, 30, 41, 61-3 Ashley Madison (dating site), 144 Assassin's Creed (game), 194-5 Asynchronous discussion forums, 10-11 The Atlantic, 12 Attentional blink, 214 Attraction. See Interpersonal attraction Auctions, 333-5 Audience perception, 17 Authentication strategies, 314-15 Availability bias, 258 **Avatars** on dating sites, 147-8 Proteus effect and, 220-1

Bailenson, Jeremy, 220 Baker, David, 364 Bamman, David, 271-2 Bandwidth, "tragedy of the commons" and, 352 "Banner blindness," 98-9 Barker, Roger, 97-8 Bartle, Richard, 199-201 Batson, C. Daniel, 171-2 Bay Area Rapid Transit, 83 Behaviorism, 359 Bejeweled (game), 194-5, 217 Believe in Tomorrow Children's Foundation, 159 Bem Sex Role Inventory, 203-4 Berman, Joshua, 275 Berners-Lee, Tim, 360 "Big Brother," 317 "Big Data," 303 "Big Five" personality traits. See Personality traits; specific trait BlackBerry (smartphone) flash mobs and, 83 work-life balance and, 324-5 Blogs defined, 11-12 Blood pressure, gaming and, 212

368 **INDEX**

violence in gaming and, 212-13



Blue Ruin (film), 161

Cambridge University Press 978-1-107-07913-7 - The Psychology of the Internet: Second Edition Patricia Wallace Index More information

> BOINC project, 160, 181 Catharsis, aggression and, 112-13 Bookwork Adventure (game), 179 Censorship, group mobilization and, Bostrom, Nick, 361 Bouazizi, Mohamed, 80 Challenge in gaming, 199 Boundary theory, work-life balance Charity scams, 186-7 and, 323 Cheers (TV program), 330 Brainstorming, 89-91 Chemistry.com (dating site), 151 Brand, Stewart, 350 Chicago Manual of Style, 362 Child development Brandeis, Louis, 295-6, 316-17 overview, 4, 228-9, 258-9 BreakFree (mobile app), 337 Breathometer, 308 academic achievement and, 232-4 Brewer, Marilynn, 41-2 activities of children and Bronfenbrenner, Urie, 229 adolescents, 230-1 age inappropriate sites, 231 Bruckman, Amy, 275 Brunswik, Egon, 37 availability bias and, 258 child pornography, 256-8 (See also Buckels, Erin, 110 Budweiser, 28, 305 Child pornography) Bullying. See Cyberbullying cognitive development (See Burnout Paradise (game), 194-5 Cognitive development in Business models, privacy and, 303 children) Business Tycoon Online (game), 194-5 cyberbullying and (See Bystander effect Cyberbullying) experiments regarding, 168-70, ecology of human development generally, 229-30 online prosocial behavior and, exercise and, 245-6 "exergaming" and, 246 176-7 prosocial behavior generally, 168-70 friendship patterns and, 247-8 reversing, 177-9 gaming and, 237-40 identity development, 248-50 (See also Identity development in Cameras, surveillance and, 309-10 Candid Camera (TV program), 61 children) Candy Crush Saga (game) Internet use, 230 overview, 194-5 MOOCs, 235 as casual game, 194 multitasking and, 241-3 (See also child development and, 258 Multitasking) Cannes Film Festival, 161 music, 230 obesity and, 245-6 Carnegie Mellon University, 271-2

"Catfishing," 149-50

INDEX 369

online learning and, 234-6

physical development (See Physical

development in children)

photosharing, 230-1

predators, 257-8

Carr, Nicholas, 344

Castells, Manuel, 22

Casual games, 194-5

Catfish (documentary), 150

Carroll, Dave, 25



> Child development (cont.) strategy games and, 239 in pre-school children, 240-1 studies regarding, 236-9 task switching, 241-2 sexting, 254-6 (See also Sexting) sleep patterns and, 244-5 Cognitive dissonance, 109-10 social networks and, 248-50 Cognitive misers, 34 Columbia University, 169 socioemotional development (See Socioemotional development in Comcast (ISP), 37 Commission on Obscenity and children) task switching, 241-2 Pornography, 288 texting, 230-1 Common Sense Media, 231 Compatibility Matching System, 151 total media exposure, 230 Child pornography, 256-8 Competition predators and, 257-8 in gaming, 197, 199 prevalence of, 256 violence in gaming and, 212 Compulsive Internet use. See studies regarding, 257 Chuck (TV program), 22 Problematic Internet use Chuffed.org, 158 Computer-mediated communication City University of New York, 364 (CMC) Civilization (game), 194-5 aggression and, 97 Club Penguin (social network), 231, anonymity and, 105 group dynamics and, 58, 62, 86 CMC. See Computer-mediated hyperpersonal model of, 87 communication (CMC) Conformity CNN.com (news website), 329 overview, 61 Cognitive behavior therapy, Asch experiments, 61-2 problematic Internet use and, in online context, 62 336-7 reasons for, 62-3 Cognitive benefits of gaming, Conscientiousness 214-16 gaming and, 200-2 Cognitive development in children impression formation and, 35-6, overview, 230 38-9, 45 academic achievement and, 232-4 Conspiracies, 347 children generally, 231-2 Constitution (U.S.), privacy and, 296-7 gaming and, 237-40 Context collapse gender and, 239 aggression and, 119 MOOCs, 235 impression formation and, 45-7 multitasking and, 241-3 (See also privacy and, 312-13 Multitasking) social networks and, 45-7, 250-1, online learning and, 234-6 312-13 in pre-school children, 240-1 socioemotional development and, research regarding, 232-3, 240-3 250-1 serious games and, 239-40 Continuous reinforcement in spatial games and, 239 gaming, 205



> Cost-benefit analysis, prosocial Cyberstalking, 113-16 behavior and, 166 overview, 113-14 Costolo, Dick, 362 cyberbullying distinguished, 114 CougarLife.com (dating site), 144 defined, 113-14 as harassment, 113-16 Craigslist (resource) cyberstalking on, 115 offenders, 116 deception on, 149-50 physical stalking combined, 114-15 trust and, 353 stalking behaviors, 114-15 "Creeping," 142 statistics, 115 Criado-Perez, Caroline, 96 victims, 115 Criminal activity on Internet, 361 Criminal penalties for sexting, 255 Dabbs, James, 168-9 Critical thinking, encouraging, 355-6 Darknet, 9 Crowdfunding, 160-2 Dark web, 9 Crowdrise.com (crowdfunding site), 161 Darley, John, 170-2 Crowd science, 364 "Data stalker" economy, 361 Dating online. See Online dating Curtis, Pavel, 204 Cyberbullying DeBruine, Lisa, 175 anonymity and, 252 de Burca, Daniel (hoax), 356 cyberstalking distinguished, 116 Deep web, 8-9 disinhibition and, 252 Definition of Internet. 5-6 as harassment, 253 Deindividuation, 20-1, 76-7 identity development and, 250 Descartes' Cove (game), 224 narcissism and, 253 Desensitization in online context, 251-2 violence in gaming and, personality traits and, 253 212-14 violent pornography and, 288-9 prevalence of, 252-3 Development of Internet, 1-2 prevention strategies, 253 Diablo (game), 194-5 prosocial behavior and, 167 proximity and, 252 Diagnostic and Statistical Manual of retaliation and, 252 Mental Disorders (APA), 339 studies regarding, 252 Dibbell, Julian, 282 suicide and, 251-2 Digital assets, inheritance, 346 traditional bullying distinguished, Digital footprints, 249-50 251-2 Digital immigrants, 228 Digital manipulation, prosocial Cybersex, 284-5 demographics of, 284 behavior and, 187-8 effects of, 284 Digital natives, 228 gender and, 284 The Dish (blog), 12 as infidelity, 285 Disinhibition jealousy and, 285 anonymity and, 103-4, 350 research regarding, 284-5 cyberbullying and, 252 in Second Life, 284-5 identity development and, 250



> Disinhibition (cont.) **Email** support groups and, 163 defined. 9 toxic disinhibition (See Toxic impression formation, effect of email addresses on, 35-7 disinhibition) Disney (social network), 231 Emoji, 32 Dispersed forces, 347 Emoticons, impression formation Diversion in gaming, 199 using, 32-4 Dogster (social network), 12-13 Emotional benefits of gaming, 217-18 Domain names, effect on impression Emotional development in children. formation, 36-7 See Socioemotional development Donnerstein, Edward, 288-9 in children Do Some Good (mobile app), 181-2 Empowering Internet users, 21-3 End-user license agreements (EULAs), Downing, Gary, 276 Doxing, 297 Dr. Seuss's ABC (software), 240 **Entertainment Software Rating Board** Drug therapy, problematic Internet (ESRB), 197 use and, 337 Environment, effect on prosocial Duke Nukem (game), 213 behavior, 168 Dungeons and Dragons (game), 14, "Eraser buttons," 249-50 207 Erikson, Erik, 248 Dutton, William H., 6 **Escapism** Dyson, Esther, 347 in online gaming, 193, 200 problematic Internet use, related to, "Easter eggs," 343 eBay (auction site) ESRB (Entertainment Software Rating compulsive overuse and, 333-5 Board), 197 EULAs (End-user license agreements), reputation systems and, 363 trust and, 354 Economic effects of Internet, 360 Everquest (game), 194-5, 208-9 Evolutionary biology Education applications of gaming in, 221-2 interpersonal attraction and, 153 future trends in online education, prosocial behavior and, 166 Executive functions, 246 massive open online courses Exercise, physical development and, (MOOCs), 235, 362 245-6 Education Department (U.S.), 236 "Exergaming," 246 EEG, gaming and, 218 Extraversion eHarmony (dating site), 151 dating sites and, 152 Elder Scrolls (game), 194-5 gaming and, 200-2 Electronic brainstorming, 89-91 impression formation and, 35-6, Electronic Frontier Foundation, 362 38-9, 41-3, 45 Electronic Privacy Information prosocial behavior and, 167

372 **INDEX**

Center, 318, 362

Eye contact, anonymity and, 105-7



Facebook (social network)	Familiarity
overview, 12, 360	experiments regarding, 127-8, 133-4
aggression, strategies to reduce, 119	interpersonal attraction generally,
audience perception on, 17	127-8
child development and, 258	online interpersonal attraction and
children on, 231, 251	133-4
context collapse and, 46	Fantasy in gaming, 199
"creeping" on, 142	Farmville (game)
following, 135-6	overview, 194-5
gaming and, 194, 197	operant conditioning in, 206
gender and, 265-6	social interaction in, 197, 204-5
group norms on, 71	FatSecret (social network), 28-9
group polarization on, 78	"Fear of missing out" (FOMO), 332-3
identity development on,	Federal Bureau of Investigation, 187
249, 250	Federal Communications
impression formation on, 27-9,	Commission (U.S.), 346
37, 41	Federal Trade Commission (U.S.), 314
jealousy on, 140-1	Festinger, Leon, 109
liking on, 135-6	Fiddler on the Roof (film), 142
mutual liking on, 135	Filters
narcissism on, 48-53	pornography and, 257, 287, 357
number of friends on, 42-3	reputation systems and, 121,
personal websites distinguished,	353-4
40	Final Fantasy (game), 194-5, 203-4
photographs on, 42, 136	First generation Internet
privacy and, 301-2, 312-13	environments, 7
privacy breaches on, 294	Fiske, Susan, 34
problematic Internet use and,	Flame wars, 102-3
331-2	Flash mobs, 82-3
profiles on, 42-5, 137-8	Flickr (social network)
prosocial behavior on, 179-81,	overview, 12
184	children on, 231
rules of behavior on, 68	Flow
support groups on, 162	in online gaming, 217-18
surveillance and, 141-2, 306-7	problematic Internet use and,
unfriending on, 118-19	330, 331
violations of group norms, 70	fMRI. See Functional magnetic
Facial morphing, digital	resonance imaging (fMRI)
manipulation using, 188	Foldit (game)
Fahlman, Scott, 32	as crowd science, 364
Fairfield University, 278	FOMO ("Fear of missing out"), 332-3
Fake online reviews, 353-4	Foot-in-the-door phenomenon, 182
False light impression, 297	Forums, 10-11



> 4chan (forum) Galvanic skin response, gaming and, overview. 16-17 213 anonymity and, 350-1 #Gamergate, 203 gaming and, 203 Gamification Foursquare (social network), 46 education and, 221-2 Fourth Amendment, privacy and, evaluation of games, 223-4 296-7 health and, 222-3 Free speech, privacy and, 316-17 Gaming. See also specific game Freud, Sigmund, 47 overview, 3, 193 Friedman, Tom, 83, 85 achievement in, 199 Friendship patterns, socioemotional "achievers," 199-200 development and, 247-8 action-adventure games, 194-5 Frustration, effect on aggression, action games, 194-5, 214-16 97-100 adventure games, 194-5 advertisements, 98-9 agreeableness and, 200-2 customer service, 99 arousal in, 199 interruptions, 98 benefits generally, 214 lines, 98 blood pressure and, 212 Functional magnetic resonance casual games, 194-5 challenge in, 199 imaging (fMRI) gaming and, 218 child development and, 237-40 multitasking and, 243 cognitive benefits of, 214-16 problematic Internet use and, 335 cognitive development and, Fundraising 237-40 digital manipulation and, 188 competition in, 197, 199 as prosocial behavior, 160-2 complexity of, 196 conscientiousness and, 200-2 Funt, Allen, 61 Future of Humanity Institute, 361 continuous reinforcement in, 205 Future trends, 359-65 death of players in, 208-9 demographics of players, 198 overview, 5 criminal activity on Internet, 361 diversion in, 199 "crowd science," 364 education, applications in, 221-2 "data stalker" economy, 361 EEG and, 218 economic effects, 360 emotional benefits of, 217-18 in education, 362 "exergaming," 246 "explorers," 199-200 government intrusions into privacy, 361 extraversion and, 200-2 growth of problems, 360 fantasy in, 199 Internet of Things, 361-2 flow in, 217-18 "superintelligence," 360-1 fMRI and, 218 trolls, regarding, 362-3 galvanic skin response and, 213 wearable technology, 363 gender and, 202-3, 215-16, 239



> gender-swapping in, 203-4, 275 genres of, 194 harassment in, 203 health, applications in, 222-3 heart rate and, 212-13, 217 immersion in, 199 "killers," 199-201 military, applications in, 222 MMORPGs (See Massively multiplayer online role-playing games (MMORPGs)) motivation as benefit of, 216-17 motivations for, 198-200 MUDs (See Multi-user dimensions (MUDs)) neuroticism and, 200-1 openness to experience and, 200-2 operant conditioning in, 204-6 persistence as benefit of, 216-17 personality traits and, 200-2 problematic Internet use and, 329-31, 339 Proteus effect, 220-1 psychological dimensions of, 194-7 psychological effects generally, 210 psychological principles of game design, 204-6 rating of, 197 research regarding, 200-4, 216-21, 2.23 - 4rewards in, 207-8 role-playing games, 194-5 serious games, 221, 223-4, 239-40 sexual harassment in, 279, 281-2 shaping in, 205-6 simulations, 194-5 social benefits of, 218-19 social interaction in, 196-7, 199-200 "socializers," 199-200 spatial games, 239 strategy games, 194-5, 216, 239 superstitions in, 207

training, applications in, 221-2 unintended consequences of game design, 208-9 unwanted sexual attention in, 279 violence in, 210-14 (See also Violence in gaming) Garbage, privacy of, 297 Gates, Bill, 11 Gay.com (dating site), 277 GDSS (Group decision support software), 88 Gender overview, 4, 264, 289-90 behavioral differences, 265 brainstorming and, 269-70 cognitive development and, 239 "conversational floor," 270 cybersex and, 284 descriptions of, 265 differences between male and female generally, 264-5 future trends, 289-90 gaming and, 202-3, 215-16, 239 gendered language (See Gendered language) interaction styles and, 269-70, 272 - 3MMORPGs and, 203 online prosocial behavior and, personality traits and, 265 problematic Internet use and, 326 - 7prosocial behavior, effect on, 174, 183-4 social networks and, 265-6 stereotypes, 265 task-orientation and, 269-70 Gendered language overview, 266-7 adapting to majority and, 273-4

taxonomy, 194



> Gendered language (cont.) Google+ (social network), 50 automatic profiling by software, 271 Google (search engine) clues to gender in, 274 overview, 7-8, 303 in face-to-face settings, 267-8 censorship and, 81 gender-bending and, 274-5 child development and, 259 intensifiers in, 267-8 "Easter eggs" on, 343 justifiers in, 267-8 impression formation and, 37 privacy and, 297-8, 316 in online context, 271 power and, 268-9 problematic Internet use and, 337 studies regarding, 272-4 Gosling, Samuel D., 38 threats in, 268-9 Grand Theft Auto (game), 197, 210 Turing Game and, 275-6 "Great Chinese Firewall," 81 on Twitter, 271-2, 274 GreenSingles.com (dating site), 144 Gender harassment, 278-9 Grohol, John, 189 Group decision support software Gender-swapping in gaming, 203-4, 275 (GDSS), 88 General Electric, 307-8 Group dynamics Generation M2 study, 230, 237 overview, 3, 57 Genovese, Kitty, 168, 174, 176 CMC and, 58, 62, 86 Germany, social networks in, 13, 115 conformity (See Conformity) Gibson, William, 333-4 emergence of groups, 57-8 Gizmodo (blog), 12 group defined, 57-8 Global Assessment of Internet group mobilization (See Group Trolling, 110 mobilization) God of War II (game), 194-5 "groupness," 59-60 Goffman, Erving, 26, 28, 54 group norms (See Group norms) "Going viral" group polarization (See Group advertisements, 305 polarization) photographs, 299-300 in online context, 58-9 privacy and, 304-5 social identity and, 59-60 videos, 300 virtual work groups (See Virtual Goldberg, Ivan, 325 work groups) Golden, Emma, 142 zero-history virtual groups, 60 Golden Rule, 359 Group mobilization Good Samaritan experiment, 171-2 overview. 80 Google Glass (wearable technology) activism, 80-2 problems with, 363 censorship and, 81 time management and, 321 flash mobs, 82-3 Google Groups (forum), 10 micro-coordination, 81-2 Google Hangouts (social network) in online context, 80-2 "Easter eggs" on, 343 oppression and, 81 group dynamics on, 57 sustainability of, 81 support groups on, 162 Group moderators, 17



"Groupness," 59-60	HelpFromHome.org (volunteerism
Group norms	website), 181
overview, 63	Hemingway, Ernest, 267
harassment and, 70-1	Henri, le Chat Noir (meme), 313
"Leviathan," search for, 71-2	Here Comes Everybody (Shirky), 165
netiquette, 67-9	<i>Her</i> (film), 154
in online context, 64-6	Herring, Susan C., 272-3
rules of behavior, 67-9	Hiltz, Starr Roxanne, 31
Sherif experiments, 63-4	HIV/AIDS
sources of, 66-7	crowd science and, 364
violations of rules, 69-71	Internet as information resource,
Group polarization	283
overview, 72-3	support groups for, 184
echo chamber effect, 77-8	Hobbes, Thomas, 71
minimal groups, 72-3	Holt, Joe, 53
in online context, 75-7	Homan, Matt, 154
"risky shift" and, 73-5	Homer, 220
SIDE and, 76-7	House of Cards (TV program),
on Twitter, 78-9	194
Grumpy Cat (meme), 313	Huffington Post (blog), 12
Gudelnas, David, 278	Hughes, Thomas, 346
Gutenberg, Johannes, 364	Human development
<i>J. c</i>	child development generally (See
Halo (game), 194-5	Child development)
Hampton, Keith, 53	cognitive development in children
Harassment	(See Cognitive development in
aggression as, 117	children)
cyberbullying as, 253	ecology of, 229-30
cyberstalking as, 113-16	exosystems, 229
group norms and, 70-1	macrosystems, 229
in online gaming, 203	mesosystems, 229
sexual harassment (<i>See</i> Sexual	microsystems, 229
harassment)	physical development in children
strategies for opposing, 362	(See Physical development in
Hardin, Garrett, 351	children)
Harvard Law Journal, 295	socioemotional development in
Hate groups, guidance regarding, 357-8	children (<i>See</i> Socioemotional
Head Start, 240	development in children)
Health	technology and, 229-30
applications of gaming in, 222-3	Humor
support groups for, 162-6	experiments regarding, 128-9
Heart rate, gaming and, 212-13, 217	interpersonal attraction generally,
Heilbroner, Robert L., 22-3, 345-6	128-9
, , , , , , , , , , , , , , , , , , , ,	



Hurricane Katrina, charity scams	lowest common denominator
involving, 187	approach, 46
Hyperpersonal model	for multiple audiences, 45-7
of CMC, 87	narcissism (See Narcissism)
dating sites and, 149	neuroticism and, 35-6, 45
interpersonal attraction and, 140,	number of friends and, 42-3
154	openness to experience and, 35-6,
support groups and, 163	40-1, 45
virtual work groups and, 87	personality traits and, 35-6, 40-1
	on personal websites, 39-41
IBM, 361	photographs, using, 41-2
Icarus (mythological figure), 361	predictors, 45
Identifiability, anonymity and, 104	shortcuts in, 34-7
Identity development in children,	on social networks, 41
248-50	strategies for, 28-9
cyberbullying and, 250	theater analogy, 26
disinhibition and, 250	warmth, 30
identity achievement, 248-9	Indiana Jones and the Emperor's
identity diffusion, 248-9	Tomb (game), 223
identity foreclosure, 248-9	Infidelity, cybersex as, 285
identity moratorium, 248-9	Information literacy, encouraging,
self-disclosure and, 250	355-6
iFixit (resource), 160	Information Sciences Institute, 361-2
Immersion in gaming, 199	Ingroups
Impression formation	group polarization and, 72-3, 75-7
overview, 2-3, 25-6, 53-4	prosocial behavior and, 175
agreeableness and, 35-6, 41	as virtual work groups, 84-6
behavioral residues, 38-9	Instagram (social network)
challenges in, 27-8	overview, 12, 360
characteristics of friends and,	children on, 231
44	"creeping" on, 142
chilliness, 30-2	mutual liking on, 135
conscientiousness and, 35-6, 38-9,	privacy and, 302, 306
45	Instant messaging defined, 11
context collapse and, 45-7	Institute for Volunteering Research,
cues, 38, 45	181-2
domain names, effect of, 36-7	Institute of Neuroscience, 309
email addresses, effect of, 35-7	Interactive video defined, 15
emoticons, using, 32-4	"Internet addiction disorder," 325,
extraversion and, 35-6, 38-9, 41-3,	339-40
45	Internet Addiction Test, 327
lens model and, 37-9	Internet Corporation for Assigned
likeability, 30	Names and Numbers (ICANN), 37



> Internet "creeping," 142 InvisibleGirlfriend (virtual world), The Internet is Not the Answer (Keen). 154 360 iPads, 228 ISPs (Internet service providers) Internet of Things Internet connectivity and, 5-6 future trends, 361-2 privacy and, 307-8 "tragedy of the commons" and, 352 wearable technology and, 363 Ito, Joi, 218-19 Internet service providers (ISPs) Internet connectivity and, 5-6 Jarvis, Jeff, 364 "tragedy of the commons" and, 352 Jealousy "Internet shame insurance," 314 cybersex and, 285 Internet support groups. See Support experiments regarding, 140-1 groups on Facebook, 140-1 Interpersonal attraction interpersonal attraction and, 140-1 overview, 3, 124, 154 Jennings, Ken, 361 "creeping" and, 142 Jeopardy (TV program), 345, 361 dating sites (See Online dating) "Joan and Alex" case, 185 evolutionary biology and, 153 Johanssen, Scarlett, 154 familiarity and, 127-8, 133-4 Journalism humor and, 128-9 micro-journalism, 80 hyperpersonal model and, 140, 154 Twitter and, 66 intersection frequency, 133 jealousy and, 140-1 Keen, Andrew, 360 law of attraction, 128, 134-5 Keynes, John Maynard, 322 matching process, 131-2 Khan Academy, 234-5 MUDs and, 132 Kickstarter.com (crowdfunding site), mutual liking, 129-31, 135-6 161 in offline context, 124-5 Kiva.org, 161-2 olfactory cues and, 153 Kodak, 360 in online context, 132-3 Koko (gorilla), 1 online dating (See Online dating) **Korean Communications** photographs and, 136-7 Commission, 106-7 physical attractiveness and, Korenman, Joan, 59 125-7, 136-7 popularity and, 137-8 LambdaMOO (game) proximity and, 127-8, 133-4 gender-swapping in, 204 self-disclosure and, 138-40 problematic Internet use and, 329 similarity and, 128, 134-5 sexual harassment in, 281-2 surveillance and, 141-2 Language Intersection frequency, 133 gendered language (See Gendered Intrusion into privacy, 297 language) on Internet, 17-19 Invisibility, anonymity and, 104-5 InvisibleBoyfriend (virtual world), 154 Lanier, Jason, 363



> Latané, Bibb, 168-71 Machrone, Bill, 72 Law of attraction, 128, 134-5 Macy's Department Store, 82 LearnMem1 (game), 239-40 Madden Football (game), 194-5, 212 Legal action as privacy management Mailing lists, 10 strategy, 313-14 Manchester United (football team), Legends of Zelda (game), 194-5 Lens model, 37-9 Marathon (game), 246 overview, 37-8 Marble Madness (game), 237-8 behavioral residues, 38-9 Marcia, James, 248 cues, 38 Marx, Karl, 22, 345 Lewin, Kurt, 97-8 Mashable (blog), 12 LGBT issues Maslow, Abraham, 338 overview, 276 Massachusetts Institute of online strategies, 277-8 Technology, 78, 218-19, 344 Massively multiplayer online roleresearch regarding, 276-8 social networks and, 276-7 playing games (MMORPGs) Library of Congress, 72 overview, 14-15, 194-5 Life of Brian (film), 313 benefits of, 218-19 "Life-saving drug dilemma," 106 gender and, 203 Liking gender-swapping in, 275 on Facebook, 135-6 problematic Internet use and, 330-1 as reward, 358 rewards in, 208 Linden Labs, 15, 68 social interaction in, 196 Linguist (mailing list), 272-4 unwanted sexual attention in, 279 "Link campaigns," 356 Massive open online courses LinkedIn (social network) (MOOCs) cognitive development and, 235 overview, 12-13, 303 context collapse and, 46 future trends, 362 impression formation on, 27 Match.com (dating site), 147 personal websites distinguished, 40 Matching process, 131-2 profiles on, 43 Math Facts in a Flash (software), 233 work-life balance and, 322 Matrimonial News (newspaper), 144 Listservs, 10 Mayo Clinic, 355 Livingstone, Sonia, 249 MBTI (Myers Briggs Type Inventory), 31 "Long tail" effect, 143-4 McKinney, Bruce, 52-3 The Lord of the Rings (game), 194-5 McMurran, Mary, 338 McNealy, Scott, 294 "Lowest common denominator" approach, 46, 313 Measure for Measure (Shakespeare), Lyft (mobile app and car service), 16 284-5 Medali, Hilia, 336 Maasai Wilderness Conservation Medal of Honor (game), 215-16 Trust. 161 Media multitasking, 241-3

380 **INDEX**

Machiavellianism, trolls and, 110-11

Media richness theory, 19-20



> Merriam-Webster's Collegiate Multimedia, effect on aggression, 117 Dictionary, 254 Multiple identities as privacy Metadiscussions, nurturing online life management strategy, 313 using, 348-9 Multitasking cognitive development and, 241-3 Meyers, Seth, 182 Michigan State University, 43 distractions, effect of, 242 Microblogging, 13-14 fMRI and, 243 Micro-coordination on, 81-2 learning versus applied knowledge, Micro-journalism, citizens and, 80 243 Microloans, 161-2 music, effect of, 242-3 task switching and, 241-2 Microsoft Word (software), 32 Micro-volunteering, 181-2 Multi-user dimensions (MUDs) Military, applications of gaming in, overview, 14 222 interpersonal attraction and, 132 Miller, Paul, 321 motivations for playing, 199-200 Millie's Math House (software), 240 Munchausen syndrome, 185-6 Missouri University, 301 Mutual liking MLB Slugfest (game), 212 experiments regarding, 129-31 MMORPGs. See Massively multiplayer interpersonal attraction generally, online role-playing games 129-31 (MMORPGs) online interpersonal attraction and, Mobile apps defined, 15-16 135-6 Mobility, work-life balance and, 323-5 Mutual surveillance, 307 Mobilization. See Group mobilization MVP Baseball 2004 (game), 212 Monty Python, 313 Myers Briggs Type Inventory (MBTI), MOOCs (Massive open online MySpace (social network) courses) cognitive development and, 235 identity development on, 249 narcissism on, 50-2 future trends, 362 Myst (game), 194-5 Mood online prosocial behavior and, 179-81 Narcissism problematic Internet use, mood overview. 47 regulation and, 327-8 cyberbullying and, 253 prosocial behavior generally, dating sites and, 152 173-4 dimensions of, 47-8 "Moon survival problem," 105 on Facebook, 48-53 Mortal Kombat (game), 213 increase in, 49-50 Mosaic (browser), 7 in online context, 48-9 Mr. Bungle Affair, 281-2 promotion by online Mubarak, Hosni, 80 environments, 50-3 MUDs. See Multi-user dimensions prosocial behavior and, 167-8 (MUDs) studies regarding, 36



> Narcissistic Personality Inventory, 49, Odyssey (Homer), 220 OECD (Organization for Economic Narcissus (mythological figure), 47 Cooperation and Development), 232 National Enquirer, 356 National Security Agency, 4 OKCupid (dating site), 142 Negative outcomes, problematic Olfactory cues, interpersonal Internet use and, 327-8 attraction and, 153 Negroponte, Nicholas, 78 One Direction, 242 Netflix Online activism, 80-2 overview, 194 Online dating. See also specific site "tragedy of the commons" and, 352 overview, 142 Netiquette, 67-9, 359 access to, 145-6 Neuroticism agreeableness and, 152 avatars on, 147-8 dating sites and, 152 gaming and, 200-1 browsing, 145 impression formation and, 35-6, 45 "catfishing," 149-50 prosocial behavior and, 167 deception on, 149-50 New York City Marathon, 161 demographics of users, 142-3 NFL Blitz Football (game), 212 experiments regarding, 146-50 Nintendo Wii (game), 245-6 extraversion and, 152 NoiseTube (mobile app), 16 forums versus. 148-9 Norton, Edward, 161 hyperpersonal nature of, 149 Nurturing online life initiating contact on, 147-9 overview, 5, 343, 347-8 "long tail" effect, 143-4 matching algorithms and, 151-3 accountability, anonymity and, 349-51 narcissism and, 152 critical thinking, encouraging, neuroticism and, 152 355-6 offline dating distinguished, 144-5 guidance, providing, 356-8 personality traits and, 151-2 photographs on, 150 human factor, remembering, 359 information literacy, encouraging, profiles on, 145 355-6 proliferation of, 145-7 metadiscussions, using, 348-9 Online gaming. See Gaming "piling on," avoiding, 354-5 Online learning, 234-6 rewards, using, 358-9 Open Elm Project, 181 "shaming," avoiding, 354-5 Openness to experience "tragedy of the commons" and, gaming and, 200-2 351-2 impression formation and, 35-6, trust, 352-4 40-1, 45 Operant conditioning in gaming, 204-6 Obesity, physical development and, Oppression, group mobilization and,

> > 81

382 **INDEX**

Oculus Rift (virtual reality), 15



Orange is the New Black (TV program),

194 interpersonal attraction and, 136-7 privacy and, 296 Organisation for Economic Photoshop (software) Cooperation and Development (OECD), 232 deception using, 150 Orkut (social network), 13 impression formation using, 27 Orwell, George, 317 Physical attractiveness Outgroups experiments regarding, 125-6 group polarization and, 72-3, 75-7 interpersonal attraction generally, as virtual work groups, 84-6 Over-retaliation, 109-10 online interpersonal attraction and, Ownership of digital assets, 346 136-7 Oxford English Dictionary, 332 Physical development in children Oxford Institute for Internet Studies, 6 overview, 230, 244 exercise and, 245-6 Oxford University, 361 "exergaming" and, 246 obesity and, 245-6 Page, Larry, 8 The Palace (virtual world), 329-30, 338 sleep patterns and, 244-5 Pandora (music service), 152 studies regarding, 244-5 "Piling on," avoiding, 354-5 Passwords, 314-15 PC Magazine, 72 Pinball (game), 213 Peggle (game), 179 Pinterest (social network), 68 PerfectMatch (dating site), 152 PISA (Programme for International Permanence, effect on aggression, 117 Student Assessments), 232 Perry, Katy, 242 Plenty of Fish (dating site), 149 Polarization. See Group polarization Persona. See Impression formation Personality traits. See also specific trait **Popularity** cyberbullying and, 253 experiments regarding online, dating sites and, 151-2 137 - 8gaming and, 200-2 interpersonal attraction and, 137-8 gender and, 265 Pornography impression formation and, 35-6, overview, 286 child pornography, 256-8 (See also prosocial behavior, effect on, 167 Child pornography) Petville (game), 258 exposure of children to, 287 Pew Research Center, 4, 142-3, 246, filters and, 257, 287, 357 280, 317, 360 guidance regarding, 357 "Phishing," 312 inadvertent exposure to, 287-8 Phoenix, Joaquin, 154 legalization of, 286 Photographs in online context, 286 psychological aspects of, 286-7 on dating sites, 150 deception in, 150 research regarding, 286-9 "going viral," 299-300 violence in, 288-9

impression formation using, 41-2



> Predators, 257-8 paradox, 297 Pre-school children, cognitive passwords and, 314-15 photographs and, 296 development in, 240-1 predictions regarding, 317-18 Priming, prosocial behavior and, private facts, 297 Princeton Theological Seminary, 172 psychological aspects of, 298-9 "Prisoner's dilemma," 351 reasonable expectation of, 296-7 "right to be forgotten," 316-17, 362 Privacy overview, 4, 294 "right to be left alone," 295-6 appropriation of likeness, 297 security questions and, 314-15 authentication strategies, 314-15 social aspects of, 299 autonomy and, 298-9 social networks and, 312-13 "Big Data" and, 303 social steganography as business models and, 303 management strategy, 312-13 changing settings to protect, 314 studies regarding, 298-9, 301-2, context collapse and, 312-13 311-12 control and, 298, 300 surveillance (See Surveillance) disclosure, management of, 311-14 targeted marketing and, 303-4 doxing, 297 technical protections, 314-15 technology and, 305-6 experiments regarding, 301 false light impression, 297 teens and, 312-13 Fourth Amendment and, 296-7 two-factor authentication, 315 free speech and, 316-17 Privacy paradox, 300-3 future trends, 315-16 Private facts, privacy and, 297 of garbage, 297 Problematic Internet use "going viral" and, 304-5 overview, 4-5, 325 government intrusions, 361 alternative names, 339-40 historical background, 295 auctions and, 333-5 Internet of Things and, 307-8 causes generally, 335 "Internet shame insurance" and, changes in brain, correlation with, 335-6 intrusion into, 297 cognitive behavior therapy and, legal action as management 336-7 strategy, 313-14 compulsive use and, 327-8 legal background, 295-6 controversies concerning use of term "addiction," 339-40 legal definition, 296-8 "lowest common denominator" demographics of, 326-7 approach and, 313 diagnosis of, 325-7 management strategies generally, drug therapy and, 337 escapism and, 327-8 "fear of missing out" (FOMO) and, multiple identities as management strategy, 313 332 - 3in online context, 299-300 fMRI and, 335



> gaming and, 329-31, 339 gender and, 326-7 "growing out of," 337-8 "Internet addiction disorder," 325, 339-40 Internet Addiction Test, 327 Internet gaming disorder, 339 MMORPGs and, 330-1 mood regulation and, 327-8 MUDs and, 329 negative outcomes and, 327-8 as "newbie disease," 337-8 in online context, 325 pathology of, 339-40 prevalence of, 327-8 salience and, 327-8 screening questions, 325-6 social comfort and, 327-8 social networks and, 331-2 software and, 337 surveys regarding, 325-8 treatment centers, 336 treatment of, 336-7 withdrawal symptoms and, 327-8 Production blocking, 89 **Profiles** on dating sites, 145 multiple identities as privacy management strategy, 313 photographs in, 41-2, 150 virtual work groups, hidden profiles in, 84 Programme for International Student Assessments (PISA), 232 Progressive Insurance, 307 Prosocial behavior overview, 3, 158, 189 agreeableness and, 167-8 "Alex and Joan" case, 185 bystander effect and, 168-70, 176-7 (See also Bystander effect) charity scams and, 186-7

cyberbullying and, 167 deception involving, 185 digital manipulation and, 187-8 environment, effect of, 168 evolutionary biology and, 166 experiments regarding, 168-74, 179-81 extraversion and, 167 on Facebook, 179-81 faking illnesses and, 185-6 fundraising, 160-2 gender, effect of, 174, 183-4 Good Samaritan experiment, 171-2 ingroups and, 175 larger groups, reduced responsibility in, 170-1 microloans, 161-2 micro-volunteering, 181-2 mood, effect of, 173-4, 179-81 Munchausen Syndrome and, 185-6 narcissism and, 167-8 neuroticism and, 167 in online context, 158-9, 175-6 personality traits, effect of, 167 priming and, 172-3 reasons for, 166 similarity, effect of, 175, 184 situation, effect of, 168 slacktivism, 182-3 social norms and, 166 support groups, 162-6 (See also Support groups) surveillance, effect of, 309 time pressures and, 171-2, 181-2 toxic disinhibition versus, 158-9 virtual reality and, 188 volunteerism, 159-60 Protein folding, 364 Proteus effect, 220-1, 236

cost-benefit analysis and, 166

crowdfunding, 160-2



Proximity	Retweeting
aggression, effect on, 116	overview, 13
cyberbullying and, 252	aggression and, 117
experiments regarding, 133-4	impression formation and, 28
interpersonal attraction generally,	as reward, 358
127-8	Rewards
online interpersonal attraction and,	in gaming, 207-8
133-4	nurturing online life using, 358-9
trolls and, 111	"Rich get richer" hypothesis, 247
Psych Central (resource), 189	Rider University, 329
The Psychology of Addiction	"Right to be forgotten," 316-17, 362
(McMurran), 338	"Right to be left alone," 295-6
Psychopathy, trolls and, 110-11	Rise of the Shadow Specters (virtual world), 222
Railway Repair (game), 239	"Risky shift," 73-5
Ramm, Leandra, 113	Rodin, Judith, 169
Reader Rabbit (game), 228	Role-playing games, 194-5
Reasonable expectation of privacy,	Ronson, Jon, 354-5
296-7	Royal Game of Ur, 193
Reddit (forum)	Rutgers University, 53
overview, 11	
#Gamergate and, 203	Sadism, trolls and, 111
group dynamics on, 59-60	Salience, problematic Internet use
Re-Mission (game), 222-3	and, 327-8
Renren (social network), 13	Sarcasm, misinterpretation of,
"Replyallcalypse," 25-6	100-2
Reproaches, retaliation and, 108-9	Saturday Night Live (TV program),
Reputation systems	182
filters and, 121, 353-4	Saulnier, Jeremy, 161
metrics of, 119-20	Save Darfur Cause, 81
"shoot first and ask questions later"	Schmidt, Eric, 249, 316
approach, 120	Screening questions for problematic
as strategy to reduce aggression,	Internet use, 325-6
119-21	Search engines, 7-8
trolls and, 121, 363	Second Life (virtual world)
Retaliation, 107-11	overview, 15, 194-5, 236, 303
overview, 107-8	cybersex in, 284-5
cognitive dissonance and,	group norms in, 67
109-10	impression formation in, 28
cyberbullying and, 252	rules of behavior, 68
over-retaliation, 109-10	social interaction in, 196-7
reproaches and, 108-9	Security questions, 314-15
trolls and, 110-11 (See also Trolls)	Self-awareness, 17



Self-disclosure	"Shaming"
experiments regarding, 139	avoiding, 354-5
identity development and, 250	"slut shaming," 255
interpersonal attraction and,	Shaping in gaming, 205-6
138-40	Shaping online life. <i>See</i> Nurturing
Semantic web, 8	online life
Serious games, 221, 223-4,	Shea, Virginia, 68, 359
239-40	Sherif, Muzafer, 63-4, 66, 68
SETI@Home (website), 160	Shirky, Clay, 165
Sexting, 254-6	Short, John, 19
criminal penalties for, 255	Shulman, Nev, 150
defined, 254	SIDE (Social identity model of
prevalence of, 255	deindividuation), 20-1, 76-7
reasons for, 255-6	Silicon Snake Oil (Stoll), 343
risks of, 255	Silk Road (dark web site), 9
"slut shaming" and, 255	SimCity (virtual world), 194-5
Sexual coercion online, 279, 281-2	Similarity
Sexual harassment	experiments regarding, 134-5
overview, 278	interpersonal attraction generally,
effects of, 280	128
in gaming, 279, 281-2	online interpersonal attraction and,
gender harassment, 278-9	134-5
Mr. Bungle Affair, 281-2	online prosocial behavior and,
in online context, 278	184
research regarding, 279-81	prosocial behavior generally, 175
sexual coercion, 279, 281-2	The Sims (virtual world), 28, 194-5
unwanted sexual attention, 278-9	Skinner, B.F., 205-7
Sexuality	Skype (chat software)
overview, 4, 282, 289-90	as dating site, 148-9
cybersex, 284-5 (See also Cybersex)	surveillance of, 306-7
dating sites (See Online dating)	videoconferencing on, 105
future trends, 289-90	Skyrim (game), 194-5
health information and, 283	Slacktivism, 182-3
information resource, Internet as,	Sleep patterns, physical development
282-3	and, 244-5
LGBT issues (See LGBT issues)	"Slut shaming," 255
in online context, 282	Smartphones, work-life balance and,
online dating (See Online dating)	323-5
predators, 257-8	Smith, David, 284-5
sexting, 254-6 (See also Sexting)	Snapchat (social network)
sexual harassment (See Sexual	overview, 22
harassment)	children on, 231
Shakespeare, William, 284-5	group norms on, 72



> Snapchat (social network) (cont.) Sony, 294 identity development on, 250 South by Southwest, 360 impression formation on, 28 So You've Been Publicly Shamed privacy and, 314 (Ronson), 354 Snowden, Edward, 294, 318, 350 Space, Kelli, 161 Spacewar! (game), 194-6, 222 Social benefits of gaming, 218-19 Social compensation hypothesis, 247-8 Spatial games, 239 Social construction, 345-6 Spears, Russell, 75-7 Social identity model of Speeddate.com (dating site), 148 Stalking. See Cyberstalking deindividuation effects (SIDE), Stanford University, 8 20-1, 76-7 Social information processing theory, Starcraft (game), 194-5 20 StayFocused (software), 337 Social interaction Sterling, Bruce, 361 in gaming, 196-7, 199-200 Stickiness, 41 in MMORPGs, 196 Stoll, Clifford, 343 Social networks. See also specific Strategy games, 194-5, 216, 239 network Streisand, Barbra, 313-14 adolescents and, 248-50 Streisand effect, 313-14 children and, 248-50 Stroop Test, 281 context collapse and, 45-7, 250-1, StudiVZ (social network) 312-13 overview, 13 defined, 12-13 cyberstalking on, 115 gender and, 265-6 SugarSugar.com (dating site), 143-4 impression formation on, 41 Suler, John, 329, 338 privacy and, 312-13 Sullivan, Andrew, 12 problematic Internet use and, 331-2 Sun Microsystems, 222, 294 Social norms, prosocial behavior and, "Superintelligence," 360-1 166 Super Mario Brothers (game), 194-5, Social presence theory, 19 Social steganography as privacy Super Mario World (game), 246 management strategy, 312-13 Superstitions in gaming, 207 Socioemotional development in Support groups, 162-6 children advantages of, 163-4 overview, 230, 246 disadvantages of, 164 context collapse and, 250-1 disinhibition and, 163 cyberbullying and (See effectiveness of, 163-4 Cyberbullying) empowerment on, 165-6 friendship patterns and, 247-8 hyperpersonal nature of, 163 identity development, 248-50 research regarding, 163-4 (See also Identity development in for stigmatized afflictions, 164-5 children) writing, importance of, 164 studies regarding, 247-8 Surface web, 8



Surveillance	Tinder (dating site), 146
agents of, 306-7	TMZ (blog), 12
cameras and, 309-10	Tombs of the Unknowns, 354
consent to, 307	Tor
experiments regarding, 141-2	anonymity and, 350
by governments, 306-7	privacy and, 81, 315, 318
Internet of things and, 307-8	Touch, Joe, 361-2
mutual surveillance, 307	Tourette Syndrome, support groups
prosocial behavior, effect on, 309	for, 163
psychological effects of, 308-11	Toxic disinhibition
studies regarding, 309-10	anonymity and, 103-4, 350
"Swift trust," 91-2	eye contact and, 105-7
Synchronous chats defined, 11	prosocial behavior versus, 158-9
oj nemeno do endes demica, m	reduction of, 118
Tactical Ops (game), 218	"Tragedy of the commons" in online
Tajfel, Henri, 72-3	context, 351-2
Tallman, Glenna, 184	Training, applications of gaming in,
Targeted marketing, privacy and,	221-2
303-4	Transmission Control Protocol/
Task switching, 241-2	Internet Protocol (TCP/IP), 5
Tastebuds.fm (dating site), 144	TrekPassions.com (dating site), 144
Taxonomy, 6-7. See also specific term	"Trial by Twitter," 69-71, 344
Taylor, Shelley, 34	Trolls
TCP/IP (Transmission Control	aggression and, 96-7
Protocol/Internet Protocol), 5	anonymity and, 111
Technological determinism, 22–3,	future trends regarding, 362-3
344-7	ignoring, 358
Technological momentum, 346	Machiavellianism and, 110-11
Terrorism, 357-8	proximity and, 111
Tetra Madness (game), 213	psychopathy and, 110-11
Tetris (game), 215, 238-9	reputation systems and, 121, 363
Texas Holdem Poker (game), 194-5	retaliation and, 110-11
Texting defined, 14	sadism and, 111
Thomas, Rob, 161	Trust, nurturing of, 352-4
Tiller, George, 79	Turing, Alan, 275
Time management	Turing Game, gender and, 275-6
overview, 4-5, 321-2	Turkle, Sherry, 344
work-life balance and, 322 (See also	Turoff, Murray, 31
Work-life balance)	Twenge, Jean, 49-50, 52
Time pressures	Twitter (social network)
online prosocial behavior and,	overview, 13-14
181-2	aggression on, 96
prosocial behavior generally, 171-2	anonymity on, 16



> Twitter (social network) (cont.) child development and, 258 context collapse and, 46-7 gendered language on, 271-2, 274 group dynamics on, 57 group norms on, 65-6, 72 group polarization on, 78-9 impression formation on, 28 journalism and, 66 micro-coordination on, 81-2 narcissism on, 52 privacy and, 302 rules of behavior on, 68 "shaming" on, 354 surveillance of, 306-7 "trial by," 69-71, 344 trolls on, 362-3 violations of group norms, 70-1 Two-factor authentication, privacy and, 315

Uber (mobile app and car service) overview. 16 work-life balance and, 323 UGC (User-generated content), 7, 159 UK Children Go Online project, 249, 256 Uncharted (game), 194-5 Under, Darwyn, 130 Unfollowing as strategy to reduce aggression, 118-19 Unfriending as strategy to reduce aggression, 118-19 Unidentifiability, anonymity and, 104 United Airlines, 25 University of California at Berkeley, University of California at Los Angeles, 41-2

University of Southern California, 361-2 University of Washington, 364 University of Wisconsin, 288 Unwanted sexual attention, 278-9 Usenet (forum) overview, 10-11 group norms on, 72 violations of group norms, 70 User-generated content (UGC), 7, 159 Uses and gratifications theory, 21

The Verge (online magazine), 321, 362

Veronica Mars (TV program), 161

Videoconferencing

anonymity and, 105-7 interactive video, 15 Vine (social network) children on, 231 impression formation on, 28 privacy and, 306 Violence in gaming, 210-14 overview, 210 aggression, effect on, 210-12 arousal and, 212-13 competition and, 212 desensitization and, 212-14 research regarding, 210-14 Violent pornography, 288-9 Viral. See "Going viral" Virtual Battlespace 2 (game), 222 Virtual Events (virtual world), 236 Virtual reality defined, 15 digital manipulation and, 188 Oculus Rift, 15 Virtual work groups overview, 83 biased discussions in, 83-4

electronic brainstorming and,

and, 88

group decision support software

390 **INDEX**

University of Leipzig, 35 University of Minnesota, 125

University of Reading, 276



> hidden profiles in, 84 Wikipedia (resource) hyperpersonal model and, 87 overview. 8 ingroups, 84-6 critical thinking and, 355-6 minority opinions in, 87-9 prosocial behavior on, 183 outgroups, 84-6 volunteerism on, 159 production blocking and, 89 Wilde, Oscar, 87 status effects, 86-7 Williams, Robin, 59-60 "swift trust" in, 91-2 Withdrawal symptoms, problematic Virtual worlds defined, 14-15 Internet use and, 327-8 Visibility, anonymity and, 104-5 WMST-L (mailing list) VK (social network), 13 gendered language and, 272-4 Volunteerism group dynamics on, 59-60 rules of behavior, 68 micro-volunteering, 181-2 as prosocial behavior, 159-60 Words with Friends (game), 194-5 Work-life balance Volunteermatch.org, 159 overview, 322-3 Walther, Joseph B., 20, 43-4, 87, 133-4, boundary theory and, 323 management of boundaries, 323 140 Wanzer, Melissa Bekelja, 128 mobility and, 323-5 Warren, Samuel, 295-6, 316-17 smartphones and, 323-5 Watson (supercomputer), 361 time management generally, 322 work-life merger versus, 321-2 Wearable technology, 363 Web Junkie (documentary), 336 The World is Flat (Friedman), 83 Webkinz (social network), 231 World of Warcraft (game) Web 2.0 overview, 194-5, 210 complexity of, 196 overview, 7 gender and, 203 blogs and, 11 privacy and, 301 operant conditioning in, 206 search engines and, 8 personality traits and, 200-1 sharing and, 301 problematic Internet use and, trust and, 353 user-generated content (UGC), 7, Proteus effect and, 221 social benefits of, 218-19 WeChat (social network), 231 World Wide Web defined, 7-8 WELL (discussion group), 350 Wyatt, Nancy, 59 Werry, Christopher, 18 WhatsApp (social network) Yahoo! Answers (resource) children on, 231 as reputation system, 121 surveillance of, 306-7 volunteerism on, 159 Where in the World is Carmen Yahoo! Groups (forum) Sandiego (game), 221, 238 overview, 10 Who Wants to be a Millionaire bystander effect on, 176-7 group dynamics on, 58-9 (TV program), 63



Yahoo! Sports (forum), 329
Yee, Nick, 220
Yelp (social network)
fake reviews on, 353-4
as reputation system, 119-20
trust and, 353-4
Yik Yak (mobile app), 357
YM (magazine), 165
Young, Kimberly, 325-8, 337
Youth Internet Safety Surveys, 257
YouTube for Schools (social network), 259
YouTube (social network)
overview, 12, 303

children on, 231, 259 group norms on, 71-2 impression formation on, 37 profiles on, 43 surveillance of, 306-7 volunteerism on, 159-60

Zajonc, Robert, 127 Zero-history virtual groups, 60 Zimbardo, Philip, 104 Zooniverse.org, 160 Zoosk (dating site), 34 Zynga, 258