

Index

- Absolute threshold, 145–146
- Acetylcholine, 53
- Activity theory, 87–88
- ACT-R, 79, 82–83, 213
- Adaptive automation, 392
- Adaptive interfaces, 400
- Adaptive–Innovative, 277
- Addiction, 359–363, 443–444
- Adobe Connect, 340
- Advanced Research Projects Agency (ARPA), 29
- Advanced Visualization Studio, 419
- Adware, 488
- Aerial perspective, 138
- Affective computing, 306, 308, 375
- Affinity diagram, 222
- Affordance, perceived, 85
- Age, 265–267
- Agent-based learning, 472–473
- Aggressive behavior, 316, 448–452
- AI effect, 408
- AI winter, 396
- Altair 8800, 22
- Altruism, 316, 334–335
- Alzheimer’s disease, 424
- American Psychiatric Association (APA), 350
- American Psychological Association, 12
- American Sign Language (ASL), 231, 416, 420
- Americans with Disabilities Act (ADA), 414
- Amygdala, 56
- Amiotrophic lateral sclerosis (ALS), 421
- Analog sound, 140
- Analog systems, 61
- Analytical Machine, 23
- Analytic–Holistic, 276
- Android, 26
- Anonymity, 325–327
- Anonymous, 496
- Anthropomorphism, 305, 406–408
- Anthropomorphobia, 407
- Anxiety disorders, 355
- Apparency, 84–85
- Apple Computer, 28, 526
 - vs. Apple Corps, 452
- Apple I and II, 22
- Apple iPhone, 427
- Apple LISA, 28
- Apple Macintosh computer, 28
- Apple Records, 452
- Apple Universal Access, 415
- Apple Watch, 92, 301
- Application Programming Interface (API), 239
- Arousal level, 290–291
- ARPANET (Advanced Research Projects Agency Network), 26, 485, 487
- Artificial agents, 400–402
- Artificial creativity, 398
- Artificial intelligence, 387, 393–395, 523–524
 - advances and challenges in, 396
 - interacting with, 398–405
- Artificial intelligent agent, 303
- Artificial reality, 163
- Assistive technologies, 416
- Association theory, 207–209
- Associative learning, 234

- Assymetry, 84
- Asteroids game, 436
- Asynchronicity, 326
- Atari, 436
- Attitude formation, 316
- Attitudes, 329–331
- Attribution, 316, 328–329
- Attribution theory, 406
- Audition, 139–142
- Auditory impairments, 419–420
- Auditory perception, 142–143
- Auditory speech communication, 419
- Augmented cognition, 305, 402–405
- Augmented reality, 160, 163–166
 - applications, 171
 - sickness and disorientation, 170–171
 - user experience, 169–170
- AutoCAD, 237
- Automated therapists, 374–375
- Automation, 387–388
 - problems with, 390–392
 - stages and levels of, 389–391
 - trust in, 392–393
- Automation bias, 391
- Autonomic nervous system, 59
- Autonomous agent, 400
- Autonomy, 63–64
- Avatars, 324–325
- Axons, 50
- Babbage, Charles, 23
- Baby boomers, 266
- Backus, John, 25
- Baddeley, Alan, 186
- Baer, Ralph, 436
- Bard, Philip, 296
- BASIC, 228, 231, 233, 237
- Bayer color filter, 133, 135
- Behaviorism, 14–15, 17, 234
- Belief formation, 316, 329–331
- Bell curve, 260
- Bell Laboratories, 25, 26
- Bell’s Law, 517
- Bem Sex Role Inventory, 407
- Berners-Lee, Tim, 26
- Between subjects design, 107
- Bias (in experiments), 112–113
- Binary code, 23–25
- Binary logic, 23–25, 45–48
- Binet, Alfred, 259
- Binocular cues, 137
- Biometric markers, 485
- BIOS, 48
- Bipolar disorder, 354
- Bit, 47
- Bitier, Donald, 463
- Blended learning, 470–471
- Blind spot, 131
- Blind study, 113
- Blogs, 300, 317, 322, 327, 354
- Bluetooth, 490
- Body position, 303
- Boole, George, 23
- BOOLEAN algebra, 23
- Boot Sector Virus, 488
- Bots, 401, 514
- Braille, 416, 418
- Braille displays, 416, 417
- Brain, 54–58
- Brain pacemakers, 521–522
- Brain-computer interface (BCI), 422–424, 520
 - invasive, 521–522
- Brainstorming, 219–220
- British Empire, 234
- Browser Hijacker, 488
- Bulletin board systems, 317
- Bus, 42–44
- Bush, Vannemar, 28
- Bystander effect, 333–334
- Byte, 47
- C++, 175, 233, 237
- California Personality Inventory, 272
- Call of Duty*, 444
- Cannon, Walter, 296
- Cannon-Bard theory of emotion, 296
- CAPCHAS (Completely Automated Public Turing test to tell Computers and Humans Apart), 417
- Cathexis model, 303
- Cattell, James McKeen, 12
- CAVE Automatic Virtual Environment, 163
- Central nervous system, 54–58
- Central processing unit (CPU), 42, 45
 - instruction set, 47
 - signals to and from, 146–149
- Central route processing, 330
- Cerebellum, 55
- Cerebral cortex, 56–58
- Cerebral palsy (CP), 421
- Chaos Computer Club, 496
- Charge-coupled device (CCD), 130
- Chat rooms, 317, 331
- Chatbots, 401
- Chinese Room experiment, 395
- Chomsky, Naom, 233, 234
- Citrix Gotomeeting, 340

534 • *Index*

- Classical conditioning, 15–16
- Classifiers, 397
- Classrooms, electronic, 467–469
- Clinical psychology, 349
- Clone phishing, 490
- COBOL (Common Business-Oriented Language), 25
- Cochlea, 141
- CODASYL (Conference on Data Systems Languages), 25
- Coding, 64–65
- Cognitive abilities, 263
- Cognitive agents, 428
- Cognitive behavior therapy, 372
- Cognitive dissonance, 330
- Cognitive impairments, 424–425
 - interface design solution, 425
- Cognitive models, 78–79
- Cognitive neuroscience, 19
- Cognitive psychologists, 99
- Cognitive psychology, 18, 19
- Cognitive styles, 274–278
- Cognitive testing, 279
- Color blindness, 417
- Color constancy, 135
- Color vision, 133–135
- Colossus, 20
- Comerauer, Alain, 396
- Command line interfaces, 237
- Commodore PET, 22
- Communication, 331–332
- Compact disc (CD), 141
- Compatible Time-Sharing System (CTSS), 483
- Computational linguistics, 245
- Computer-aided personalized system of instruction (CAPSI), 463
- Computer anxiety, 363–364
- Computer-assisted instruction (CAI), 463
- Computer-based instruction (CBI), 463
- Computer–computer interaction (CCI), 232, 244
- Computer literacy, 39
- Computer-mediated therapy, 371–373
- Computer rage, 366–370, 454
- Computer scientists, 7–8, 14
- Computer self-efficacy, 268
- Computer-supported cooperative work (CSCW), 29, 339–340
- Computer vision, 397
- Computers, reducing size of, 517–518
- Concepts, 203–204
- Conceptual models, 79
- Confidentiality, 120
- Conformity, 316, 325–326
- Connectionist networks, 191
- Consciousness, 12, 15
- Consequential problems, 206
- Context-dependent memory, 192, 471
- Controlled vocabulary, 240, 245
- Controllers, 454
- Convenience sample, 101
- Convention on the Rights of Persons with Disabilities, 414
- Convergent–Divergent Thinkers, 277
- Convergent thinking, 220
- Cornea, 129
- Correlational methods, 102
- CP/M (control program/monitor), 26
- CPU. *See* Central processing unit (CPU)
- Creativity techniques, 219–224
- Creeper program, 487
- Crowdsourcing, 222–224
- CRTs (cathode-ray tubes), 128
- Cultural bias, 113
- Cultural differences, 270
- Cultural dimensions, 270
- Cumulative advantage, 515
- Cyber forensics, 493–497
- Cyber threat, 498
 - defensive behaviors, 499
- Cyberbullying, 316, 335
- Cybercrime, fear of, 498
- Cybergenic distress syndrome (CDS), 366
- Cybernetics, 8, 213
- Cyberphobia, 364
- Cyberpsychology, 7, 8–9, 28–29
 - research and development, 527–528
- Cybersecurity, 482–483
 - users and, 497–498
- Cybersecurity attacks, 488–491
- Cybersex, 354, 360
- Cyberspace, 317–318
- Cybersuicide, 354
- Cyberwar, 524–525
- Cyborg, 524
- Dance Central*, 444
- Darwin, Charles, 259
- Data glove, 168
- Data mining, 397, 514
- Datasheet, 102
- Debriefing, 120
- Deception, 120
- Declarative knowledge, 177–178
- Declarative languages, 237
- DEC-PDP, 21

- Deductive reasoning, 204–205
- Deep Blue, 396
- Deep structure of language, 233
- Demand characteristics, 113
- Dementia, 424
- Demographics, 265
- Dendrites, 50
- Dependent variables, 101
- Depression, 354
- Depth perception, 137–138
- Descriptive statistics, 102
- destructive behavior, 367–368
- Diagnostic and Statistical Manual of Mental Disorders* (Fifth Edition)(DSM-5), 350–353
- Diffusion of innovation theory, 91–92
- Digital camera imaging, 130, 133–134
- Digital convergence, 452–453, 464
- Digital dark ages, 511, 525–527
- Digital divide, 269, 526
- Digital media, 454
 - management of, 454
 - multitasking, 454–455
 - overexposure, 455
 - packaging, 453
- Digital systems, 61
- Digitalization, 526
- Digital-to-analog converter (DAC), 140
- Disappearing Computer project, The, 517
- Discussion boards, 317, 332
- Dissociative amnesia, 356
- Dissociative anonymity, 326
- Dissociative disorders, 356
- Dissociative identity disorder, 356–357
- Dissociative imagination, 327
- Distal stimulus, 127
- Distance education, 469–470
- Distributed denial-of-service (DDOS) attack, 491
- Divergent thinking, 221
- Dopamine, 53
- Double-blind study, 113
- Drive reduction theory, 288–290
- DSM-5. *See Diagnostic and Statistical Manual of Mental Disorders* (Fifth Edition)
- Dvorak keyboard, 150
- Dvorak, August, 150
- Dynamic function allocation, 392
- Ebbinghaus, Hermann, 19, 178–179, 180, 182, 183
- Echoic memory, 185
- EdgeWrite, 421
- Edison, Thomas, 464
- Education
 - application of multimedia materials, 464–465
- Educational software, 463–464
- Ego, 18
- Eidetic imagery, 184
- Elaborative rehearsal, 186, 191
- Electrocardiograph (ECG), 301
- Electroencephalography (EEG), 301, 422
- Electromagnetic energy, 128–129
- Electromagnetic imaging, 55
- Electromyography (EMG), 301
- Electronic Educational Environments, 465–471
- Electronic health records (EHR), 503
- Eliza program, 228–229, 230–231, 232, 350, 374, 401
- Email, 317, 322
- Email spoofing, 490
- Embedded Figures Test, 275
- Emoticons, 300
- Emotion, 294–296
 - machine expression of, 302–306
 - sensing of human, 299–305
 - theories of, 296–299
- Emotional intelligence, 295
- Emotional mouse, 301
- Empatica E4 wristband, 301
- Encoding specificity principle, 192
- Encryption, 64–65, 485–486
- End-User Agreements (EULAs), 500
- Endocrine system, 59–60
- Endorphins, 53
- Engelbart, Douglas, 29
- ENIAC (Electronic Numerical Integrator And Computer), 20
- Enigma machine, 485
- Entertainment, 452
- Episodic memory, 178, 426
- Esperanto, 232, 234
- Ethernet, 28
- Ethics in research, 119–120
- Ethnic differences, 270
- Ethiopoeia, 407
- Everyday Computing projects, 517
- Experimental methods, 102
- Experimenter bias, 112
- Expert diagnosis, 397
- Expert knowledge systems, 396, 398–399
- Expert reviews, 398–399
- Explicit memory, 177, 187
- Extrinsic motivation, 292
- Eye, 129

536 • Index

- Face recognition, 397
 Facebook, 315, 318, 319, 322, 338, 482, 503
 Facial expression, 303
 Familiar size, 138
 Fear of crime (FoC), 498
 Feature detectors, 132
 Feature theories, 203
 Feigenbaum, Joseph, 408
 Field Dependence–Independence, 275
 Figure–ground principle, 136
 File Infector Virus, 488
 Firmware, 237
 Fitbit, 301
 Fitts' law, 153–154, 155, 421
 Flipped classroom, 470
 Forgetting curves, 183
 FORTRAN, 25, 175, 233, 237, 241
 Forums, 317
 Free recall, 180–181
 Frequency theory, 142
 Freud, Sigmund, 18, 372
 Friendster, 338
 Frustration, 366–369
 Functional fixedness, 210
 Functionalism, 13
 Fundamental attribution error, 328

 Galton, Sir Francis, 259, 280
 Galvanic skin response (GSR), 301
 Game AI, 396, 397
 Game consoles, 436
 Gamebots, 401
 Games with rules, 437
 Games, psychology of, 436–438
 Ganglion cells, 130
 Gender differences, 268–269
 General Problem Solver, 213
 General somatic activity (GSA), 301
 Generalized anxiety disorder (GAD), 355
 Generation X, 266, 360
 Generation Y, 266
 Generation Z, 266
 Generative grammar, 245
 Gestalt completion test, 276
 Gestalt psychology, 16–18, 136, 209–211
 Gestalt theory, 191
 Gesture, 303
 Gesture input, 421
 Gesture recognition, 517
 G-Force, 419
 GOMS (Goals, Operators, Methods, and Selection rules), 79, 81–82
 Gonzalez, Albert, 494
 Good Samaritan, 334

 Google, 319
 Google Groups, 340
 Gordon, Glenn, 417
 Grammar, 233
Grand Theft Auto, 448
 Graphemes, 231
 Graphical user interfaces (GUIs), 28, 182, 244, 399, 417
 Group dynamics, 336–337
 Group Embedded Figures Test (GEFT), 275
 Group polarization, 337
 Group processes, 316, 335–340
 Group structure, 337–338
 Groupthink, 337

 Habit family hierarchy, 207–208
 Hackathons, 224
 Hackers, 492–493
 Hacking, 224, 490–494
 Hacking back, 504
 Hall, G. Stanley, 12
Halo 3, 444
 Halo effect, 321
 Handwriting recognition, 397
 Hard disk drive (HDD), 44
 Hardware, 19–22
 Harvard Mk I, 20
 Hawking, Stephen, 524
 HCI attribution error, 329
 HDTV rage, 454
 Head injury, 424
 Head-mounted displays (HMDs), 163, 164, 167–168
 Headsight HUD, 161
 Health information, 503
 Hearing loss, 419–420
 Height in field of view, 138
 Heilig, Morton, 161
 Help systems, 428
 Helping behavior, 316
 Henter-Joyce Corporation, 417
 Hering, Ewald, 135
 Hierarchical memory, 189
 Higinbotham, William, 435
 Hippocampus, 56
 Hollerith, Herman, 23
 Homeostasis, 63–64, 289
 Hopper, Grace, 25, 240
 HTC Vive, 160
 HTML. *See* Hypertext markup language (HTML)
 HTTP. *See* Hypertext transfer protocol (HTTP)
 HUD (head-up display), 161–162

- Human-computer interaction, 7–8
 - Generation 0, 27
 - Generation 1, 27–28
 - Generation 2, 28–29
 - Generation 3, 30
- Human-computer interface, 69–71, 520
 - areas of, 73
 - feedback loops, 74–75
 - flow of information, 71
 - input flow, 149–151
 - machine environments, 72
 - models, 75–80
 - output flow, 73–74
 - task environments, 71–72
 - user-task interaction models, 80–83
- Human-human interaction (HHI), 230
- Human-robot interaction (HRI), 405–406
- HyperCourseware, 468–469, 470
- Hypertext markup language (HTML), 27, 29, 237
- Hypertext transfer protocol (HTTP), 27
- Hypothalamus, 56
- Hypothesis, 100
- IBM, 20, 25, 26, 396
- IBM PC, 22
- IBM-360, 7, 21
- Iconic memory, 185
- Id, 18
- Ideomotor theory of action, 406
- Illuminance, 129
- Implants, 521
- Implicit memory, 177, 187
- Impression formation, 319–321
- Impression management, 322–324
- Incentive theory, 291–292
- Independent variables, 101
- Inductive reasoning, 205
- Information integration theory, 319
- Information Panopticon, 519–520
- Information processing sequence, 389
- Information Processing Techniques Office (IPTO), 29
- Information processing theory, 211–213
- Information search, 216–218
- Information search strategies, 216–218
- Informed consent, 116, 119
- Innovation, motivation for, 224
- Input devices, 149–151
- Instant Messenger, 401
- Instincts, 288–289
- Integrated platforms, 317
- Intel, 22
- Intel 8080 chip, 26, 42
- Intel Core i7, 42
- Intelligence (IQ), 258–263
- Intelligent interfaces, 399–400
- Interface characteristic models, 84–86
- Interface design models, 88–91
- Interface designers, 99
- Interface memory, 85
 - and undo-ability, 85–86
- Interface models, 80
- Interface object models, 76–77, 437, 453
- Interference, 192–193
- International Joint Conference on Artificial Intelligence, 524
- International Society for Mental Health Online, 371
- Internet, 5, 9–10, 26–27
 - use and personality, 274
- Internet addiction disorder, 359–363
- Internet gambling addiction, 363
- Internet of Things (IoT), 518–519
- Interneurons, 50, 56
- Interpersonal communication, 316
- Interposition, 138
- Intrado Beware®, 520
- Intrinsic motivation, 292
- Introspection, 12, 14–15
- Invisibility, 326
- iPod, 452, 453
- IQ. *See* Intelligence (IQ)
- Iris, 130
- iSonic, 418
- iTunes, 419, 452
- James, Jonathan, 494
- James, William, 184, 296, 406
- James-Lange theory of emotion, 296
- Java, 25, 233, 237
- JAWS (Job Access With Speech), 417
- Job Control Language (JCL), 237
- Jobs, Steve, 22, 28
- Joint Threat Research Intelligence Group (JTRIG), 497
- Just noticeable difference (jnd), 148
- Kernighan, Brian, 25, 26
- Keyboards, 150–151
 - alternative, 426–427
- Keystroke-level model (KLM), 82
- Kildall, Gary, 26
- Kinect, 406, 444
- Kinesthetic sense, 145, 149
- Kinesthetics, 58
- Kismet robot, 306, 405
- Kitty Genovese, 332

538 • *Index*

- K-J method, 221–222
- Klingon, 232
- Koffka, Kurt, 17
- Kohler, Wolfgang, 17
- Kurzweil, Ray, 523

- Lange, Carl, 296
- Language, 230
- Language translation, 397
- Languages
 - characteristics of, 231–232
 - structure of, 232–234
 - See also* Programming languages
- LANs. *See* Local area networks
- Laptops, 469
- Lateral thinking, 209, 221
- LaTeX, 237
- Layout appropriateness, 154
- Learned aggression, 448–449
- Learning curves, 182–183
- Lens, 129–130
- Levels of processing theory, 188–189
- Lewin, Kurt, 17
- Licklider, J. C. R., 29
- Life cycle model of design, 90
- Light, 128–130
- Lights out operations, 391
- Limbic system, 56
- Linear perspective, 138
- LinkedIn, 319, 338
- Linux, 26
- Liquid crystal display (LCD), 128
- Lisp, 396
- Listsers, 317
- Local area networks (LANs), 45
- Localization of function, 62
- Locked-in syndrome, 422–424
- Locus of control, 277, 360
- Logic, 45–48
- Logic circuits, 47
- Long-term memory, 187–188
 - organization of, 189–191, 203
- Loudness, 140
- Lovelace, Ada, 23
- LulzSec, 496
- Lurkers, 332

- Mac OS, 28, 244, 256
- Mac OS-X, 26, 193, 415, 526
- Machine consciousness, 15
- Machine habitation, 520–521
- Macro Virus, 488
- Macromedia Dreamweaver, 244
- Magnavox Odyssey console, 436

- Maintenance rehearsal, 185
- Malware, 486–488
- Manipulanda, 70
- Markup languages, 237
- Maslow, Abraham, 292, 512
- Maslow's hierarchy of needs, 292–293, 512
- Massively multiplayer online role-playing games (MMORPGs), 334, 363
- Massively multiplayer online world (MMOW), 166
- Massively online open courses (MOOCs), 470
- Matching Familiar Figures Test, 276
- MATLAB, 237, 241
- McCarthy, John, 393, 396
- McGreevy, Michael, 162
- McKinnon, Gary, 495
- Medulla, 55
- Memex device, 28
- Memory, 44
 - human vs. computer, 63
 - impaired, 424
 - verbal learning and, 178–182
- Memory aids, 425–426
- Memory storage, 184–188
- Mental blocks, 210
- Mental health information, 370–371
- Mental models, 77–78, 190, 453
- Mental retardation, 424
- Menu selection systems, 189
- Metacognition, 193
- Metamemory, 193
- Metaverse, 166
- Michigan Micro Mote (M³), 518
- Microcomputer chip, 47
- Microprocessor, 22
- Microsoft, 26, 28
- Microsoft Disk Operating System (MS-DOS), 26, 28, 237
- Microsoft Hololens, 160
- Microsoft Outlook, 334
- Microsoft Surface, 427
- Microsoft Windows, 28, 244, 256
- Microsoft Windows Vista, 193
- Microsoft Windows XP, 193
- Microsoft Word, 244
- Middle Ages, 234
- MIDI music, 452
- Miller, George A., 185
- Minicomputers, 21
- Minimization of status and authority, 327
- Minimum absolute threshold, 145
- MIT Media lab, 517
- Mitnick, Kevin David, 494
- MITS, 22

- MMORPGs. *See* Massively multiplayer online role-playing games (MMORPGs)
- MMOW. *See* Massively multiplayer online world (MMOW)
- Monocular cues, 138
- MOOCs. *See* Massively online open courses (MOOCs)
- Mood disorders, 353–354
- Mood tags, 300
- Moore's Law, 517, 525
- Morphemes, 233
- Morphological analysis, 220
- Motherboard, 40, 44
- Motion capture, 152–157
- Motion parallax, 138
- Motivation, 288–294
- Motor assistive systems, 416
- Motor contagion, 406
- Motor impairments, 421–422
- Motor mirror system, 406
- Motor movement, 127, 149
- Motor neurons, 50
- MP3 file, 140
- MUDs (multi-user dungeons), 317
- Multiple intelligences, 261–263
- Multiple sclerosis (MS), 421
- Multitasking, 63
- Muscular dystrophy (MD), 421
- Musk, Elon, 524
- MYCIN, 396
- Myspace, 313–314, 322, 338
- NASA, 162
- National Association of the Deaf (NAD), 420
- National differences, 270
- Natural language interaction (NLI), 244, 399
 human limitations, 245
- Natural language processing, 245–246, 397
 imperfect or irregular input, 247
 speech acts and plans, 247–248
 speech segmentation, 246
 syntactic ambiguity, 247
 text segmentation, 246
 word sense disambiguation, 246–247
- Natural language text generation (NLTG), 245
- NCSA Mosaic, 27
- Need for achievement (n-Ach), 293–294
- Need for closure, 277
- Nelson, Ted, 29
- Nervous system, 48–49, 522
- Neuron, 49–50
 state, 51–52
 structure, 50
- Neuroprosthetics, 522
- Neurotransmitters, 52–53
- New computing, 293, 511, 512
- New media, 464
- Newsbots, 401
- Nine-dot puzzle, 209
- Nintendo Entertainment System, 436
- No Child Left Behind Act (2002), 463
- NodeXL, 338
- Noise canceling, 419
- Nonrandom assignment, 112
- Nonverbal behavior, 302
- Norman, Donald, 28
- Object-oriented programming (OOP), 25
- Obsessive-compulsive disorders (OCD), 355–356, 426
- Oculus Rift, 160
- One button off error, 151
- One Laptop per Child Organization, 270
- Onion juice effect, 321
- Online chat, 317
- Online counseling, 371–373
- Online disinhibition, 326
- Online gaming addiction, 363
- Online health information, 370–371
- Online surveys, 278–279
- On-Line System (NLS), 29
- Online tests, 279
- Online trading, addiction to, 363
- Opcode, 25
- Operant conditioning, 443, 462
- Operating systems, 26, 28, 256
- Operationalization, 101
- Opponent process theory, 135
- Opponent process theory of emotion, 298–299
- Optic nerve, 130–131
- Pac-Man*, 439
- Paired associate learning, 179
- Palace, The, 324
- Palo Alto Research Center (PARC), 28
- Panic disorder, 355
- Panoptical theory, 519–520
- Parallel processing, 62–63
- Parasuicide, 354
- Parasympathetic nervous system, 298
- Parkinson's disease, 421
- Participant bias, 112–113
- Participatory design, 91
- Password sharing, 499
- Passwords, 175, 483–485, 500–503
- Pattern recognition, 397

540 • Index

- Pavlov, Ivan, 15–16, 178
 PDP-12, 7
 Peoplefinder.com, 319
 Perception, 126, 127
 impaired, 424
 Performance differences, 257–258
 experience and, 267
 gender and, 268–269
 personality factors, 270–274
 socioeconomic factors, 269
 Peripheral nervous system, 58–59
 Peripheral route processing, 330
 Peripherals, 44–45
 Perl, 241
 Person perception, 316, 318–325
 Personal assistants, 427–428
 Personal information, 503–504
 Personal information management systems (PIMs), 195–196
 Personal profiles, 322
 Personality, 270–274, 319
 Personality disorders, 357
 Personalized system of instruction (PSI), 462
 Persuasion, 330–331
 Pervasive computing, 516
 Phenomenological analysis, 127
 Phishing, 489–490
 Phobic disorders, 355
 Phone phishing, 490
 Phonemes, 231, 232
 coarticulation of, 246
 Phonological loop, 186
 Photographic memory, 184
 Photometry, 128
 Photoplethysmography, 301
 Photoreceptors, 130, 133
 Photosensors, 133
 Physical expression of emotion, 302–305
 Physiological measurements, 301
 Physiological need states, 289
 Pinterest, 503
 Pister, Kristopher, 518
 Pitch, 140
 Pixels, 130, 133
 PL/I, 6
 Place theory, 141
 Placebo control, 113
 Plasticity, 60–61
 PLATO (Programmed Logic for Automatic Teaching Operations), 463
 PlayStation, 436
 Pleasure principle, 18
 Pointing devices, 151–152, 168
 Polhemus 3Space Isotrack, 167
 Polygraph machines, 301
 Polymorphic Virus, 488
 Pong game, 436
 Pons, 55
 Population, 101, 106
 Post-traumatic stress disorder, 356
 Postwar generation, 266
 Poulsen, Kevin, 495
 Pragmatism, 14
 Pressey, Stanley, 461
 Primacy effect, 180
 Principle of mass action, 62
 Proactive interference, 192
 Problem parts, 205–206
 Problem solving
 by association, 207–209
 by process, 211–213
 by restructuring, 211
 classic stages of, 211
 creative, 218–219
 Problem-solving strategies
 breadth then depth, 215
 depth first, 215–216
 hill climbing, 216
 random trial and error, 214
 systematic trial and error, 215
 Problem space, 213
 Problem types, 206–207
 Procedural memory, 178
 Procedural models, 81–83
 Process models, 80–81
 Production system, 213
 Programmed learning, 462
 Programming, 23, 393
 and logic, 45–48
 Programming languages, 6, 25–26, 234–236
 command structure, 242
 functionality, 241
 names and abbreviations, 240–241
 types, 236–239. *See also individual names*
 Prolog, 396
 Proprioceptive feedback, 149
 Proprioceptive sense, 145, 472
 Pro-social behavior, 332–335
 Prosthetic limbs, automated, 422
 Proteus Effect, 325
 Prototype theories, 204
 Proximal stimulus, 127
 Pseudocode, 249
 Psycholinguistics, 231
 Psychological disorders, classification of,
 350–353
 Psychologists, 7
 Psychometrics, 256, 261, 299

- Psychophysical analysis, 128
- Psychophysical functions, 149
- Psychophysiological analysis, 128
- Psychotherapy, 371–373
 - automated, 374–375
- Pulse-code modulation (PCM), 140
- QDOS (quick and dirty operating system), 26
- Quantified self, 280, 519
- Questionnaire for User Interaction Satisfaction (QUIS), 116
- QWERTY, 150, 426
- Radiance, 128
- Ramón y Cajal, Santiago, 49
- Random access memory (RAM), 22, 44
- Read-only memory (ROM), 44
- Reasoning, 204–205
- Recall, 191–192
- Receiver-operating-characteristic curve (ROC curve), 147
- Recency effect, 180
- Recognition memory, 191
- Recognition tasks, 181–182
- Reddit, 334
- Reflectance, 129
- Reflective–Impulsive, 276
- Registers, 47
- Rehabilitation Act, 414, 429
- Rehearsal, 185–186, 191
- Relative size, 138
- Remote user testing, 119
- Representative sample, 102
- Research methods
 - controlled field experiments, 108
 - controlled laboratory experiments, 106–108
 - observational field studies, 108–109
 - survey and correlational studies, 110–112
- Reticular formation, 56
- Retina, 129–131, 133, 134
- Retrieval, 191–192
- Retroactive interference, 193
- Retrospective method, 116, 187
- Richey, Dennis, 25, 26
- Ripple effect, 85
- Robotic control, 398
- Robots, 405–406
- Rods and cones, 130–131, 134
- Roman Empire, 234
- Russell, Steve, 436
- Sample, 101
- Schedulebots, 401
- Schemas, 190–191
- Scherbius, Arthur, 485
- Schizophrenia, 353
- Scientific method
 - conceptualization of the problem, 100–101
 - conclusions, 105–106
 - data analysis, 102–105
 - data collection, 101–102
- Scientific revolutions, 35
- Screen readers, 416, 417
- Scripts, 190–191
- Searle, John, 395
- Second Life, 333, 359, 453
- Secure communications, 485–486
- Secure Sockets Layer (SSL) protocol, 486
- Self, 521
- Self-actualization, 292–293, 511, 512
- Self-driving cars, 392, 405
- Self-efficacy, 364
- Self-esteem, 330
- Self-help, 370
- Self-serving attribution bias, 328
- Semantic memory, 178
- Semantic networks, 190, 203
- Semantics, 233
- Sensation, 126, 127
- Sense making, 186
- Senses, 127–128
- Sensorama, 161
- Sensorimotor play, 436
- Sensory assistive systems, 416
- Sensory conflict theory, 170
- Sensory neurons, 50
- Sensory–motor interface, 127
- Serial list learning, 180
- Serial position effect, 180
- Serial processing, 62–63
- Shannon, Claude, 24, 396
- Shape constancy, 139
- Shneiderman, Ben, 28, 512
- Shopbots, 401
- Shortliffe, Ted, 396
- Short-term memory, 185–186
- Short-term sensory register, 184–185
- Signal detection theory, 146–149
- SignWriting, 420
- Similarity–attraction hypothesis, 407
- Size constancy, 139
- Skinner, B. F., 15, 178, 443, 462
- Skinner, Halcyon, 461
- Skype for Business, 340
- Smart dust, 518
- Smart Rooms project, 517

542 • Index

SmarterChild, 401
Smileys, 300
SNOBOL (string oriented symbolic language), 241
Snowden, Edward, 482, 497
SOAR, 79, 83, 213
Social computing, 315–316, 511, 513–516
Social cyberspace, 317
Social media addiction, 360
Social network, 513, 515
Social network analysis, 337
Social networking, 338
Social pressure, 316, 326
Social psychology, 316
Society for Computers in Psychology, 7
Socioeconomic differences, 269
Sociogram, 337
Software, 22
Software agents, 401–402
Software Development Kit (SDK), 168, 239
Solipsistic introjection, 327
Somatic nervous system, 59
Sonfication, 143
Sonification Sandbox, 418
Sony Morpheus, 160
Sony PlayStation 4, 168
Sound, 139
Sound localization, 142–143
Sound waves, 139–142
Space Invaders, 436
Spacewar!, 436
Spam filters, 490
Spanish Empire, 234
Spatial visualization ability, 263, 268, 278, 465
Spear phishing, 490
Speech act, 248
Speech recognition, 142, 397
Speed accuracy, 153–154
Spence, Kenneth, 15
Sperling, George, 185
Spinal column, 58
Spreading Activation Theory, 190
Spyware, 488
Stanford-Binet test, 259
State-action trees, 213, 215
State-dependent memory, 192
Steam, 168
Steep learning curve, 183
Stereo sound systems, 142
Stereograms, 137
Stereoscopic displays, 137
Stimulus-response compatibility, 154–155
Stockbot, 401
Strategic planning, 397
Stroke, 424
Strong AI, 395, 408, 523
Structuralism, 12, 13, 17
Structured Query Language (SQL), 237, 241, 245
Suicide, 354
Super NES, 436
Super-AI, 523–524
Superego, 18
Superintelligence, 523
Surface structure of language, 233
Surround sound systems, 142
Sutherland, Ivan, 161
Symbiotic models, 86
Symbolic play, 437
Sympathetic nervous system, 63, 298
Synapse, 52–53
Synaptic cleft, 52
Synchronicity, 318
Synectics, 220–221
Synesthesia, 419
Syntactic rules, 233
System models, 78
Task administrator, 116
TeaMpoison, 496
Technological singularity, 511, 523
Technophobia, 355
Technostress, 369–370
Telecommunication relay services (TRS), 414
Teletypewriter (TTY), 414
Tempest Attacks, 491
Tennis for Two game, 435
Tetris, 439, 441
Texture gradients, 138
Thalamus, 56
Theory of mind, 406
Think aloud method, 116
Thinking, 203
Thomas, Bob, 487
Thorndike, Edward L., 15, 207
Three-dimensional (3-D) images, 137
Three-dimensional (3-D) tactile displays, 418
Tic-Tac-Toe, 441
Timbre, 140
Time Bomb, 488
Titchner, Edward, 12
Touch, 143–145
Touch screen, 152, 427
Touchpad, 151
Tower of Hanoi problem, 213
Transfer of training, 192–193, 447–452
Transistor, 20

- Transparency, 504
- Trichromatic theory, 134
- Trivial problems, 206
- Trojan horse, 487, 488
- Turing test, 394–395
- Twitter, 482
- Two-dimensional (2-D) images, 137
- Two-factor authentication (2FA), 484
- Two-factor theory of emotion, 296–298
- US Department of Education, 463
- Ubiquitous computing, 511, 516–517, 529
- Ultimate Display VR system, 161
- Ultra-AI, 408, 523–524
- Uncanny valley hypothesis, 407
- Unconscious processes, 18
- Unimate robot, 405
- Unity, 168
- UNIVAC 1100 Series, 21
- Universal grammar, 234
- UNIX, 26, 237, 256, 483, 526
- Unreal Engine 4, 168
- Usability labs, 117–119
- Usability testing, 114–115
- USB, 45
- User-centered design, 28, 79, 90, 256
- User community, 99
- User testing methods, 115–117
- Van Eck phreaking, 491
- Verbal behavior, 299–301
- Verbal comprehension, 263
- Verbal learning, 178–182
- Verbal protocols, 212
- Verbalizer, 277
- Vestibular sense, 145
- Video game controllers, 445–446
- Video games, 434–435
 - addiction to, 443–444
 - attraction to, 442–444
 - complexity, 439
 - educational, 473–475
 - genres, 438–439
 - graphics, 439
 - history of, 435–436
 - immersive factors, 444
 - knowledge and skills gained from, 448
 - ludology, 439–441
 - narratology, 441–442
 - simulation, 442
 - skills, 444–445
 - social involvement, 439
 - violence and aggressive behavior, 448–452
- Videoconferencing, 317
- Virtual communities, 338–339
- Virtual environment (VE) technology, 166–168
- Virtual environments, 163–166, 317
- Virtual reality, 160–162
 - applications, 169–170, 171
 - education and, 471–472
 - interactions, 168–169
 - sickness and disorientation, 170–171, 472
 - training, 471–472
- Virtual Reality Modeling Language (VRML), 168
- Virtual reality therapy, 373–374
- Virtual Visual Environment Display (VIVED), 162
- Virtual world (VW), 166
- Virtuosos, 332
- Viruses, 486–488
- Viscosity, 84
- Vision, 128–135
- Visual cortex, 58, 131–133
- Visual crossover, 131
- Visual display technologies, 128
- Visual illusions, 139
- Visual impairments, 416–418
- Visual perception, 136–139
- Visual programming language (VPL), 243–244
- Visualizers, 277, 419
- Visuospatial memory, 186
- VLSI (very large-scale integration) microchip, 22
- von Békésy, Georg, 141
- von Neumann, John, 187
- WAN. *See* Wide area networks (WANs)
- Waterfall model, 88
- Watson answering system, 396
- Watson, John, 14–15
- Wavelengths, 128
- Weak AI, 395, 396, 398, 408
- Web design tools, 244
- Web Scripting Virus, 488
- Weber-Fechner Law, 148
- Weiser, Mark, 516
- Weizenbaum, Joseph, 230, 350
- Wertheimer, Max, 16–18
- Whaling, 490
- Wheelchair, 422
- Wide area networks (WAN), 45
- Widgets, 77
- Wiener, Norbert, 8

544 • *Index*

- Wikibooks, 334
Wikipedia, 332, 334
Wikis, 317
Wilkes, Maurice, 25
WIMP, 28
Windows Media Player, 419
Within-subject design, 107
Wizards, 387, 400
Word processors, 244
Working memory, 186–187
World of Warcraft, 359, 439
World Wide Web, 9, 26, 45
Worms, 488
- Wozniak, Steve, 22
Wundt, Wilhelm, 12–13

X3D, 168
Xanadu, 29
Xbox, 436
Xbox Kinect, 168
Xerox, 28
XKEYSCORE program, 503

Yerkes-Dodson law, 290

Zuboff, Shoshana, 519