

Contents

Biographical Notes	x
Preface	xviii
Acknowledgments	xx
Part I Theoretical Overviews	I
1. Interpersonal and Hyperpersonal Dimensions of Computer-Mediated Communication	3
<i>Joseph B. Walther, Brandon Van Der Heide, Artemio Ramirez, Jr., Judee K. Burgoon, and Jorge Peña</i>	
2. Group Identity, Social Influence, and Collective Action Online: Extensions and Applications of the SIDE Model	23
<i>Russell Spears and Tom Postmes</i>	
3. Toward a Theory of Interactive Media Effects (TIME): Four Models for Explaining How Interface Features Affect User Psychology	47
<i>S. Shyam Sundar, Haiyan Jia, T. Franklin Waddell, and Yan Huang</i>	
Part II Source Orientation: Avatars, Agents and Androids	87
4. Examining Perception and Identification in Avatar-mediated Interaction	89
<i>Kristine L. Nowak</i>	
5. Effects of Visual Cues on Social Perceptions and Self-Categorization in Computer-Mediated Communication	115
<i>Eun-Ju Lee and Soo Youn Oh</i>	
6. Social Effects of Virtual and Robot Companions	137
<i>Nicole C. Krämer, Astrid M. Rosenthal-von der Pütten, and Laura Hoffmann</i>	

7. Telepresence and Apparent Agency in Human–Robot Interaction 160
Leila Takayama
8. Psychological Aspects of Technology Interacting with Humans 176
Johan F. Hoorn
- Part III Technological Affordances and Social Interaction 203**
9. Social Network Site Affordances and Their Relationship to Social Capital Processes 205
Nicole B. Ellison and Jessica Vitak
10. The Social Psychology of Mobile Communication 228
Kathleen M. Cumiskey and Rich Ling
11. Real or Ersatz? Determinants of Benefits and Costs of Online Social Interactions 247
Melanie C. Green and Jenna L. Clark
12. Deception with Technology 270
Jeffrey T. Hancock and Jamie Guillory
13. Immersive Virtual Environments and the Classrooms of Tomorrow 290
Cody O. Karutz and Jeremy N. Bailenson
- Part IV Adoption, Use and Abuse of Communication Technologies 311**
14. The Psychology of the Diffusion and Acceptance of Technology 313
Arun Vishwanath
15. Adolescent Development and Psychological Mechanisms in Interactive Media Use 332
Elly A. Konijn, Jolanda Veldhuis, Xanthe S. Plaisier, Marloes Spekman, and Anouk den Hamer
16. The Psychology of Interactive Media Habits 365
Robert LaRose
17. Online Addictions: Gambling, Video Gaming, and Social Networking 384
Mark D. Griffiths and Daria J. Kuss
- Part V Exposure, Experience and Evaluations of Digital Media 405**
18. Selective Exposure in the Communication Technology Context 407
Silvia Knobloch-Westerwick, Axel Westerwick, and Benjamin K. Johnson
19. Affording Control: How Customization, Interactivity, and Navigability Affect Psychological Responses to Technology 425
Sriram "Sri" Kalyanaraman and Bartosz W. Wojdowski

20. Psychological Approaches to Credibility Assessment Online <i>Miriam J. Metzger and Andrew J. Flanagin</i>	445
Part VI Good Technology for Better Health	467
21. Trust and Engagement in Online Health: A Timeline Approach <i>Elizabeth Sillence and Pam Briggs</i>	469
22. Computer-Mediated Support for Health Outcomes: Psychological Influences on Support Processes <i>Kevin B. Wright</i>	488
23. Using Digital Games to Promote Health Behavior Change <i>Debra A. Lieberman</i>	507
24. Leveraging Psychology of Virtual Body for Health and Wellness <i>Giuseppe Riva, Antonios Dakanalis, and Fabrizia Mantovani</i>	528
25. Treating Emotional Problems with Virtual and Augmented Reality <i>Rosa M. Baños Rivera, Cristina Botella Arbona, Azucena García-Palacios, Soledad Quero Castellano, and Juana Bretón López</i>	548
Index	567