

Zusammenfassung Cyberspace & Human Behavior

chapter 1 - Introduction to Cyberpsychology

Cyberpsychology → interaction with technology

influence of tech on behavior

our needs that tech solves

⇒ became important with the rise of the internet and its adoption into the mainstream (late 1990 - early 2000)

Human Computer Interactions (HCI)

→ how does one interact with technology.

→ how to make a product addictive, fun etc.

→ different sense of time when online

Social networking sites

→ more positive presentation of oneself

Internet gaming disorder

→ behavioral control problem, where one has symptoms of

withdrawal if one doesn't play video games

(the time spent online does not matter)

Behavioral Differences online / offline

online Behavior

- more extreme (negative & positive)
 - ↳ anonymity
- you are able to not communicate
- no non-verbal language, like facial expression & posture

chapter 2 — online research

research population → large group with specific characteristics that one wants to analyse

research sample → subset of research population to collect data from, to make claims about the population

Secondary research

→ taking existing research to use for yourself

primary research

→ collecting data yourself for your research

non reactive data collection

→ observing participants natural behavior
↳ for example website usage data collection

Ethical considerations on online research

→ concerns for privacy

→ use of online information for research without consent
↳ things posted publicly on social media

chapter 4 - self & identity

actual self

→ what we are

Ideal self

→ what we want/try to be

ought self

→ what we think we should be

Equalization Hypothesis

→ Theory that absence of social cues makes a group online more level → more equal participation in groups

Social Identity Model of Deindividuation Effects Theory (SIDE - Theory)

→ anonymity in a group strengthen members identification with the group

Impression Management

→ alter your self representation in an online environment.

↳ can also be anonymous to present as someone else

Broadcaster vs Communicators

Broadcasting → one-to-many

↳ self promoting

Communicators → one-to-few

↳ maintaining close social connections

Identifiable online Environments

→ platforms where one can be identified e.g. dating sites

↳ people tend to balance their actual and ideal self, to make them look good online and in an eventual face-to-face meeting.

⇒ Balance between honesty and ideal self

Different Identities for different Environment

→ the internet allows one to present as multiple different personas.

for example:

- try out new things
- staying anonymous
- satisfy a certain need

chapter 5 - Darkside of the internet

Trolling

→ intentionally provoking someone to giving a reaction

Flaming

→ trolling with insults

deindividuation

→ when one becomes submerged in a group which results in anti-social behavior

Ostracism

→ when someone is excluded/isolated from a group

Stereotyping online

→ similar to real life → racism, sexism etc

↳ gets intensified by the anonymity of the internet

Sexual harassment & Cyberstalking

→ sexual harassment gets also intensified because of the anonymity

for example a female gamer gets harassed for being female

→ Cyberstalker use technology to stalk and harass

using the anonymity of the internet.

Griefing

→ targeted attacks on a different user/player on the progress of a game, to limit their fun.

chapter 6 - Love online

change in dynamic

- online women and men are equally as likely to ask someone out.

Motivation for online dating

- less fear of rejection
- feel safer e.g. homosexuals
- meet people with same interests

Deception & self presentation

- Balance between ideal and actual self
- Deception often include appearance, age, interests
- photographs significantly influence the perception for attractiveness and credibility in the profile

Computer Mediated Communication (CMC)

- can accelerate intimacy due to safety and anonymity
 - ↳ can lead to unrealistic expectations and disappointment

chapter 8 - group dynamics online

Social Loafing

→ reduction in effort exerted by someone as if part of a group (fault)

Impact of online social groups to offline

→ research suggest that they are complementary

Reasons to join online groups

- alleviate loneliness
- similar interests (specific, like bird-watching)
- communicate remotely

Over-reliance

→ define yourself based on followers etc

chapter 32 - cybercrime

Cybercrime

- Cyber - trespass → gain access
- Cyber - Deception → scams
- Cyber - Porn → non consensual
- Cyber - Violence → harassment

Policing

- Internet & user groups
- Cyber security department
- network provider
- government organisations

chapter 34 - Group Element of Cybercrime

Forums & Message Boards

- positive & negative communication
- ex. support groups ex. extremist groups

Anonymity through secure Messengers

- End-to-End Encryption

4 Types of Groups

- organized crime using tech
- organized cybercrime groups
- ideologically/politically motivated cyber groups
- citizen groups using tech to mobilize & act

4 Types of Growth

- entirely through social contacts
- based on social contacts, recruit specialists through forums
- forum as base, recruitment through social contacts
- entirely through forums