Contents

Biographical Notes x
Preface xviii
Acknowledgments xx

Part I Theoretical Overviews 1

1. Interpersonal and Hyperpersonal Dimensions of Computer-Mediated Communication
   Joseph B. Walther, Brandon Van Der Heide, Artemio Ramirez, Jr., Judee K. Burgoon, and Jorge Peña 3

2. Group Identity, Social Influence, and Collective Action Online: Extensions and Applications of the SIDE Model
   Russell Spears and Tom Postmes 23

3. Toward a Theory of Interactive Media Effects (TIME): Four Models for Explaining How Interface Features Affect User Psychology
   S. Shyam Sundar, Haiyan Jia, T. Franklin Waddell, and Yan Huang 47

Part II Source Orientation: Avatars, Agents and Androids 87

4. Examining Perception and Identification in Avatar-mediated Interaction
   Kristine L. Nowak 89

5. Effects of Visual Cues on Social Perceptions and Self-Categorization in Computer-Mediated Communication
   Eun-Ju Lee and Soo Youn Oh 115

6. Social Effects of Virtual and Robot Companions
   Nicole C. Krämer, Astrid M. Rosenthal-von der Pütten, and Laura Hoffmann 137
7. Telepresence and Apparent Agency in Human–Robot Interaction  
   Leila Takayama  
   160

8. Psychological Aspects of Technology Interacting with Humans  
   Johan F. Hoorn  
   176

Part III   Technological Affordances and Social Interaction  
203

9. Social Network Site Affordances and Their Relationship to Social 
   Capital Processes  
   Nicole B. Ellison and Jessica Vitak  
   205

10. The Social Psychology of Mobile Communication  
    Kathleen M. Cumiskey and Rich Ling  
    228

11. Real or Ersatz? Determinants of Benefits and Costs of Online 
    Social Interactions  
    Melanie C. Green and Jenna L. Clark  
    247

12. Deception with Technology  
    Jeffrey T. Hancock and Jamie Guillory  
    270

13. Immersive Virtual Environments and the Classrooms of Tomorrow  
    Cody O. Karutz and Jeremy N. Bailenson  
    290

Part IV   Adoption, Use and Abuse of Communication Technologies  
311

14. The Psychology of the Diffusion and Acceptance of Technology  
    Arun Vishwanath  
    313

15. Adolescent Development and Psychological Mechanisms in Interactive 
    Media Use  
    Elly A. Konijn, Jolanda Veldhuis, Xanthe S. Plaisier, Marloes Spekman, 
    and Anouk den Hamer  
    332

16. The Psychology of Interactive Media Habits  
    Robert LaRose  
    365

17. Online Addictions: Gambling, Video Gaming, and Social Networking  
    Mark D. Griffiths and Daria J. Kuss  
    384

Part V   Exposure, Experience and Evaluations of Digital Media  
405

18. Selective Exposure in the Communication Technology Context  
    Silvia Knobloch-Westerwick, Axel Westerwick, and Benjamin K. Johnson  
    407

19. Affording Control: How Customization, Interactivity, 
    and Navigability Affect Psychological Responses to Technology  
    Sriram “Sri” Kalyanaraman and Bartosz W. Wojdynski  
    425
Contents

20. Psychological Approaches to Credibility Assessment Online
   Miriam J. Metzger and Andrew J. Flanagin

Part VI Good Technology for Better Health

21. Trust and Engagement in Online Health: A Timeline Approach
   Elizabeth Silience and Pam Briggs

   Kevin B. Wright

23. Using Digital Games to Promote Health Behavior Change
   Debra A. Lieberman

24. Leveraging Psychology of Virtual Body for Health and Wellness
   Giuseppe Riva, Antonios Dakanalis, and Fabrizia Mantovani

25. Treating Emotional Problems with Virtual and Augmented Reality
   Rosa M. Baños Rivera, Cristina Botella Arbona, Azucena García-Palacios, Soledad Quero Castellano, and Juana Bretón López

Index

ix