TABLE OF CONTENTS

| | t of Contributors ume Introduction | xi xv |
|----|--|----------|
| | PART I INTRODUCTION AND FOUNDATIONS | |
| 1. | Cyberpsychology Research Methods John H. Krantz | 3 |
| 2. | The Online Self Alison Attrill-Smith | 17 |
| 3. | Impression Management and Self-Presentation Online CHRIS FULLWOOD | 35 |
| 4. | Personality and Internet Use: The Case of Introversion and Extroversion YAIR AMICHAI-HAMBURGER AND SHIR ETGAR | 57 |
| | PART II TECHNOLOGY ACROSS THE LIFESPAN | |
| 5. | Adolescent and Emerging Adult Perception and Participation in Problematic and Risky Online Behavior Cody Devyn Weeks and Kaveri Subrahmanyam | 77 |
| 6. | The Myth of the Digital Native and What It Means for Higher Education LINDA CORRIN, TIFFANI APPS, KARLEY BECKMAN, AND SUE BENNETT | 98 |
| 7. | Technology Interference in Couple and Family Relationships Michelle Drouin and Brandon T. McDaniel | 115 |
| 8. | Older Adults and Digital Technologies Meryl Lovarini, Kate O'Loughlin, and Lindy Clemson | 133 |

PART III INTERACTION AND INTERACTIVITY

Sec. 1

| ۰. | Textese: Language in the Online World Nenagh Кемр | 151 |
|----|---|-----|
| ۰. | Cultural Considerations on Online Interactions Heyla Selim | 173 |
| | Online Romantic Relationships Joanne Lloyd, Alison Attrill-Smith, and Chris Fullwood | 195 |
| • | The Social Consequences of Online Interaction Jenna L. Clark and Melanie C. Green | 216 |

PART IV GROUPS AND COMMUNITIES

| | Online Support Communities Neil S. Coulson | 241 |
|----|--|-----|
| • | Digital Inclusion for People with an Intellectual Disability Darren D. Chadwick, Melanie Chapman, and Sue Caton | 261 |
| • | The Psychology of Online Lurking Maša Popovac and Chris Fullwood | 285 |
| •' | Conceptualizing Online Groups as Multidimensional Networks Bei Yan, Young Ji Kim, Andrea B. Hollingshead, and David P. Brandon | 306 |

PART V SOCIAL MEDIA

| 7. | Uses and Gratifications of Social Media: Who Uses It and Why? | 331 |
|----|--|-----|
| | Lisa J. Orchard | |
| • | Image Sharing on Social Networking Sites: Who, What, Why, and So What? | 349 |
| | Melanie Keep, Anna Janssen, and Krestina L. Amon | |
| ۰. | Social Media and Cyberactivism | 370 |
| | Chris Stiff | |

| 20. | Socially Connecting Through Blogs and Vlogs: A Social Connections Approach to Blogging and Vlogging Motivation BRADLEY M. OKDIE AND DANIEL M. REMPALA | 394 |
|-----|---|-----|
| 21. | Positive Aspects of Social Media Sally Quinn | 413 |
| | PART VI HEALTH AND TECHNOLOGY | |
| 22. | Managing your Health Online: Issues in the Selection, Curation, and Sharing of Digital Health Information ELIZABETH SILLENCE AND PAM BRIGGS | 435 |
| 23. | A Psychological Overview of Gaming Disorder Daria J. Kuss, Halley Pontes, Orsolya Király, and Zsolt Demetrovics | 451 |
| 24. | Mourning and Memorialization on Social Media ELAINE KASKET | 467 |
| 25. | The Therapeutic and Health Benefits of Playing Video Games MARK D. GRIFFITHS | 485 |

PART VII GAMING

| 26. | Video Games and Behavior Change | 509 |
|-----|---|-----|
| | Jessica McCain, Kyle Morrison, and Sun Joo (Grace) Ahn | |
| 27. | Game Transfer Phenomena: Origin, Development, and Contributions to the Video Game Research Field | |
| | | 532 |
| | Angelica B. Ortiz de Gortari | |
| 28. | Psychosocial Effects of Gaming | 557 |
| | Michelle Colder Carras, Rachel Kowert, | |
| | and Thorsten Quandt | |
| 29. | Enacting Immorality Within Gamespace: Where Should | |
| | We Draw the Line, and Why? | 588 |
| | Garry Young | |
| 30. | Gaming Classifications and Player Demographics | 609 |
| | LINDA K. KAYE | - |
| | | |

PART VIII CYBERCRIME AND CYBERSECURITY

| 31. | The Rise of Cybercrime Grainne H. Kirwan | 627 |
|------|--|-----|
| 32. | Policing Cybercrime Through Law Enforcement and Industry Mechanisms Тномаs J. Holt and Jin Ree Lee | 645 |
| 33. | Cybercrime and You: How Criminals Attack and the Human Factors That They Seek to Exploit JASON R. C. NURSE | 663 |
| 34. | The Group Element of Cybercrime: Types, Dynamics, and Criminal Operations Jason R. C. Nurse and Maria Bada | 691 |
| Inde | ex | 717 |