
Contents

<i>List of figures</i>	viii
<i>List of tables</i>	x
<i>List of contributors</i>	xi
<i>Acknowledgments</i>	xiii

PART I	
Bridging the disciplines	I
1 Introduction: how technology affects human interaction	3
ELLY A. KONIJN, SONJA UTZ, MARTIN TANIS, AND SUSAN B. BARNES	
2 Understanding social media from the media ecological perspective	14
SUSAN B. BARNES	
3 Machines as mediators: the challenge of technology for interpersonal communication theory and research	34
MELANIE D. POLKOSKY	
4 Self as source: agency and customization in interactive media	58
S. SHYAM SUNDAR	

PART II**Technology as relationship enabler 75****5 Transformed social interaction in mediated interpersonal communication 77**

JEREMY N. BAIENSON, NICK YEE, JIM BLASCOVICH,
AND ROSANNA E. GUADAGNO

6 Emotions in mediated interpersonal communication: toward modeling emotion in virtual humans 100

ELLY A. KONIJN AND HENRIETTE C. VAN VUGT

7 Is there anybody out there? Analyzing the effects of embodiment and nonverbal behavior in avatar-mediated communication 131

GARY BENTE, NICOLE C. KRÄMER, AND FELIX ESCHENBURG

8 Touch in computer-mediated communication 158

MARGARET MCLAUGHLIN, YOUNBO JUNG, WEI PENG, SEUNGA JIN,
AND WEIRONG ZHU

9 Parasocial interactions and paracommunication with new media characters 177

TILO HARTMANN

10 Antisocial communication on electronic mail and the internet 200

KAREN M. DOUGLAS

PART III**The appeal of communicating through technology 215****11 Impression formation effects in online mediated communication 217**

SRIRAM KALYANARAMAN AND S. SHYAM SUNDAR

12 The joys of online dating 234

MONICA WHITTY

13 Social identification with virtual communities	252
SONJA UTZ	
14 Problems and interventions in computer-mediated virtual groups	271
JOSEPH B. WALTHER	
15 What makes the internet a place to seek social support?	290
MARTIN TANIS	
16 Mediated interpersonal communication in multiplayer video games: implications for entertainment and relationship management	309
CHRISTOPH KLIMMT AND TILO HARTMANN	
17 Flaming and blaming: the influence of mass media content on interactions in online discussions	331
DIRK OEGEMA, JAN KLEINNIJENHUIS, KOOS ANDERSON, AND ANITA VAN HOOF	
18 Leisure boredom, sensation seeking, self-esteem, and addiction: symptoms and patterns of cell phone use	359
LOUIS LEUNG	
<i>Index</i>	383

Figures

3.1	Causal mediation model of communication	50
4.1	Agency model of customization	69
5.1	A framework for classifying representations of humans in physical and digital space	79
5.2	Methods utilized to transform physical representations	81
5.3	A schematic of a simple CMC using digital human avatars	82
5.4	Two subjects (top row), Bush and Kerry (2nd row), the morph of Subject 1 and Bush (3rd row left), the morph of Subject 2 and Kerry (3rd row right) and the vote intention score by condition (bottom row). The difference in vote intention for Bush and Kerry by condition was significant	85
5.5	A schematic illustration of non-zero-sum gaze. Each interactant on the left perceives the speaker on the right gazing directly at him or her.	86
5.6	Person B takes on multilateral perspectives: she can experience the CVE from her own perspective and the perspective of Person A at the same time.	90
5.7	Three participants with the behavioral flags translucently displayed over their heads. Only the presenter (behind the podium) in this CVE can see the behavioral flags.	92
5.8	A model of social influence in CVEs	94
7.1	Base version of the avatar-based collaborative desktop environment (screen shot during calibration mirroring the interlocutor's own behavior).	145
7.2	Variations of avatar appearance in ABC-Desk (a: variations of realism; b: variations of gender typicality)	145
7.3	Integration of the avatar platform into a collaborative workbench.	147

7.4	Screenshots showing experimental gaze variations: averted gaze (left, right) and directed gaze (middle) in a low-resolution avatar.	148
7.5	Effects of real and simulated gaze (2 seconds vs. 4 seconds) on social impressions and social presence scales.	148
8.1	(a) User at location 1 uses a PHANToM haptic stylus to touch the fingers of the user at (b) location 2, who is wearing a CyberGrasp haptic glove.	167
8.2	Set of proposed relationships among performance accuracy, mean force applied to the partner's fingers, variability in application of force to the partner's fingers (N sampled points measurable force), and task completion time.	168
17.1	Total attention for immigration issues per month, for newspapers and forums.	343
17.2	A reciprocal model of first order agenda setting: who influences whom?	352

Tables

3.1	Four-factor framework of SUI service quality	48
8.1	Performance variables and co-presence ratings for six participant pairs	170
16.1	Overview of typical modes of mediated interpersonal communication in multiplayer video games	317
17.1	Number of analyzed documents and words, October 1 2003–July 31 2005	337
17.2	Operationalization of and attention paid to actors and issues	340
17.3	Number of linguistic stylistic markers of various types per 10,000 words	348
17.4	Agenda setting as indicated by correlations for newspapers and discussion groups	349
18.1	Factor analysis of cell phone addiction	368
18.2	Discriminant analysis of cell phone addicts with psychological variables, cell phone usage pattern, features used, and demographics as predictors (N = 545)	370
18.3	Correlation of demographics, leisure boredom, sensation seeking, self-esteem, and cell phone addiction	371
18.4	Regression of demographics, leisure boredom, sensation seeking, self-esteem, cell phone dependency symptoms, and social capital on patterns of cell phone use	372
18.5	Regression of demographics, leisure boredom, sensation seeking, self-esteem, cell phone dependency, and social capital on features use	373