UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

COURSE SYLLABUS

Cyberpsychology

2425-2-F5106P029

Learning area

Learning area of social psychology and economic and decision psychology

Learning objectives

Knowledge and understanding

- Cyberpsychology: an emerging field in psychology
- The relationship between individuals and technologies
- The self, social relationships, and behaviour in the offline-online continuum
- New technologies (virtual reality, new media, social media, smartphone, Intelligenza artificiale) and their impact on human behavior

Applying knowledge and understanding

- Ability to elaborate on the dynamics of digital and online environments from a psychosocial perspective
- Critical analysis of case studies and research in the field of cyberpsychology
- Analysis of scientific studies related to the latest technologies and their impact on people socially

Contents

The class aims to address the use and impact of digital technologies with respect to the cognitions, emotions, and behaviors of individuals both at the level of the individual and at the cosial level, exploring the psychological implications of cyberspace, the web, the metaverse, and emerging technologies such as Virtual Reality,

Augmented Reality, Artificial Intelligence, social media, and smartphone usage.

Most recent theoretical models and theories analysing behaviour, emotions and consequences (positive and negative) of the relationship between individuals and technology will be presented.

Detailed program

- Cyberpsychology: an emerging field
- Technology-mediated communication
- Online identity and self-expression
- The self in social media
- Online group dynamics
- Media aggression, trolling and online hating
- Internet, technology and addictions
- Smartphone and social connections
- Virtual reality, embodiment and sense of presence
- Perception of Artificial Intelligence, Big data and datafication

Prerequisites

No previous knowledge is required. A good understanding of the basis of Social Psychology enables a more aware fruition of the course contents.

Teaching methods

Teaching activities: 28 lectures (corresponding to 56 hours and 8 CFUs) in presence. The course is based on in presence lectures. During classes, students participation will be encouraged through classroom discussions and interactive activities. Part of the teaching will be delivered through guided discussion of scientific papers and group discussions. This approach aims to stimulate critical thinking and encourage direct involvement, allowing students to apply theory to real-world situations.

All the materials (slides and, scientific articles and audio recordings) will be made available on the e-learning web page of the course so that also non-attending students can use it.

Assessment methods

The exam is composed of multiple-choice questions and open-ended questions, aimed at ascertaining the effective acquisition of both theoretical knowledge and the ability to apply them in analysing digital contexts.

The evaluation criteria are the correctness of the answers, the ability to argue, synthesize, create links, and critically read the reality.

Two mid-term exams reserved for attending students (one mid-term test and one test at the course end) are also

scheduled and will replace the full exam.

Upon student’s request, an oral interview is also provided, on all the course topics, which can lead to an increase or decrease of up to 2 points compared to the score of the written exam.

Although this course is held in Italian, for Erasmus students course material can also be available in English, and students can take the exam in English if they wish to do so.

Textbooks and Reading Materials

Texts, books and scientific articles will be provided at the beginning of the course and published on the e-learning site page. It will consist of in-depth scientific articles, book chapters and studies.

Sustainable Development Goals

QUALITY EDUCATION