Psychological Skill Training: Psychology and Technology

The goal of the course

This course provides an overview of the role and function of technology on society in general and psychology in particular. Special attention will be paid to the impact of technology on society on different levels (individual, interpersonal, group- and societal).

Objectives:

- To gain knowledge about the intersectional field of psychology and technology
- To gain an overview of trends in the development and use of mass media
- To gain an understanding of the impact of technology on society
- To improve skills in research and presentation of research regarding psychological use of technology
- To understand how can we apply technology in psychological and educational practice

Conditions of the course completion

Attendance and active participation are required. You should not be absent more than 3 times from classes.

- midterm (60% of grade)
- blogposts (40% of grade) writing 3 blogposts any freely chosen topic that is relevant to the field (book review, movie review, participating at a conference with related topic, attending an exhibition, or other short written essays)

Bibliography, additional materials

Bargh, J. A., McKenna, K. Y. A. (2004): Internet and social life. Annu. Rev. Psychol. 55:X--X

Manovich, Lev (2001): What is new media? In: The Language of New Media. 18-55.

Suler, J.: The basic psychological features of cyberspace

Wilson, R. E., Gosling, S. D., & Graham, L. T. (2012): A review of Facebook research in the social sciences. Perspectives on Psychological Science, 7(3), 203–220.

Detailed syllabus

1. Introduction. Basic terms, history of the field. What is technology? Virtual reality

2. Psychology and technology - Psychology of the internet. The characteristics of online communication and its psychological consequences

3. Technology and identity

4. Social impact (theories, empirical background)

5. Application of technology in education and psychology.

- 6. Privacy and ethical questions
- 7. Midterm