Module code: MOD007059	Version: 3 Date Amended: 10/Jan/2024

1. Module Title

Cyberpsychology

2a. Module Leader

Lewis Goodings

2b. School

School of Psychology, Sport and Sensory Sciences

2c. Faculty

Faculty of Science and Engineering

3a. Level

6

3b. Module Type

Standard (fine graded)

4a. Credits

15

4b. Study Hours

150

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:			

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

The Internet is an essential part of 21st century living. This module will look at psychological explanations of being online and will approach questions such as do we behave differently online? And, how is the Internet used to initiate and maintain relationships? This will include theoretical explanations of how people communicate online, including research that looks at positive attributes of Internet use (e.g. developing relationships) and negative outcomes of Internet use (e.g. 'addiction' or 'trolling'). This module will explore the role of social network sites (Facebook, LinkedIN) in our everyday lives, with particular reference to self, identity, social influence, relationships and group dynamics. As part of this module, students will be required to actively engage with the development of Internet-based technologies and will be taught how to build basic mobile applications ('apps'). On completion of this module students will have gained skills in relations to psychological knowledge of the Internet use and will have gained practical skills in relation to app construction and development.

6b. Outline Content

Introduction to Cyberpsychology

History of Cyberpsychology and Computer Mediated Communication

Self and Identity Online

Virtual research methods

Social media and behaviour

Contemporary issues in Cyberpsychology

Gaming

Health applications and digital disability

The dark side of social media

Cyberpsychology and relationships

Cybercrime

Designing and building apps

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Wireframing – e.g. Balsamiq

7. Learning Outcomes (threshold standards)

No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate knowledge of the area of cyberpsychology, including methods and applications of cyberpsychological theory.
2	Knowledge and Understanding	Critically communicate knowledge of the applied areas of cyberpsychology application including health, crime and social media.
3	Intellectual, practical, affective and transferrable skills	Evaluate novel areas for development in digital health technology.
4	Intellectual, practical, affective and transferrable skills	Demonstrate practical skills in app design and construction for psychological health and wellbeing.

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2024/5	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence

Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	12	1, 2	Lecture 1hr x 12 weeks
Other teacher managed learning	24	3, 4	Seminar 2hr x 12 weeks
Student managed learning	114	1-4	Preparing for each seminar (60 hours in total), Assessment prep (50 hours), general reading (4 hours)
TOTAL:	150		

9. Assessment for the above Module Occurrence

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-4	100 (%)	Fine Grade	30 (%)
Case Review of Mental Health Apps (2000 words)					

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:
(a) achieve the qualifying mark for each element of fine graded assessment as specified above
(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]