Module specification

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Refer to the module guidance notes for completion of each section of the specification.

Module code	PSY623
Module title	Cyberpsychology
Level	6
Credit value	20
Faculty	Social and Life Sciences
Module Leader	Jo Turley
HECoS Code	100497
Cost Code	GAPS

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Psychology	Option

Pre-requisites

N/A

Breakdown of module hours

Learning and teaching hours	24 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	**24** hrs
Placement / work based learning	176 hrs
Guided independent study	0 hrs
Module duration (total hours)	200 hrs

Module spec template 2020-2021

Module aims

- To equip students with an understanding of the psychological processes, motivations, intentions, behavioural outcomes, and consequences of any form of technology use.
- To encourage students to develop a critical understanding of the relevant psychological theories associated with positive and negative aspects of online behaviour.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Critically discuss the application of psychological theory and research that contributes to the exploration of behaviour, emotions, and experiences in relation to digital technology
2	Critically discuss the positive and/or negative aspects of behaviour in an online/digital world and its impact on the offline/real world
3	Critically evaluate a range of theories and methods of investigation employed in the area of cyberpsychology

Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

1. A 2000-word essay on a specified topic e.g. the contrasting approaches of differing schools of psychology to one of the key concepts covered by this module.
2. A 2000-word practical report e.g. individual perception of, or attitudes towards, digital communication.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2	Written Assignment	50
2	3	Written Assignment	50

Derogations

All elements must be attempted.

Learning and Teaching Strategies

A variety of teaching and learning strategies will be adopted in this module including lectures, tutorials, case studies, directed and self-directed learning.

Indicative Syllabus Outline

- An introduction to Cyberpsychology
- Digital technology as an everyday experience
- The 'self' online, social media, and networking
- Online friendships/relationships
- Negative consequences of digital technology
- Differing psychological approaches to the digital world.

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

Attrill, A. (Ed). (2015). *Cyberpsychology.* Oxford, UK: Open University Press.

Other indicative reading

Harley, D., Morgan, J., & Frith, H. (2018). *Cyberpsychology as everyday digital experience across the lifespan.* London, UK: Palgrave Macmillan.

Whitty, M. T., & Young, G. (2017). *Cyberpsychology: The study of individuals, society, and digital technologies.* Chichester, UK: John Wiley & Sons Ltd

Journals:

- *Cyberpsychology*

- *Cyberpsychology, Behavior, and Social Networking*

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas. Click here to read more about the Glyndwr Graduate attributes

Core Attributes
Engaged
Enterprising
Creative
Ethical

Key Attitudes
Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets
Digital Fluency
Organisation
Leadership and Team working
Critical Thinking
Emotional Intelligence
Communication