

Contents

<i>List of Figures</i>	page ix
<i>List of Tables</i>	x
<i>Preface</i>	xi
<i>Acknowledgments</i>	xvi
PART I INTRODUCTION	I
1 Cyberpsychology: Changing Roles and Tools	3
2 The Brain and Cyberpsychology: A Primer	24
3 Measurement in Cyberpsychology	54
PART II THE MEDIUM IS THE MESSAGE THAT CHANGES THE BRAIN	77
4 This Is Your Brain on the Internet	79
5 Facebook and the Socially Networked Brain	103
6 The Media Multitasked Brain	124
7 Cyber Addictions	143
PART III CYBERPSYCHOLOGY AND THE NEUROSCIENCES	165
8 Cyberpsychology, Ecological Validity, and Neurosciences of Everyday Living	167
9 Affective Neuroscience for Affective Computing	188
10 Social Neuroscience and the Need for Dynamic Simulations	214

11	Clinical Neuroscience: Novel Technologies for Assessment and Treatment	235
PART IV APPLIED CYBERPSYCHOLOGY		265
12	Psychophysiological Computing in Cyberpsychology	267
13	Cyberpsychology of Videogames	293
14	NeuroIS: Cybersecurity and the Brain	313
PART V CONCLUSIONS		329
15	Prospects for a Brain-Based Cyberpsychology	331
<i>References</i>		354
<i>Index</i>		431