

CYPSY24

June 24-26, 2019

Program of Events



LYMAN BEECHER BROOKS LIBRARY



NORFOLK STATE
UNIVERSITY

A MESSAGE FROM THE PRESIDENT

Partners in Education,

On behalf of the faculty, staff, and students of Norfolk State University, I extend warm greetings to all assembled for the 24th Annual CyberPsychology, CyberTherapy, and Social Networking Conference organized jointly by Norfolk State University's Psychology Department and the Interactive Media Institute. As you gather to share ideas, research, and critical advancements in these emerging fields, I encourage you to take full advantage of the many resources and collaborative opportunities available here at NSU.

Norfolk State University has long been a leader in the growing field of cybersecurity education, garnering highly coveted designations as a Center of Academic Excellence by the National Security Agency, and the Department of Homeland Security. The University offers bachelor's and master's degree programs in cybersecurity and information assurance. Since 2010, NSU has won 18 major cybersecurity grants and contracts totaling \$42 million, and has a history of partnering with federal agencies, laboratories, industry, and other universities resulting in designation as a Department of Defense Center of Excellence in Cybersecurity and Department of Energy Cybersecurity Consortium Leader. The University recently opened a \$5 million leading-edge facility consolidating its cybersecurity research and education. The 6,000-square-foot Cybersecurity Complex provides an enterprise-grade datacenter for cybersecurity research and experimentation, four research and training labs, workstations for 120 students, offices for 16 faculty members, and a lab dedicated to the emerging field of cyberpsychology.

NSU's Psychology Department will soon offer the first graduate degree program in cyberpsychology in the nation. A fully online program born out of NSU's Center of Excellence in Cybersecurity, the Master of Science in CyberPsychology will provide graduate students with an interactive forum to apply psychological theory through scientific practice in order to conduct empirical research. NSU will be on the forefront of studying the effects of cyberspace and various forms of digital technology on individual and group behavior. Graduates of this rigorous degree program will be prepared to work as socio-behavioral researchers in vocations including higher education, technology, social media, healthcare, law enforcement, national security, and many other areas where human behavior occurs in conjunction with technology.

Norfolk State University is proud to be at the forefront of these emerging fields of study, and stands ready to partner with each of you as we work to realize advances that will improve our world. Please enjoy the conference, and all that NSU and the City of Norfolk have to offer.

Sincerely,

Javaune Adams-Gaston, Ph.D.
President





CITY of NORFOLK

Office of the Mayor

Kenneth Cooper Alexander
Mayor

TO ALL ATTENDING THE
24TH ANNUAL CYBERPSYCHOLOGY, CYBERTHERAPY,
AND SOCIAL NETWORKING CONFERENCE
NORFOLK STATE UNIVERSITY
JUNE 24 -26, 2019

Greetings!

On behalf of the City of Norfolk, I am pleased to extend my warmest welcome to all those attending the 24th Annual CyberPsychology, CyberTherapy, and Social Networking Conference at Norfolk State University. As Mayor of Norfolk, a vibrant city of opportunity and innovation, I am a proud supporter of your efforts to explore these growing disciplines. We are honored that you have chosen Norfolk as host city for this year's conference where industry stakeholders from all over the world will exchange information and engage in conversations that will change how we think and live.

During your visit, board the Spirit of Norfolk cruise ship or the ferry, take a ride on Norfolk's light rail, rent a Pace bike or stroll our walkable downtown. Stop by our award-winning Slover Library or explore Selden Market's rotating lineup of up-and-coming retail, cuisine and visual art. Enjoy the Chrysler Museum of Art and more than 100 pieces of public art found throughout the city. Also downtown is the MacArthur Mall Center, and 10 minutes away is the new Norfolk Premium Outlets. Before you go, don't forget to relish in our city's natural attractions like The Virginia Zoological Park and the Norfolk Botanical Garden which features 40 themed gardens, beautiful backgrounds for timeless photos.

Thank you for choosing Norfolk. We are glad you are here and extend our best wishes for a productive conference.

Sincerely,

Kenneth Cooper Alexander
Mayor

Dear Conference Attendees:

I am pleased to welcome you to the 24th annual CyberPsychology, CyberTherapy & Social Networking Conference (CYPSY24), the official conference of the International Association of CyberPsychology, Training, & Rehabilitation (iACToR). CYPSY24 will be providing all attendees with several publications this year. These publications are an important part of our continued mission to inform and educate the scientific community. This year's publications include: 1) the Annual Review of CyberTherapy & Telemedicine (ARCTT), which contains selected full conference papers, indexed in PsycINFO. The peer-reviewed papers are an integral part of disseminating the rigorous scientific findings being presented at this year's conference. 2) CyberTherapy & Rehabilitation Magazine (C&R), which includes abstracts from all of this year's presentations. 3) Copies of the conference's official MEDLINE-indexed journal, CyberPsychology, Behavior & Social Networking Journal (CYBER), published by Mary Ann Liebert, Inc. These well-established publications, together with the CYPSY conference series, iACToR member association and hosting of CE workshops by our American Psychological Association (APA)-accredited 501c3 non-profit, Interactive Media Institute, combine into one powerful communications platform to disseminate cutting-edge research on how advanced technologies, such as Virtual Reality and Social Networking, impact individual and societal health and well being, as well as how the tools are used for treatment and training.

I would like to take this opportunity to extend a special "thank you" to all those who have helped make CYPSY24 possible. First, to this year's Co-Organizer and Conference Co-Chair, Professor Scott Debb and his team, you've done an excellent job in preparing a great 3-day conference for us! Many thanks also to this year's international Scientific Committee, who have helped with reviewing and choosing the great presentations for this year's scientific program. And a special thank you to Dr. Silvia Serino and Ian Miller for all their work on ARCTT as well as C&R Magazine.

This conference would not be possible without all our sponsors, and I would like to thank all of them for their generous support of our community and their continued belief in our mission. Specifically, Norfolk State University and the Norfolk State University Center of Excellence in Cybersecurity, Mary Ann Liebert, Inc. Publishers, Interactive Media Institute, Université du Québec en Outaouais, Virtual Reality Medical Center and Istituto Auxologico Italiano.

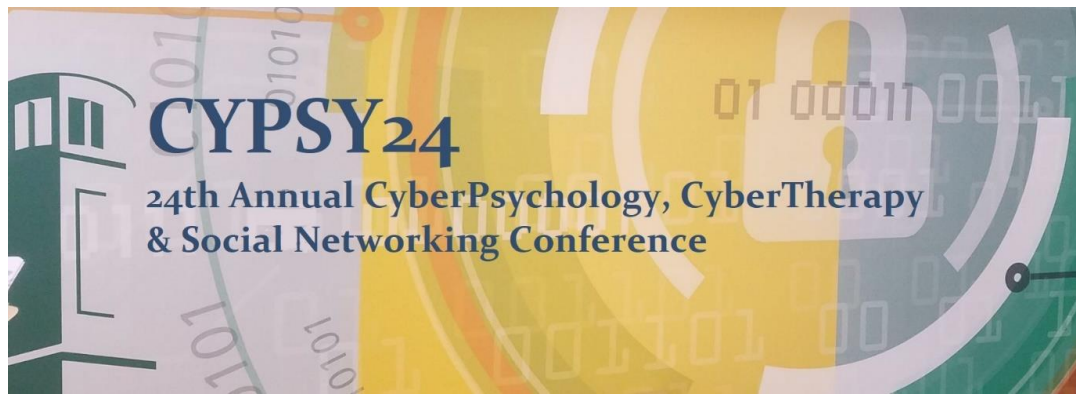
At this year's conference, we are excited to welcome our participants and speakers from 18 different countries. Thank you for taking the time to come to CYPSY24. We appreciate your willingness to share your research and to be part of the CYPSY community. Your attendance, presentations and input are an invaluable contribution to the conference's success and to our community's future.

CYPSY25 will be held in June 2020 in Milan, Italy. Please help us celebrate this milestone, our 25th anniversary conference, by attending! Professor Giuseppe Riva and I will be the co-chairs for next year. I sincerely hope that you will find this year's conference an interesting and intellectually stimulating event, and I look forward to your active participation in the coming years. Together we can all play a part in ensuring a positive future for healthcare!

Create your own reality!




Professor Brenda K. Wiederhold, Ph.D., MBA, BCB, BCN
2019 CYPSY Conference Co-Chair
President, Virtual Reality Medical Center
Chief Executive Officer, Interactive Media Institute
Editor-in-Chief, CyberPsychology, Behavior & Social Networking Journal
Secretary General, International Association of CyberPsychology, Training & Rehabilitation



Program of Events*

*Subject to change

Monday, June 24th – NSU Main Campus: Nursing & General Education Building (NGE)

Time	Event
13:00	<p>Registration Opens: NGE 1st & 2nd Floor Lobby</p> <p>Coffee/Tea: Outside of NGE 205</p> <p><i>Exhibitor tables will be located outside of NGE 318</i></p>
15:00 – 15:30	<p>Opening Remarks: NGE 205</p> <ul style="list-style-type: none"> - Dr. Brenda K. Wiederhold (CEO IMI; President, VRMC) & Dr. Scott M. Debb (NSU Associate Professor of Psychology) - Dr. Javaune Adams-Gaston (President, NSU) - Dr. Leroy Hamilton Jr. (Provost, NSU) & Cassandra Newby-Alexander (Dean, NSU College of Liberal Arts) - Kurt Krause (President & CEO, Visit Norfolk)
15:30 – 17:00	<p>Keynote Address 1 (NGE 205)</p> <p>Forensic Cyberpsychology: A Transferable Discipline?</p> <p>Dr. Grainne Kirwan</p>  <p>(Lecturer of Psychology, Institute of Art, Design & Technology, Dún Laoghaire, Ireland)</p>
19:00 – 21:00	<p>Gala Dinner 1</p> <p>Spirit of Norfolk (meet in Town Point Park, just west of the Waterside District restaurants) 333 Waterside Dr, Norfolk, VA 23510</p> <p>Please arrive no later than 6:30pm to ensure your space on the boat</p> <p><i>* Preregistration is required!</i></p>

Tuesday, June 25th – NSU Main Campus: Nursing & General Education Building (NGE)

Time	Event
08:30	Registration Continues: NGE 3 rd Floor
Concurrent Sessions	
09:00 – 10:15	<p>Session 1A: NGE 316</p> <p>1. Influence of age and personality on young adolescents' exposure to and reporting of online risks <i>Gordon Ingram</i></p> <p>2. Effects of Cyberbullying Victimization on negative thoughts and relationship <i>Yeoju Chung</i></p> <p>3. Empathy in simulated teletherapy sessions: The role of attitudes and telepresence <i>Frédéric Grondin, Andréanne Simard, Alexane Baribeau-Lambert, Andrée-Anne Beaudoin-Julien, Anna Lomanowska, & Phillip Jackson</i></p>
	<p>Session 1B: NGE 318</p> <p>1. Evaluation of cybersickness in a passive walking virtual reality cognitive exercise <i>Anne Cabral, Nusrat Choudhury, Catherine Proulx, Rola Harmouche, Elicia Kohlenberg, & Patricia Debergue</i></p> <p>2. Using the VR buffet to disentangle the influence of guilt on child feeding <i>Susan Persky, Charlotte Hagerman, Rebecca Ferrer, & William Klein</i></p> <p>3. Interactive immersive virtual environments cause relaxation and enhance resistance to acute stress <i>Stefan Liszio & Maic Masuch</i></p>
	<p>Session 1C: NGE 320</p> <p>1. Traffic accidents: Studying driver's fatigue behavior by means of a VR driving simulator and physiological parameters <i>Pedro Gamito, André Lourenço, Carlos Carreiras, & Pedro Mendes Jorge</i></p> <p>2. Usability & security: Next-gen graphical authentication schemes <i>Jeremiah Still</i></p> <p>3. Assessment of executive functions in a virtual reality environment: Pilot study in Mexican population <i>Gaspar Ayora, Irene Alice Chicchi Giglioli, Georgina Cardenas Lopez, & Mariano Alcañiz</i></p>
10:15 – 11:00	<p>Social Networking Break: Coffee & Tea (NGE 324)</p> <p>Poster Session A (3rd Floor NGE)</p>
Concurrent Sessions	
11:00 – 12:15	<p>Session 2A: NGE 316</p> <p>1. The cultural and psychological factors underlying online social capital and psychological well-being <i>Heyla Selim & Graham Scott</i></p> <p>2. Engaging in phygital at work: Human resources discourse to promote augmented reality acceptance in organizations <i>Ilaria Vergine, Eleonora Brivio, Tommaso Fabbri, Andrea Gaggioli, Giuseppe Leoni, & Carlo Galimberti</i></p> <p>3. Social media and sex: A baseline study of adolescent sexual risk behaviors <i>Sean-L Pennington, Sybil Rosado, M. Parker, C. Smith, & A. Helm</i></p>
	<p>Session 2B: NGE 318</p> <p>1. The Advent of Cyberneuropsychology: Impacts of technology on the brain and society <i>Dustin Weissman</i></p> <p>2. Cognitive behavioral immersion: treating addiction and inducing positive affect with virtual reality <i>Noah Robinson & Steve Hollon</i></p> <p>3. Investigating the impact of smartphone use and dependency on inhibitory control <i>Rachel Warsaw, Andrew Jones, Carl Roberts, Matt Field, & Suzanne Gage</i></p>
	<p>Session 2C: NGE 320</p> <p>1. Factors that affect youths' justification of cyber-harassment <i>Seda Gökçe Turan</i></p> <p>2. Kids Helpline Circles: Phase 2 findings from participant action research in the development of a secure national mental health social network <i>Andrew Campbell, Brad Ridout, Krestina Amon, Brian Collyer & John Dalgleish</i></p> <p>3. Online suicide games: A form of digital self-harm or a myth? <i>Maria Bada & Richard Clayton</i></p>

12:15 – 13:30	Buffet Lunch: NGE 205		
	*Liebert Invited CYBER Editorial Board Luncheon: NGE 309		
Concurrent Sessions			
13:30 – 14:45	Symposium 1: Online CBT for anxiety and post-traumatic stress disorders: NGE 314	Session 3A: NGE 316	Session 3B: NGE 318
	1. Internet-based CBT for test anxiety <i>Sara Freedman & Tzvi Richman</i>	1. Distinguishing the relative impact of PTSD and TBI on i-Pad-measured cognitive function <i>Michael Roy, Doren Walker, Patricia Taylor, Annabel Raboy, Zena Kirby, Kerri Dunbar, Thomas Oliver, & Melissa Guerra</i>	1. Friends who game together, stay together: A self-determination theory approach to the impact of multiplayer video gaming on social well-being <i>Yemaya Halbrook, Aisling O'Donnell, & Rachel Msetfi</i>
	2. The role of working alliance in the CBT of panic disorder with agoraphobia and generalized anxiety disorder delivered in telepsychotherapy <i>Stéphane Bouchard, Genevieve Robillard, André Marchand, Geneviève Belleville, Stéphanie Watts, Frédéric Langlois, Patrick Gosselin, & Michel G. Dugas</i>	2. Virtual reality air travel training (VR-ATT) in children along the autism spectrum - A pilot study <i>Ian Miller, Brenda Wiederhold, Catherine Miller, & Mark Wiederhold</i>	2. A point-light avatar and different perspectives control the feeling of embodiment <i>Chang-Seop Kim, Myeongul Jung, & Kwanguk Kim</i>
	3. RESILIENT – An online multidimensional treatment to promote resilience after a disaster: Who participated? <i>Jessica Lebel, Geneviève Belleville, Vera Békés, Marie-Christine Ouellet, Charles Morin, Nicolas Bergeron, Tavis Campbell, Sunita Ghosh, Stéphane Bouchard, Stéphane Guay, & Frank MacMaster</i>	3. Virtual reality: An important tool in women’s healthcare <i>Brenda K Wiederhold, Jose Luis Mosso, & Mark D Wiederhold</i>	3. NPCs matter: Preliminary evidence for the relationship between video game play and more positive attitudes towards minorities within the framework of intergroup contact theory <i>Agnieszka Mulak & Mikolaj Winiewski</i>
	4. RESILIENT – An online multidimensional treatment to promote resilience after a disaster: Preliminary results from a randomized controlled trial <i>Geneviève Belleville, Marie-Christine Ouellet, Jessica Lebel, Vera Békés, Charles M. Morin, Nicolas Bergeron, Tavis Campbell, Sunita Ghosh, Stéphane Bouchard, Stéphane Guay, & Frank P. MacMaster</i>		
14:45 – 15:30	Social Networking Break: Coffee & Tea (NGE 324)		
	Poster Session B (3 rd Floor NGE)		



Concurrent Sessions		
Session 4A: NGE 316	Session 4B: NGE 318	Session 4C: NGE 320
<p>1. Virtual reality in interventional treatments in Pain Clinic National Medical Center, November 20, ISSSTE, first experience <i>José Luis Mosso, Brenda Wiederhold, Mark Wiederhold, Dejanira Mosso, & Patricia Canseco</i></p> <p>15:30 – 16:45</p> <p>2. Expectations of the self in virtual reality: A qualitative analysis of individuals' experiences when creating virtual avatars <i>Swati Pandita, Lee Humphreys, & Andrea Stevenson Won</i></p> <p>3. Virtual reality mobile-based biofeedback: Development and usability test of an application <i>Javier Fernández-Álvarez, Pietro Cipresso, Michelle Semonella, Desirée Colombo, & Giuseppe Riva</i></p>	<p>1a. Personality and cybersecurity behaviors: The role of the “Big Five” <i>Charlotte Dawson, Alex Shappie, & Scott Debb</i></p> <p>1b. Confirmatory factor analysis to analyze Instagram Questionnaire factor structure fit across cultural settings <i>Daniel Schaffer & Scott Debb</i></p> <p>2. Effects of autobiographical self-referencing on presence and emotions in immersive storytelling: An exploratory study <i>Andrea Gaggioli, Stefano Magoniand, & Alice Chirico</i></p> <p>3. Transcending the lab: Using storytelling and theatre practices to support self-transcendent experiences in virtual reality <i>Alexandra Kitson, Ekaterina Stepanova, Ivan Aguilar, Natasha Wainwright, & Bernhard Riecke</i></p>	<p>1. Interpersonal online risks: Exploring the dual systems model, personality and the fear of missing out <i>Masa Popovac & Anna Eldred</i></p> <p>2. #Eating disorders and Instagram: What emotions do you express? <i>Clelia Malighetti, Alice Chirico, Simona Sciara, & Giuseppe Riva</i></p> <p>3. Advancing an understanding for managing police operations in response to cyberstalking and cyber harassment <i>Melanie Pitchford, Niamh McNamara, Emma Short, James Barnes, & Ellie Myers</i></p>
<p>17:00 – 17:30</p>	<p>Awards Ceremony & CYPSY24 Updates (NGE 205)</p> <p>Presented by Dr. Brenda K. Wiederhold (Conference Co-Chair, IMI, VRMC)</p>	
<p>19:00 – 21:00</p>	<p>Gala Dinner 2</p> <p>Saltine (meet inside the restaurant, located in the Hilton Main, downtown Norfolk) <i>100 E Main St, Norfolk, VA 23510</i></p> <p>Please arrive no later than 6:45pm to ensure proper seating at the restaurant</p> <p><i>* Preregistration is required!</i></p>	



POSTERS (NGE 205)

All sessions will be concurrent with the morning and afternoon Social Networking breaks on Tuesday June 25. Poster boards will be numbered and will line the hallway outside of the rooms where the concurrent sessions will be held. Pins will be available. Judging for best *student* poster will only be done during the Tuesday sessions, with the winner being recognized during the Tuesday awards ceremony. Posters may be placed on the boards at the same time slots on Wednesday.

Tuesday / Wednesday Session A	
1. Virtual reality exposure with eye-gaze adaptive virtual cognitions	<i>Ding Ding, Willem-Paul Brinkman, & Mark Neerincx</i>
2. Using cognitive task analysis to optimize the design of a therapeutic VR environment for first responders	<i>Brandon Matsumiya, Clint Bowers, Anna Skinner, Jan Cannon-Bowers & Deborah Beidel</i>
3. Can we support lucid dreaming practices with a creative deep learning algorithm and immersive virtual reality biofeedback system?	<i>Alexandra Kitson, Steve DiPaola, & Bernhard E. Riecke</i>
4. Faces and feelings: Studies in the implicit associations of new technology	<i>Antonio Olivera-La Rosa, Javier Villacampa, & Gordon Ingram</i>
5. Looking for the right swipe: Gender differences in self-presentation on Tinder profiles	<i>Isabela Enciso, Nathalia Eraso, Maria Jose Garcia & Gordon Ingram</i>
6. Fifty shades of grey hat: A socio-psychological analysis of conversations on hacking forums	<i>John McAlaney, Emily Kimpton & Helen Thackray</i>
7. Cyberbehavior: A bibliometric analysis	<i>Manuel J. Serafin Plasencia, Gustavo R. García-Vargas, María Del Pilar García-Chitiva, Mario Ivan Caicedo, & Juan C Correa</i>

Tuesday / Wednesday Session B	
1. Takeover interactions between an autonomous vehicle and the driver in five different external environments	<i>Hucheol Lee, Jiwoong Heo, Joohee Jun & Kwanguk Kim</i>
2. Impacts of online gaming	<i>Dustin Weissman</i>
3. The good, the bad and the in-between of online social networking in college adjustment: A qualitative study	<i>Audrey Stenson, Dr Alison Attrill-Smith, Dr Chris Fullwood, Dr Grainne Kirwan, & Dr Irene Connolly</i>
4. The effectiveness of emojis in simulated text-based counselling	<i>Una Neskovic, Garima Saini, & Anna M. Lomanowska</i>
5. Characteristics of cybersecurity victims at Clark Atlanta University	<i>Shanice Blair, Breonna James, Douglas Green, Jamecha McKinney, Ukwu Kenneth, Medha Talpade & Roy George</i>
6. Status of cyber-aggression in Korea, and development of typology of cyber-aggression	<i>Cheung-Moon Cho, Pal-Keun Nam & Hyesook Kwak</i>



Wednesday, June 26th – NSU Main Campus: Nursing & General Education Building (NGE)

Time	Event			
08:30	Registration Continues: NGE 3 rd Floor			
	Concurrent Sessions			
	<table><tr><td>Symposium 2: NGE 314 Experiential pedagogy and the socio-cybersecurity curriculum <i>Moderated by Carlene Turner</i> 1. Infusing cybersecurity in social science research methods curriculum <i>Yuying Shen</i> 2. Teaching cybersecurity to non-computer science students using experiential pedagogy: digital forensics in the American court systems curriculum <i>Claude Turner</i></td><td>Session 5A: NGE 318 Big data demonstration: Big data analytics applied in social science Twitter Open Source Intelligence (OSINT): automated open source intelligence collection, analysis and visualization tool <i>Mary Ann Hoppa, George Hsieh, Bigyan KC, & Scott Debb</i></td><td>Session 5B: NGE 320 1. Assessing pain with virtual reality -- A pilot study <i>Maureen Simmonds, Tassilo Baeuerle, & Kyle Lepage</i> 2. Relevance of ‘nudging’ in CMC (mixed reality) for flow elicitation. A preliminary study <i>Carlo Galimberti, Andrea Gaggioli, Dafne Birtig, Alice Chirico, Alex Collina, & Ilaria Vergine</i> 3. Visualizing movement with learning outcomes in educational VR environments <i>Swati Pandita, Elif Celikors, Natasha Rojas, Cynthia Yue, Jack Madden, Natasha Holmes, & Andrea Stevenson Won</i></td></tr></table>	Symposium 2: NGE 314 Experiential pedagogy and the socio-cybersecurity curriculum <i>Moderated by Carlene Turner</i> 1. Infusing cybersecurity in social science research methods curriculum <i>Yuying Shen</i> 2. Teaching cybersecurity to non-computer science students using experiential pedagogy: digital forensics in the American court systems curriculum <i>Claude Turner</i>	Session 5A: NGE 318 Big data demonstration: Big data analytics applied in social science Twitter Open Source Intelligence (OSINT): automated open source intelligence collection, analysis and visualization tool <i>Mary Ann Hoppa, George Hsieh, Bigyan KC, & Scott Debb</i>	Session 5B: NGE 320 1. Assessing pain with virtual reality -- A pilot study <i>Maureen Simmonds, Tassilo Baeuerle, & Kyle Lepage</i> 2. Relevance of ‘nudging’ in CMC (mixed reality) for flow elicitation. A preliminary study <i>Carlo Galimberti, Andrea Gaggioli, Dafne Birtig, Alice Chirico, Alex Collina, & Ilaria Vergine</i> 3. Visualizing movement with learning outcomes in educational VR environments <i>Swati Pandita, Elif Celikors, Natasha Rojas, Cynthia Yue, Jack Madden, Natasha Holmes, & Andrea Stevenson Won</i>
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10:15 – 11:00	<p>Social Networking Break: Coffee & Tea (NGE 324)</p> <p>Poster Session A (3rd Floor NGE)</p>			

Keynote Address 2
(NGE 205)

Human-Machine Communication for Enhanced Decision Making

Dr. David Stargel



(Deputy Chief Scientist, U.S. Air Force Research Lab, Human Performance Wing, Dayton, OH, USA)

11:00

–

11:45

Discussion Panel: Social trust in cyberspace: Technology-mediated shifts in the shared social contract

(NGE 205)

11:45

–

12:15

David Stargel, Grainne Kirwan, Mary Ann Hoppa, & Peter Foytik

12:15

–

13:30

Buffet Lunch: NGE 205

Concurrent Sessions

Session 6A: NGE 316

1. Cognitive effects of transcranial direct current stimulation and virtual environments

Justin Asbee & Thomas Parsons

13:30

–

14:45

2. Randomized controlled trial of allostatic neurotechnology to treat mild traumatic brain injury

Michael Roy, Paula Bellini, Gustavo Marino, Spiros Kulubis, Charles Tegeler, & Lee Gerdes

3. The effect of eye-feedback training on orienting attention in individuals with sluggish cognitive tempo

Kiho Kim & Jang-Han Lee

Session 6B: NGE 318

1. Joint attention, social cognition, and augmented reality devices

Jeahwan You, Jiwoong Heo, & Kwanguk Kim

2. Body size change perception and the body ownership illusion

Myeongul Jung & Kwanguk Kim

3. Raising HE students' awareness of technology mediated abusive behaviours – Bedfordshire Cyber Awareness Programme (BCAP)

Marcia Gibson, Antony Brown, Emma Short, Katy Haigh, Fiona Waye & James Barnes

Session 6C: NGE 320

1. If you want it, will you get it? How the motivation of SNS users to establish the social ties affect their social capital?

Yadviga Sinyavskaya and Alexander Porshnev

2. Video Games and their effects on well-being: A review

Yemaya Halbrook, Aisling O'Donnell & Rachel Msetfi

3. Influence of social media use, parenting style and academic self-concept on adolescents' academic performance

Luis Vallejo & Gordon Ingram

14:45 – 15:30		Social Networking Break: Coffee & Tea (NGE 324) Poster Session B (3 rd Floor NGE)	
Concurrent Sessions			
Session 7A: NGE 316		Session 7B: NGE 318	Session 7C: NGE 320
1. Prior tech experience and motivation to engage in immersive virtual reality intervention: A Study of verbally fluent adolescents and Adults with autism <i>Julia Parish-Morris, Ashley Zitter, Sinan Turnacioglu, Rita Solórzano, Judith Miller, Vijay Ravindran, & Joseph Mccleery</i>		1. From acceptability to acceptance of the setting in videoconference telepsychotherapy: Analysis of interactional models <i>Lise Haddouk, Stéphane Bouchard, Eleonora Brivio, Carlo Galimberti, Alain Trognon & Geneviève Robillard</i>	1. As long as you're with me: The effects of social presence and distance on pain perception in virtual environments <i>Andrea Stevenson Won, Swati Pandita, & Kaylee Kruzan</i>
15:30 – 16:45	2. Cultural differences in attitudes towards interactive messages for digital addiction: A UK-China comparison <i>John McAlaney & Raian Ali</i>	2. Public speaking training in front of an imaginary or virtual audience: A randomized controlled trial <i>Ni Kang, Ding Ding, Dwi Hartanto, Willem-Paul Brinkman & Mark Neerincx</i>	2. Indigenous patients under virtual anesthesia in ambulatory surgery 11 years later <i>Dejanira Mosso, Brenda Wiederhold, Mark Wiederhold & Jose Luis Mosso</i>
	3. The impact of level of alcohol consumption and social context on the perceived attractiveness and employability of Facebook users <i>Graham Scott & Gillian Bruce</i>	3. Understanding digital disconnection in terms of death anxiety <i>Dave Harley</i>	3. Towards an advancement of multisensory integration deficits in anorexia nervosa: Exploring temporal discrimination processing of visuo-auditory stimuli <i>Alice Chirico, Clelia Malighetti, Silvia Serino, Pietro Cipresso, Elisa Pedrolì, Cosimo Tuena, Manuel Muratore, & Giuseppe Riva</i>
Dinner on your own			
If you will be staying the evening, let's meet in downtown Norfolk! Discounts are available at a number of the local restaurants if you show your conference badge (see the conference website for listings)			

CYPSY25: Milan, Italy

CYPSY25 – the 25th Anniversary CyberPsychology, CyberTherapy & Social Networking Conference will be held in June 2020 in Milan, Italy. Please join us to celebrate this momentous occasion for our entire community! Co-chairs and Co-organizers Professor Brenda K Wiederhold and Professor Giuseppe Riva

CYPSY24 Conference Chairs and Organizers



Local Organizer and Conference Co-Chair: Scott Debb, EdD, LPC



Associate Professor of Psychology
Norfolk State University
700 Park Avenue, BMH 216, Norfolk, Virginia, USA 23504
email: smdebb@nsu.edu Phone: +011 757-823-8943



Conference Co-Chair: Brenda K. Wiederhold, PhD, MBA, BCB, BCN



Interactive Media Institute
Virtual Reality Medical Institute
San Diego, CA, USA

Committee Organizing Team from Norfolk State University: Dr. Ernestine Duncan and Dr. Karen Holmes

CYPSY24 Scientific Committee members (alphabetical order):

Nathan Appel, PhD National Institute on Drug Abuse (NIDA), Bethesda, Maryland, USA

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