

## READING LIST

*The readings with star signs are recommended but not mandatory.*

### **Week 2 Nature of CMC:**

1. Herring, S. C. (2004). Slouching toward the ordinary: Current trends in computer-mediated communication. *New media & society*, 6(1), 26-36.
2. Licklider, J. C., & Taylor, R. W. (1968). The computer as a communication device. *Science and technology*, 76(2), 1-3.
3. Walther, J. B., Gay, G., & Hancock, J. T. (2005). How do communication and technology researchers study the internet? *Journal of communication*, 55(3), 632-657.
4. Parks, M. (2009). What will we study when the Internet disappears? *Journal of Computer-Mediated Communication*, 14(3), 724-729.
5. \*Yzer, M. C., & Southwell, B. G. (2008). New communication technologies, old questions. *American Behavioral Scientist*, 52(1), 8-20.

### **Week 3 Impersonal Communication**

1. Dennis, A. R., & Kinney, S. T. (1998). Testing media richness theory in the new media: The effects of cues, feedback, and task equivocality. *Information systems research*, 9(3), 256-274.
2. Kiesler, S., Siegel, J., & McGuire, T. W. (1984). Social psychological aspects of computer-mediated communication. *American psychologist*, 39(10), 1123.
3. Short, J., Williams, E., & Christie, B. (1976). Theoretical approaches to differences between media. *The social psychology of telecommunications*, 61-76.
4. Clark, H. H., & Brennan, S. E. (1991). Grounding in communication. *Perspectives on socially shared cognition*, 13, 127-149.

### **Week 4 Interpersonal and Hyper-personal Communication**

1. Lew, Z., Walther, J. B., Pang, A., & Shin, W. (2018). Interactivity in online chat: conversational contingency and response latency in computer-mediated communication. *Journal of Computer-Mediated Communication*, 23, 201-221.
2. Walther, J. B., Van Der Heide, B., Ramirez, A., Burgoon, J. K., & Peña, J. (2015). Interpersonal and hyper-personal dimensions of computer-mediated communication. *The handbook of the psychology of communication technology*, 1, 22.
3. Walther, J. B. (2007). Selective self-presentation in computer-mediated communication: Hyperpersonal dimensions of technology, language, and cognition. *Computers in Human Behavior*, 23(5), 2538-2557.

### **Week 5 SIDE:**

1. Xu, K., & Lombard, M. (2017). Persuasive computing: Feeling peer pressure from multiple computer agents. *Computers in Human Behavior*, 74, 152-162.
2. Lea, M., Spears, R., & de Groot, D. (2001). Knowing me, knowing you: Anonymity effects on social identity processes within groups. *Personality and Social Psychology Bulletin*, 27(5), 526-537.
3. Spears, R., & Postmes, T. (2015). Group identity, social influence, and collective action online. *The Handbook of the Psychology of Communication Technology*, John Wiley & Sons, Oxford, 23-46.
4. Walther, J. B., DeAndrea, D., Kim, J., & Anthony, J. C. (2010). The influence of online comments on perceptions of antimarijuana public service announcements on YouTube. *Human Communication Research*, 36(4), 469-492.

### **Week 6 Presence**

1. Lombard, M., & Ditton, T. (1997). At the heart of it all: The concept of presence. *Journal of computer-mediated communication*, 3(2), JCMC321.
2. Lee, K. M. (2004). Presence, explicated. *Communication theory*, 14(1), 27-50.
3. Lee, K. M. (2004). Why presence occurs: Evolutionary psychology, media equation, and presence. *Presence: Teleoperators & Virtual Environments*, 13(4), 494-505.
4. Lombard, M., Lee, S., Sun, W., Xu, K., & Yang, H. (2017). Presence theory. In P. Roessler, C. Hoffner, & L. Van-Zoonen (Eds.), *International encyclopedia of media effects*, pp. 1-13. Wiley-Blackwell.

### **Week 7 Presence and VR**

1. Biocca, F., Harms, C., & Burgoon, J. K. (2003). Toward a more robust theory and measure of social presence: Review and suggested criteria. *Presence: Teleoperators & virtual environments*, 12(5), 456-480.
2. Yee, N., & Bailenson, J. (2007). The Proteus effect: The effect of transformed self-representation on behavior. *Human communication research*, 33, 271-290.
3. Fox, J., & Bailenson, J. N. (2009). Virtual self-modeling: The effects of vicarious reinforcement and identification on exercise behaviors. *Media Psychology*, 12(1), 1-25.
4. Won, A.S., Haans, A., IJsselsteijn, W.A., & Bailenson J.N., (2014). A framework for interactivity and presence in novel bodies. *Interacting with Presence: HCI and the Sense of Presence in Computer-mediated Environments*, 57-69.
5. \*Fox, J., Bailenson, J., & Binney, J. (2009). Virtual experiences, physical behaviors: The effect of presence on imitation of an eating behavior. *Presence*, 18, 294-303.
6. \*Won, A. S., Bailenson, J., Lee, J., & Lanier, J. (2015). Homuncular flexibility in virtual reality. *Journal of Computer-Mediated Communication*, 20, 241-259.

## **Week 8 Presence and VR/AR**

1. Bailenson, J. N., & Yee, N. (2005). Digital chameleons: Automatic assimilation of nonverbal gestures in immersive virtual environments. *Psychological Science, 16*(10), 814-819.
2. Bailenson, J., & Segovia, K. Y. (2009). Virtual doppelgangers: Psychological effects of avatars who ignore their owners. In W. S. Bainbridge (Ed.), *Online worlds: Convergence of the real and the virtual*, pp. 175-186. Springer.
3. Liao, T., Yang, H., Lee, S., Xu, K., & Bennett, S. M. (2020). Augmented criminality: How people process in situ augmented reality crime information in relation to space/place. *Mobile Media & Communication, 2050157919899696*.

## **Week 9 AR and Location-based Mobile Media:**

1. De Souza e Silva, A., & Frith, J. (2010). Locative mobile social networks: Mapping communication and location in urban spaces. *Mobilities, 5*(4), 485-505.
2. Frith, J. (2014). Communicating through location: The understood meaning of the Foursquare check-in. *Journal of Computer-Mediated Communication, 19*(4), 890-905.
3. Licoppe, C. (2013). Merging mobile communication studies and urban research: Mobile locative media, “onscreen encounters” and the reshaping of the interaction order in public places. *Mobile Media & Communication, 1*(1), 122-128.
4. Liao, T., & Humphreys, L. (2015). Layar-ed places: Using mobile augmented reality to tactically reengage, reproduce, and reappropriate public space. *New Media & Society, 17*, 1418-1435.

## **Week 10 Media Addiction:**

1. Griffiths, M. D., & Kuss, D. J. (2015). Online Addictions: Gambling, video gaming, and social networking. *The handbook of the psychology of communication technology, 32*, 384-403.
2. Kim, J., & Haridakis, P. M. (2009). The role of Internet user characteristics and motives in explaining three dimensions of Internet addiction. *Journal of Computer-Mediated Communication, 14*, 988-1015.
3. LaRose, R., Lin, C. A., & Eastin, M. S. (2003). Unregulated Internet usage: Addiction, habit, or deficient self-regulation? *Media Psychology, 5*, 225-253.

## **Week 11 Online Deception/Dating**

1. Toma, C. L., Hancock, J. T., & Ellison, N. B. (2008). Separating fact from fiction: An examination of deceptive self-presentation in online dating profiles. *Personality and Social Psychology Bulletin, 34*, 1023-1036.

2. Ellison, N., Heino, R., & Gibbs, J. (2006). Managing impressions online: Self-presentation processes in the online dating environment. *Journal of computer-mediated communication*, 11(2), 415-441.
3. Chan, L. S. (2017). Who uses dating apps? Exploring the relationships among trust, sensation-seeking, smartphone use, and the intent to use dating apps based on the integrative model. *Computers in Human Behavior*, 72, 246-258.
4. Hancock, J. T., & Toma, C. L. (2009). Putting your best face forward: The accuracy of online dating photographs. *Journal of Communication*, 59, 367-386.

### **Week 12 CMC 3.0: Future CMC**

1. Carr, C. T. (2020). CMC is dead, long live CMC!: Situating computer-mediated communication scholarship beyond the digital age. *Journal of Computer-Mediated Communication*.
2. Xu, K., & Liao, T. (2020). Explicating cues: A typology for understanding emerging media technologies. *Journal of Computer-Mediated Communication*.
3. Hancock, J. T., Naaman, M., & Levy, K. (2020). Computer-mediated communication: Definition, research agenda, and ethical considerations. *Journal of Computer-Mediated Communication*.
4. Campbell, S. W. (2020). Cutting the cord: Social and scholarly evolutions as CMC goes mobile. *Journal of Computer-Mediated Communication*.