COURSE OUTLINE

1. GENERAL

SCHOOL	SOCIAL SCIENCES		
DEPARTMENT	PSYCHOLOGY		
LEVEL	Undergraduate		
COURSE CODE	PSY-3621	SEMESTER	6 th and above
COURSE TITLE	NEW MEDIA IN CLINICAL PSYCHOLOGY		
TEACHING ACTIVIT	TES	WEEKLY HOURS	ECTS
Lectures, experiential exerc		3	6
activiti	ies, blogging		
COURSE TYPE	Skills development (Seminar)		
PREREQUISITES	Psychopathology courses		
COURSES:			
INSTRUCTION/EXAM	English		
LANGUAGE:			
OFFERED TO ERASMUS	NO		
STUDENTS			
COURSE WEB PAGE	BlackBoard Frie University, Berlin		
(URL)			

2. LEARNING OUTCOMES

Learning Outcomes

This course will introduce students to the field of media psychology and its interface with clinical psychology. Specific topics of discussion will include the complex interactions between new media technologies, individuals and societies and the differences between online and in-person communications. The course will focus on how new media can be used in clinical psychology as a means to help others, how the use of new media can become a risk factor to one's psychological adjustment, and how new media can be used to harm others. Questions that will be posed include: How does social networking affect our views of ourselves and others? How does our personal selectivity in news media consumption impact our choices and communications behavior? What kinds of actions are taken by individuals through social media engagement that might be harmful to oneself or to others? Students will critically evaluate this content, queries and the available literature focusing on these issues.

By the end of the course, students will:

- Have acquired a knowledge base on the uses of new media in clinical psychology
- Analyze and critically think about the applications of new media in clinical psychology
- Apply pre-existing knowledge of clinical psychology subject matter in experiential exercises

- Identify and critically evaluate psychological research methods used in papers describing the new media applications in clinical psychology
- Create blogs focusing on clinical issues
- Evaluate empirical data presented in research readings
- Assess the significance and importance of research reports.
- Communicate clearly and effectively about the interface between clinical psychology and new media applications.

General Competencies

- Critical analysis using inductive and deductive reasoning of complicated theoretical and empirical information
- Formulate arguments by analyzing and synthesizing readings and lectures
- Demonstrate ability in conducting thorough literature searches
- Demonstrate ability in surmising and analyzing empirical readings
- In relationship to writing, will show the ability in planning, structuring and integrating theory with new media methodologies

3. COURSE CONTENT

The	oretical topic	Questions posed	Overarching theme
1.	Basics of online interaction	What is the difference between 'chatting' about a problem online and talking face-to-face?	New media: an instrument used in providing help
2.	Online therapy basics	Online therapy protocols and How do we imagine clinicians who are writing to us online?	
3.	Expressive writing: writing about emotionally significant topics	What does online-therapy look like for participants? (Insights into Online- or webbased interventions)	
4.	How can we transform and adapt established methods of CBT for the online-setting?	What does online-therapy look like for participants? (Calendars and diaries to increase positive activity)	
5.	PC games and forums as helpful tools for children and adolescents	Games and apps in clinical settings: Hands-on-experiences with Challenger, Treasure Hunt	New Media: a risk
6.	Online addiction: Chats,	Mindfulness-based approaches:	

7. Violence, body schemes, and beauty ideals Researching in one's own environment: Collecting pictures, magazines, protocolling your own media consumption 8. Eating Disorders and Pornography: How "sick" is our view of our own bodies? 9. Suicide in the media: Is suicide contagious? Do suicide-webpages need to be forbidden? 10. Sexism and Violence in PC-Games: Do shooter video games make people aggressive and misogynic? 11. Basics of cyber aggression "Unfriended on Facebook" - What does cyber aggression look like - when is it relevant for clinical psychology? 12. Cyberbullying: Practical aspects of prevention—Intervening before it's too late: Specific methods against cyberbullying 13. Summary and project presentations Researching in one's own environment: Collecting pictures? Face-to-face, Telephone, Internet Procedure: Researching in one's own environment: Collecting pictures, magazines, protocolling own media consumption Empathy training against violent behavior Participant-Roles: Role-play as a method of changing group dynamics Participant-Roles: Role-play as a method of changing group dynamics Feedback session	Sales, Sex, and Violence – Why new media can be addictive	online addictions	factor	
Pornography: How "sick" is our view of our own bodies? 9. Suicide in the media: Is suicide contagious? Do suicide-webpages need to be forbidden? 10. Sexism and Violence in PC-Games: Do shooter video games make people aggressive and misogynic? 11. Basics of cyber aggression "Unfriended on Facebook"—What does cyber aggression look like — when is it relevant for clinical psychology? 12. Cyberbullying: Practical aspects of prevention—Intervening before it's too late: Specific methods against cyberbullying 13. Summary and project eating disorders; Practical example of what "Binge-Eating" means How to react to suicidal clients? Face-to-face, Telephone, Internet Researching in one's own environment: Collecting pictures, magazines, protocolling own media consumption Empathy training against violent behavior Participant-Roles: Role-play as a method of changing group dynamics Participant-Roles: Role-play as a method of changing group dynamics		environment: Collecting pictures, magazines, protocolling your own media		
suicide contagious? Do suicide-webpages need to be forbidden? 10. Sexism and Violence in PC-Games: Do shooter video games make people aggressive and misogynic? 11. Basics of cyber aggression "Unfriended on Facebook" – What does cyber aggression look like – when is it relevant for clinical psychology? 12. Cyberbullying: Practical aspects of prevention—Intervening before it's too late: Specific methods against cyberbullying 13. Summary and project clients? Face-to-face, Telephone, Internet Researching in one's own environment: Collecting pictures, magazines, protocolling own media consumption Empathy training against violent behavior Participant-Roles: Role-play as a method of changing group dynamics Feedback session	Pornography: How "sick" is our view of our own	eating disorders; Practical example of what "Binge-		
PC-Games: Do shooter video games make people aggressive and misogynic? 11. Basics of cyber aggression "Unfriended on Facebook" – What does cyber aggression look like – when is it relevant for clinical psychology? 12. Cyberbullying: Practical aspects of prevention—Intervening before it's too late: Specific methods against cyberbullying 13. Summary and project environment: Collecting pictures, magazines, protocolling own media consumption Empathy training against violent behavior Participant-Roles: Role-play as a method of changing group dynamics Feedback session	suicide contagious? Do suicide-webpages need to	clients? Face-to-face,		
"Unfriended on Facebook" – What does cyber aggression look like – when is it relevant for clinical psychology? 12. Cyberbullying: Practical aspects of prevention— Intervening before it's too late: Specific methods against cyberbullying 13. Summary and project behavior behavior Participant-Roles: Role-play as a method of changing group dynamics	PC-Games: Do shooter video games make people	environment: Collecting pictures, magazines, protocolling own media		
12. Cyberbullying: Practical as a method of changing group dynamics	"Unfriended on Facebook" – What does cyber aggression look like – when is it relevant for			
	aspects of prevention Intervening before it's too late: Specific methods	as a method of changing		
		Feedback session		

4. INSTRUCTIONAL AND LEARNING METHODS - EVALUATION

INSTRUCTION Skype interactive lectures, experiential exercises, online METHOD

	homework and deskwork and face to face instruction			
INFORMATION AND COMMUNICATION TECHNOLOGIES USED	Use of ICT in teaching Support for learning through the Blackboard, Skype lectures and class lectures			
TEACHING	Activity	Semester Workload	ECTS credits	
ORGANIZATION	Lectures	33 hours	1.32	
	Experiential	17 hours	0.68	
	Exercises			
	Independent	100 hours	4.00	
	Study and			
	Writing	150.1		
STUDENT EVALUATION	Course Total 150 hours 6			
STUDENT EVALUATION	Evaluation in English I. Participation in experiential exercises (20%) II. Weekly reflective practice journal notes (20%) III. Online tasks (blogging and researching online environment, 20%) IV. Final paper (40%)			
	The evaluation criteria are accessible to students through the			
	website of the course.			

5. BIBLIOGRAPHY

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- Stice, E. & Shaw, H. (1994). Adverse-Effects of the Media Portrayed Thin-Ideal on Women and Linkages. *Journal of Social and Clinical Psychology*, *13*(3), 288–308. doi:10.1521/jscp.1994.13.3.288
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