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## Cyberpsychology Option

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### Bachelor of Science in Science, Technology, & Society

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Science, Technology, & Society  
Department of Humanities  
College of Science and Liberal Arts

## WHY STUDY CYBERPSYCHOLOGY AT NJIT?

An innovative new undergraduate degree program, Cyberpsychology at NJIT will bring together traditional psychological coursework, computer science and information systems basics, and brand new courses that directly address issues of unique interest to cyberpsychologists: the significance of living a predominantly online life for our social lives and selves, the psychological impact of the internet of things, therapeutic uses of technology, tools for countering malicious social engineering and other cybersecurity issues, gaming and its impact, and digital & electronic research methods.

## ABOUT THE COLLEGE OF SCIENCE AND LIBERAL ARTS

The College of Science and Liberal Arts (CSLA) is dedicated to instruction in the physical, biological, and mathematical sciences as well as traditional liberal arts disciplines. CSLA is home to internationally renowned research centers and award winning researchers, and partners with departments throughout NJIT to explore emerging frontiers and expand interdisciplinary initiatives in a diverse range of areas that include genomics, neuroscience, ecology, biomechanics, solar physics, photonics, environmental science, applied mathematics and statistics, materials science, technical communication, and digital media.

## CYBERPSYCHOLOGY

Students graduating with a degree in Cyberpsychology are prepared for a wide range of career and educational opportunities, including graduate degree programs in the social and cognitive sciences, as well as a wide variety of careers such as computer and information research scientists and market research analysts, both of which are expected to grow "much faster than average" according to the latest data from the Bureau of Labor Statistics.

## PROGRAM OVERVIEW

The option in Cyberpsychology builds on the same core courses as the Bachelor of Science in Science, Technology, & Society, which introduces students to the relationships between society, technology, and the global environment. After establishing a foundation in psychology, technology studies, and research methods, students complete coursework in social psychology, social network analysis, and user experience as well as a senior thesis project of their own design.

## CURRICULUM

The option in Cyberpsychology builds on the core courses of the current Bachelor of Science in Science, Technology, and Society. Elective coursework should be selected based on each student's individual interests and career goals.

### Science, Technology, & Society Core (26 credit hours)

STS 201	Understanding Technological Society
STS 210	General Psychology
STS 221	Sociology
STS 304	Writing about Science, Technology, & Society
STS 307	Fundamentals of Research in STS
STS 308	Technology & Global Development
STS 310	Technology & Human Values
STS 490	Project & Seminar I
STS 491	Project & Seminar II

### Elective Coursework (36 credit hours)

BIOL 382	Animal Behavior
COM266	Foundations of Game Production
COM321	Technology & Tactics of Sound
COM376	Game Design Studio
ENG 302	Communication Theory
ENG 333	Cybertext
ENG 354	Composing Documents for the Web
IS 117	Introduction to Website Development
IS 218	Building Web Applications
IS 265	Introduction to Information Systems
IS 322	Mobile Apps: Design, Interface, & Implementation
IS 392	Web Mining & Information Retrieval
STS 257	Technology, Society, & Culture
STS 316	Mass Communications, Technology, & Culture
STS 335	Logic
STS 340	Multiculturalism in a Technological Society
STS 342	Women in Technological Culture
STS 344	Communications Policy
STS 346	Pragmatism & Technology
STS 348	Esthetics & Modern Technology
STS 350	Computers & Society
STS 352	Race & Ethnicity

### Cyberpsychology Core (15 credit hours)

STS 321	Social Psychology
STS 339	Psychology of Diversity
STS 351	Minds & Machines
STS 359	Cyberpsychology
STS 375	Artificial Intelligence & the Human Mind

### User Experience Core (15 credit hours)

IS 247	Designing the User Experience
IS 333	Social Network Analysis
IS 350	Computer, Society, & Ethics
IS 375	Usability and Measuring User Experience
IS 448	Discovering User Needs for User Experience

## FOR FURTHER INFORMATION CONTACT

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## TO APPLY CONTACT

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