



22nd Annual CyberPsychology, CyberTherapy  
& Social Networking Conference

# CYPSY22

June 26-28 2017  
University of Wolverhampton, England



#CYPSY22

 Conference programme **Day 1**MONDAY, 26<sup>TH</sup> JUNE

EVENING

MILLENNIUM CITY BUILDING

Time	Event
17.00	Registration Opens and Wine Reception Foyer of Millennium City Building, City Campus South
18.00-18.30	<b>Opening addresses – MC001, Millennium City Building</b>  Prof. Dr. Brenda K. Wiederhold (Conference Co-Chair, IMI, VRMI)  Dr Richard Darby (Head of the Institute of Psychology)
18.30-19.30	<b>Keynote Address 1 – MC001, Millennium City Building</b>  <b>Professor David Wall</b> “The Gifts that Keep on Taking: Cybercrime Futures”

# Conference programme Day 2

TUESDAY, 27<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event		
9.00	Registration Opens – Foyer of Millennium City Building		
9.20-10.20	<b>Keynote Address 2 – MC001, Millennium City Building</b> <b>Dr Elaine Kasket</b> “Ghosts in the Machine: How our Online Existence Changes How we Live, Die, Mourn and Remember”		
10.20 -11.40	<b>Parallel Sessions</b>		
	<b>Session A: ROOM MC413</b>	<b>Session B: ROOM MC419</b>	<b>Session C: ROOM MC418</b>
	<b>Video gaming</b>	<b>Educational technology</b>	<b>Technology mediated therapies and benefits</b>
	<b>Measuring Flow on the Go: The effect of real-time flow and context on in-vivo positive mood in digital gaming</b> Linda Kaye, Rebecca Monk, Helen Wall & Iain Hamlin	<b>Robots and Socio Cognitive Conflict Enhance Wayfinding in Children</b> Martina Benvenuti, Gioele Piobbico & Elvis Mazzoni	<b>The influence of cybersickness and presence on the effectiveness of virtual reality exposure therapy to treat anxiety disorders: A meta-analysis</b> Anja Zimmer, Dorothee Bentz, Undine Lang & Dominique de Quervain
	<b>Pokémon Go: Exploring Player Motivations and Differences</b> Alan Martin & Masa Popovac	<b>Education Robotics to improve mathematical and metacognitive skills</b> Filippo La Paglia, Caterina La Cascia, Maria Margherita Francomano & Daniele La Barbera	<b>Exploring the relationship between the acceptability of a Flying phobia treatment delivered via the internet and clinical outcomes</b> Soledad Quero, Daniel Campos, Adriana Mira, Diana Castilla, Cristina Botella & Juana Bretón-López
	<b>Game Transfer Phenomena and the Augmented Reality Game Pokémon Go: The prevalence and the relation with benefits, risks, immersion and motivations</b> Angelica Ortiz de Gortari	<b>How much internet use is good for academic performance? Evidence from a large-scale study</b> Dmitri Rozgonjuk & Karin Täht	<b>Virtual Reality: a promising tool for the assessment of spatial neglect in stroke patients</b> Beatriz Mangas-Soria, Cristina Masegu-Serra, Leónides Canuet-Delis, Alvaro Castilla-Gutierrez, Ella Rodriguez-Fernandez, Clara Gómez-Elvira & Cristina Lopez-Pascua

This session continues on the next page >

## Conference programme **Day 2**

TUESDAY, 27<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event
	<p><b>The influence of Technology on Elementary Teachers in Ecuadorian Context</b> Francisco D. Bretones &amp; Luis E Alvarado</p> <p><b>VR-based cue exposure therapy (VR-CET) versus VR-CET plus pharmacotherapy in the treatment of bulimic-type eating disorders</b> Joana Pla-Sanjuanelo, Marta Ferrer-Garcia, Ferran Vilalta-Abella, Giuseppe Riva, Antonios Dakanalis, Joan Ribas-Sabaté, Alexis Andreu-Gracia, Fernando Fernandez-Aranda, Isabel Sanchez-Diaz, Neli Escandon-Nagel, Osane Gomez-Tricio, Virginia Tena &amp; José Gutiérrez-Maldonado</p>
<b>11.40-12.10</b>	Coffee break – Room MC437/MC438

The programme for Tuesday continues on the next page >

 Conference programme **Day 2**
TUESDAY, 27<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event		
<b>12.10–13.10</b>	<b>Parallel Sessions</b>		
	<b>Session A: ROOM MC413</b>	<b>Session B: ROOM MC419</b>	<b>Session C: ROOM MC418</b>
	<b>Personality and internet use</b>	<b>Mobile healthcare</b>	<b>Virtual embodiment</b>
	<p><b>Typology of Facebook users; What do they do on Facebook and how is it related to their personality?</b> Bojana Bodroža &amp; Tamara Jovanović</p>	<p><b>An e-health protocol to help elderly breast cancer patients to cope with chemotherapy: Preliminary results</b> Daniela Villani, Chiara Cognetta, Davide Toniolo, Francesco Scanzi &amp; Giuseppe Riva</p>	<p><b>Does owning a “fatter” virtual body increase body anxiety in college students?</b> Marta Ferrer-Garcia, Joana Pla-Sanjuanelo, Ferran Vilalta-Abella, Giuseppe Riva, Antonios Dakanalis, José Achotegui-Loizate, Antoni Talarn-Caparrós, Joan Ribas-Sabate, Alexis Andreu-Gracia, Marina Díaz-Marsa, Miquel Monràs-Arnau, Eduardo Serrano-Troncoso, Janet Treasure &amp; José Gutiérrez-Maldonado</p>
	<p><b>Facebook reactions: how are they used and which personality factors predict their use?</b> Graham Scott &amp; Lara Conlon</p>	<p><b>Enhancing psychological well-being of women approaching the childbirth: a controlled study with a mobile application</b> Claudia Carissoli, Daniela Villani, Deborah Gasparri &amp; Giuseppe Riva</p>	<p><b>How virtual embodiment affects episodic memory functioning: a proof-of-concept study</b> Cosimo Tuena, Silvia Serino, Alexandre Alexandre Gaston-Belle, Eric Orriols, Giuseppe Riva &amp; Pascale Piolino</p>
	<p><b>A Frame effect in Avatar Customisation: How users’ attitudes towards their avatars may change depending on virtual context</b> Stefano Triberti, Ilaria Durosini, Filippo Aschieri, Daniela Villani &amp; Giuseppe Riva</p>	<p><b>Automation of Community-based HIV Testing</b> Richard Boyle</p>	<p><b>Two-phases innovative treatment for anorexia nervosa: the potential of virtual reality body-swap</b> Silvia Serino, Alice Chirico, Elisa Pedroli, Chiara Cacciatore, Nicoletta Polli, Luca Persani and Giuseppe Riva</p>
<b>13.10–14.10</b>	<p>Lunch: Buffet lunch served to delegates – Room MC437/MC438</p> <p>Private Meeting of Editorial Board of Cyberpsychology, Behavior &amp; Social Networking Journal – MC103</p>		

## Conference programme Day 2

TUESDAY, 27<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event		
<b>14.10–15.10</b>	<b>Parallel Sessions</b>		
	<b>Session A: ROOM MC413</b>	<b>Session B: ROOM MC419</b>	<b>Session C: ROOM MC418</b>
	Smartphone research	Cybercrime and security	Virtual reality for public speaking training
	<b>My Virtual friend: Understanding psychological attachment to smartphones</b> Chris Fullwood, Sally Quinn & Linda K. Kaye	<b>Death and Lolz- Understanding the Personality Characteristics of RIP Trolls</b> Kathryn Seigfried-Spellar & Siddharth Chowdhury	<b>Influence of Simulation Fidelity on Perceived Realism- An Exploratory Study in a Virtual Public Speaking Training Application</b> Mariia Dubiago, Sandra Poeschl & Nicola Doering
	<b>Friend of Phone? Smartphone use and digital companionship</b> Astrid Carolus, Florian Schneider, Catharina Schmidt, Ricardo Münch, Jens Binder & Sarah Buglass	<b>Challenge accepted: Data Collection from hacking communities</b> Helen Thackray, John McAlaney, Christopher Richardson, Huseyin Dogan & Jacqui Taylor	<b>Determinants of Speech Performance in a Virtual Reality Public Speaking Training- An Experimental Study</b> Sandra Poeschl & Nicola Doering
	<b>Towards a Mobile Application and Reporting Mobile Victimization among South African High School Students</b> Michael Kyobe & Shallen Lusinga	<b>Developing a Typology of Internet Trolling: A Content Analysis of Trolling Data</b> Ellousie Long, Jacqueline Gray & Mark Coulson	
<b>15.10–15.40</b>	Coffee break – Room MC437/MC438		

The programme for Tuesday continues on the next page >

## Conference programme Day 2

TUESDAY, 27<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event		
15.40–17.00	Parallel Sessions		
	Session A: ROOM MC413	Session B: ROOM MC419	Session C: ROOM MC418
	Online communities	Social implications of social media	Telehealth and telepresence
	<p><b>Exploring the use of health related online support groups by parents of adolescents with Type 1 Diabetes</b> Karen Shepherd, Neil Coulson &amp; Heather Buchanan</p>	<p><b>“It begins to take over from real life”: The social outcomes of Facebook use</b> Tracii Ryan</p>	<p><b>Efficacy of telepsychotherapy for generalized anxiety disorder. Final results at the 6 month follow-up</b> Genevieve Robillard, Stéphane Bouchard, Gabrielle Marcotte-Beaumier, Michel Dugas, Andre Marchand, Patrick Gosselin, Frederic Langlois &amp; Genevieve Belleville</p>
	<p><b>Aggression and Adaptation: An Online Psychodynamic Discourse Analysis of Ego Defense in the Body Positive Community</b> H Michelann Quimby</p>	<p><b>Facebook use and subjective well-being: the impact of differing levels of engagement and use</b> Jennifer Gerson, Anke Plagnol &amp; Philip Corr</p>	<p><b>The small-world of cybertherapy</b> Brice Gouvernet &amp; Lise Haddouk</p>
	<p><b>The Dark Triad Traits and Short-Term Relationships on Tinder</b> Sally Quinn &amp; Shannon McGuire</p>	<p><b>Who wants to Live Forever?: Living, Dying and Grieving in our Digital Society</b> Debra Bassett</p>	<p><b>Evaluating presence in telepsychotherapy. A complementary study on intersubjectivity co-construction processes</b> Lise Haddouk, Stéphane Bouchard, Eleonora Brivio, Carlo Galimberti &amp; Alain Trognon</p>
		<p><b>Measuring ethnic prejudice in user-generated content</b> Olessia Koltsova, Svetlana Bodrunova, Sergey Nikolenko, Sergei Koltcov &amp; Svetlana Alexeeva</p>	<p><b>Acceptability of an internet-based Exposure treatment of Flying Phobia: Results from a Randomized Controlled Trial</b> Daniel Campos, Adriana Mira, Juana Bretón-López, Diana Castilla, Cristina Botella, Rosa Baños &amp; Soledad Quero</p>

# Conference programme Day 3

WEDNESDAY, 28<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event		
9.00	Registration Opens – Foyer of Millennium City Building		
9.30–10.30	Parallel Sessions		
	Session A: ROOM MC413	Session B: ROOM MC419	Session C: ROOM MC418
	Cyberbullying	Research on Facebook	Clinical applications of VR
	<p><b>A Cyberbullying and Online Risks Intervention using the information-Motivation-Behavioral Skills Model: A Pilot Study among South African adolescents</b> Masa Popovac &amp; Philip Fine</p>	<p><b>Better the devil you know? How hiding your Facebook profile influences interpersonal trust and attraction</b> Chris Stiff</p>	<p><b>Preventing Post-Traumatic Intrusion Development using Virtual Reality as a Clinical Distractor</b> Sarah Page &amp; Matthew Coxon</p>
	<p><b>Internet use as moderator on the relation between cyberbullying and measures of psychological adjustment</b> Diogo Morais, Pedro Gamito, Jorge Oliveira, Pedro Rosa, Barbara Gonzalez, Ana Prioste, &amp; Mauro Bianchi</p>	<p><b>Using Eye-Tracking Methods to Measure Attention to Facebook Content</b> Zaheer Hussain</p>	<p><b>Safety of a VR Environment developed for the treatment of gambling disorder</b> Stéphane Bouchard, Genevieve Robillard, Isabelle Giroux, Christian Jacques, Maxime Chrétien &amp; Annie Goulet</p>
	<p><b>Do female YouTubers receive more hateful comments? Results of three content analyses</b> Nicola Doering &amp; M. Rohangis Mohseni</p>	<p><b>The Facebook (R)evolution: gossip, Passive Consumption and Social Media</b> Amy C. Orben &amp; Robin I. M. Dunbar</p>	<p><b>Behavioral craving, and anxiety responses among light and heavy drinking college students in alcohol-related virtual environments</b> Alexandra Ghita, Marta Ferrer-García &amp; José Gutiérrez-Maldonado</p>
10.30–11.00	Room MC437/MC438		

The programme for Wednesday continues on the next page >



# Conference programme Day 3

WEDNESDAY, 28<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event		
<b>11.00–12.00</b>	<b>Parallel Sessions</b>		
	<b>Session A: ROOM MC413</b>	<b>Session B: ROOM MC419</b>	<b>Session C: ROOM MC418</b>
	<b>Digital inclusion</b>	<b>Problematic internet use</b>	<b>Therapeutic applications of VR</b>
	<b>Online support group use and psychological wellbeing for family carers of people with intellectual disabilities</b> Darren Chadwick & Rachael Mackley	<b>“Internet Addiction”: A conceptual minefield</b> Chloe Ryding & Linda Kaye	<b>Virtual reality-based software for the treatment of fibromyalgia: A case study</b> Ferran Vilalta-Abella, Marta Ferrer-Garcia & José Gutiérrez-Maldonado
	<b>(Life) after a tablet education: Digital Self Efficacy, Cognitive Skills and Self Esteem in Older Adults</b> Eleonora Brivio, Fabiana Gatti & Carlo Galimberti	<b>A mixed-method investigation of contemporary problematic smartphone use</b> Lydia Harkin & Daria Kuss	<b>Process Outcome Analysis of Human Field of Regard (FoR) Training for Patients with Hemispatial-Neglect</b> Mingyu Kim, Joon-Ho Shin, Mi-Young Kim, Ji-Yeong Lee, Yu-Jin Jeon & Kwanguk Kim
	<b>“You want to know that you’re safe”: Experiences of Risk, Restriction and Resilience Online among People with an Intellectual Disability</b> Darren Chadwick	<b>Exploring screen-time in young children: passive exposure versus active use</b> Chloé Beatty & Suzanne M. Egan	<b>A novel assessment of spatial learning and memory: Head mounted display-radial arm maze (HMD-RAM)</b> Hyunjeong Kim, Jin Young Park & Kwanguk Kim
<b>12.00–13.00</b>	Lunch: Buffet lunch served to delegates Poster Viewing and Poster Assessment Room MC437/MC438		

 Conference programme **Day 3**
WEDNESDAY, 28<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event		
13.00–14.00	Parallel Sessions		
	Session A: ROOM MC413	Session B: ROOM MC419	Session C: ROOM MC418
	Online risks	Positive technology	Human-computer interaction
	<p><b>Revenge Porn, Preliminary Findings from the Harassment and Revenge Porn Survey</b> Emma Short, Antony Brown &amp; James Barnes</p>	<p><b>The Internet as a possibility of empowerment for the urban popular classes in Brazil</b> Paula Melgaço &amp; Junia de Vilhena</p>	<p><b>The Technology integration Model: Predicting Technology Adoption and Future use</b> Heather Shaw, Fenja Ziegler &amp; David Ellis</p>
	<p><b>“It won’t happen to me”: Implications of social network site use and FOMO on online vulnerability and psychological wellbeing</b> Sarah Buglass, Jens Binder, Lucy Betts &amp; Jean Underwood</p>	<p><b>An initial validation of virtual human administered neuropsychological assessments</b> Thomas Parsons &amp; Paul Schermerhorn</p>	<p><b>Mobile video chat, gesturing and conversational engagement: An integration of embodied cognition in computer-mediated communication</b> Jens Binder, Klaudia Cebula, Sondos Metwally, Michael Vernon, Christopher Atkin &amp; Suvo Mitra</p>
	<p><b>Modes of Cyberstalking and Cyberharassment: Measuring the negative effects in the lives of victims in the UK</b> Antony Brown, Marcia Gibson &amp; Emma Short</p>	<p><b>The sensorimotor Dimension of the Networked Flow: an Exploratory Study Using an Interactive Collaborative Platform</b> Alice Chirico, Alessandro D’Ausilio, Serena Graziosi, Francesco Ferrise, Alberto Gallace, Cedric Mosconi, Jasmine Cazzaniga, Valentino Zurloni, Massimiliano Elia, Francesco Cerritelli, Fabrizia Mantovani, Pietro Cipresso, Giuseppe Riva &amp; Andrea Gaggioli</p>	<p><b>Touching Emotions: Evaluation of Affective Pictures is influenced by Moving Direction</b> Sergio Cervera Torres, Susana Ruiz Fernández, Martin Lachmair &amp; Peter Gerjets</p>

 Conference programme **Day 3**
WEDNESDAY, 28<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event		
<b>14.10–15.10</b>	<b>Parallel Sessions</b>		
	<b>Session A: ROOM MC413</b>	<b>Session B: ROOM MC419</b>	<b>Session C: ROOM MC418</b>
	<b>Communication patterns &amp; behaviour</b>	<b>Self-presentation</b>	<b>Virtual reality</b>
	<p><b>Applying large-scale corpus analysis methods to online forum content: a study of a community of sex workers and 'punters'</b> Pelham Carter, Robert Lawson &amp; Matt Gee</p>	<p><b>The Relationship between Posting and Photo Manipulation Activities on social Networking Sites and Skin Cancer Risk Factors among Australian Adolescents and Young Adults</b> John Mingoia, Amanda Hutchinson, Carlene Wilson &amp; David Gleaves</p>	<p><b>Investigating the Effect of Physical and Psychological complaints on Simulator Sickness- A Non-Experimental Driving Simulation Study</b> Anne Hoesch, Sandra Poeschl, Florian Weidner &amp; Nicola Doering</p>
	<p><b>Only a joke: Misogyny, banter and online humour</b> John McAlaney, Jacqui Taylor, Terri Cole, Peter Hills &amp; Rachel Skinner</p>	<p><b>Platform differences in identity motivations and self-disclosure for multiplatform users of online social networks</b> Karen Long</p>	<p><b>Attention and Social Cognition in Virtual Reality: The effect of engagement mode and character eye-gaze</b> Brendan Rooney, Katalin Balint, Thomas Parsons, Colin Burke, Tess O'Leary, Sharon Chi Tak Lee &amp; Caroline Mantei</p>
	<p><b>Attributions of blame and responsibility in Online Interactions</b> Navpreet Johal &amp; Bryn Alexander Coles</p>	<p><b>How do we present ourselves online? Validation of the Presentation of Online Self Scale (POSS)</b> Chao-Hwa Josephine Chen-Wilson, Chris Fullwood, Trey Asbury, Melanie Keep &amp; Grainne Kirwan</p>	
<b>15.10–15.40</b>	Coffee break – Room MC437/MC438		

## Conference programme **Day 3**

WEDNESDAY, 28<sup>TH</sup> JUNE

DAY

MILLENIUM CITY BUILDING

Time	Event
<b>15.40–16.40</b>	<b>Parallel Sessions</b>
<b>Session A: ROOM MC413</b>	<b>Session B: ROOM MC419</b>
<b>Online dating and relationships</b>	<b>Contemporary issues in cyberpsychology</b>
<b>Self-presentation variation between different online dating site profile texts: A Content analysis</b> Nicola Fox Hamilton, Chris Fullwood & Grainne Kirwan	<b>Thinspiration, fitspiration, and bonespiration – the construction of body ideals on social media</b> Catherine Talbot
<b>“Thanks for writing but I’m not interested”: A qualitative analysis of men’s experiences of online dating</b> Emma Boulwood & Chris Fullwood	<b>A Re-validation of the Smartphone Addiction Inventory (SPAI): Exploring the link between Problematic Smartphone Use and Cognitive Failures in Daily Life</b> Lee Hadlington
<b>Virtual Intimacy: Propensity for Physical Contact Between Avatars in an Online Virtual Environment</b> Adam S. Sadowski & Anna Lomanowska	<b>Exploring Social aspects of textspeak use by typically and non-typically developing young people</b> Theresa Summerfield, Chris Fullwood, Darren Chadwick & Josephine Chen-Wilson

WEDNESDAY, 28<sup>TH</sup> JUNE

EVENING

MILLENIUM CITY BUILDING

Time	Event
<b>18.00-19.00</b>	<b>Keynote Address – MC001, Millennium City Building</b>  <b>Dr Daria Kuss</b> “Internet and Gaming Addiction”
<b>19.00-19.30</b>	Awards Ceremony, Wrap up, and CYPsy23 Update MC001, Millennium City Building
<b>19:30</b>	<b>Gala dinner</b> Molineux Stadium

## Conference posters

**Luke Wilsdon and Chris Fullwood:** The effect of Immersion & Presence in a Virtual Reality Public Speaking Task

**Rhia Phillips, Kevin Browne and Shihning Chou:** Exploring the Characteristics of Violent Video Game Players Based on Moral Choices in the Video Game Call of Duty: Modern Warfare 2

**Kim Bullock, Andrea Stevenson-Won and Jeremy Bailenson:** Virtual reality delivered mirror visual feedback for psychosomatic symptoms using limb swapping

**Heyla Selim, Karen Long and Vivian Vignoles:** Development of the online self-presentation strategies scale (OSPSS)

**Peter Macaulay and Michael Bolton:** Bystander behaviour in response to traditional/cyber bullying scenarios: a consideration of empathy and severity

**Andrea Gaggioli, Luca Greci, Sara Arlati, Marco Stramba-Badiale, Elisa Pedroli, Desirée Colombo, Pietro Cipresso and Giuseppe Riva:** "Positive Bike"- An Immersive Biking Experience for Combined Physical and Cognitive Training of Elderly Patients

**Irene Rivera, Jac Billington and Donna Lloyd:** Can Virtual Reality reduce the perception of pain?

**Elia Gabarron, Manuel Armayones, Pilar Garcia, Rolf Wynn and Eirik Årsand:** Healthcare representatives tweeting about #diabetes: Follow the leaders!

**Graham Scott and Christopher Hand:** An investigation of the online warrants of personality, attractiveness, and employability on Facebook

**Marie Rousseau, Sarah Michelle Neveu, Ghassan El-Baalbaki and Patrice Renaud:** Child Pornography users: penile and oculomotor response patterns recorded in virtual reality

**Yadviga Sinyavskaya and Olessia Koltsova:** Self-disclosure online and offline: the Effect of Age

**Sara Peracchia and Giuseppe Curcio:** Can impulsiveness and stress levels be influenced by videogaming?

**Yu-Bin Shin, Min-Kyeong Kim, Sunghyon Kyeong, Young Hoon Jung, Hyolung Eom, Jae-Jin Kim and Eunjoo Kim:** Development of effective virtual environment in eliciting craving in patients with internet gaming disorder

**Jenna Spink, Tom Patterson and Jane Muers:** Perceptions of online support groups for carers of people with dementia: A critical review of the qualitative research literature

**Hyojung Eom, Sungmi Lee, Yeon-Ju Hong, Jiwoong Heo, Kwanguk Kim and Eunjoo Kim:** Assessment of the Attention Performance Test based on Virtual Reality: A Comparison with the Traditional Continuous Performance Test

**Elvis Mazzoni, Gioele Piobbico and Martina Benvenuti:** A Robot Game to Enhance Wayfinding and Recycling in Children

**Roxanne Hébert-Ratté, Ghassan El-Baalbaki, Catherine Fredette and Evelyne Smith:** Problematic Use of Massively Multiplayer Online Role-Playing Games: Characteristics and Definitions

**Adbulmagni Alqahtani:** Perceptions and Realities of Online Safety

**Bruna Madureira and Junia Vihena:** Losing weight online: A study of the #instafits universe

**Nick Y. Zhang:** Social Media Uses, News Consumption, and Trust in Government

**Do-Hyeong Koo and Jang-Han Lee:** The Effect and Persistence of Online-based Attentional Bias Modification in Obese with/without Binge Eating

**Joanne Carroll, Gráinne Kirwan, John Buckley and Olivia Hurley:** Context Reinstatement of Eyewitness Memory: Comparing the Impact of Differing Virtual Environments

**David Ellis and Lukasz Piwek:** When wearable fitness devices fail: Towards an improved understanding of what makes a successful wearable intervention

**Georgina Cardenas, Pedro Gamito, Maura Ramirez, Sara Ventura, Jorge Oliveira, Paulo Lopes, Diogo Morais and Nadieshda Flores:** Tele-rehabilitation for attention and memory disorder in patients with traumatic brain injury through Virtual Reality

**Caroline A. Page, Genevieve Robillard and Stéphane Bouchard:** A Pilot Study on the Use of Virtual Reality for Exposure in Group

**Minjeong Jeon and Jang-Han Lee:** Saccadic Eye Movement as a Reliable Cue to Deceit: Using Wearable Eye-tracker

**Eunji Lee and Jang-Han Lee:** The Effect of Binge Eaters' Computerized Evaluative Conditioning on Implicit and Explicit Attitude toward Food

**Stefanie Hills, Thomas Jackson Martin Sykora and Ejoywoke Onojeartho:** Persuasion and Influence in the Age of Terse Text Cyber Communication

**Tom Garner:** Using Graded Sound-intensity Techniques to Facilitate and Enhance VRET

**Magda Marczak:** A qualitative exploration of the online safety needs of secondary school children

## Conference posters

**Sarah Hodge, Jacqui Taylor, John McAlaney, Davide Melacca, Christos Gatzidis and Eike Anderson:**

Creating and testing a purpose made video game to measure moral decisions

**Jiwoong Heo, Eunjoo Kim, Hyojung Eom and Kwanguk Kim:** Effects of Aging in Joint Attention Virtual Classroom

**Mingyu Kim, So-Yeon Kim, Jung Myeongul, Chang-Seop Kim, Kwanguk Kim: Mingyu Kim, So-Yeon Kim, Jung Myeongul, Chang-Seop Kim, Kwanguk Kim:** Virtual Body-Ownership, Motion-Synchronization, and Body-Size Matching in Adults

**George Peat, Alison Rodriguez and Joanna Smith:** Exploring the use of social media by adolescents and young adults with a life limiting condition.

**Godson Ahamba, David Roberts and Peter Eachus:** Triggering and measuring social inhibitory response in humans immersed in interactions with virtual humans.

**Aleksandra Landowska, David Roberts and Peter Eachus:** Neural Basis of Virtual Exposure Treatment

**Angel Enrique, Juana M Bretón-López, Guadalupe Molinari, Soledad Quero and Cristina Botella:** Acceptability of a positive technology by patients with eating disorders: Results from a Randomized Control Trial

**Iryna Rachyla, Soledad Quero, Marian Pérez-Ara, Mar Molés, Daniel Campos and Adriana Mira:** Web-based, self-help intervention for Adjustment Disorders: acceptance and usability.

**Susana Ruiz Fernández, Martin Lachmair, Juan Jose Rahona and Peter Gerjets:** Hands on positive pictures: Hand proximity to positive pictures improves mood regulation

**Charitini Pitsiakou, Chao-Hwa Josephine Chen-Wilson, Darren Chadwick and Chris Fullwood:** #txtspeak; Examining the Theory of Planned Behaviour Components, Self-Concept Clarity, Age and Gender as Predictors of Textspeak Use Among Adolescents

**Claudia Carissoli, Daniela Villani, Melissa Caputo and Stefano Triberti:** Video games as learning tools at school: parents' attitude

**Scott Debb and Tiren Parker:** Examining the Culture of Information Security Awareness for Post-Millennial African-American Undergraduate Students

**Danilo Guarino, Filippo La Paglia, Marco Daino, Valerio Maiorca, Salvatore Zichichi, Filippo Guccione, Ambre Pintabona, Mark Wiederhold, Giuseppe Riva, Brenda Wiederhold and Daniele La Barber:** Chronic pain treatment through Virtual Reality

**Andrew Hodrien, Adam Galpin, David Roberts and Laurence Kenney:** Exploring the impact of hand movement delays and hand appearance on myoelectric prosthesis embodiment using Immersive Virtual Reality

**Lee Hadlington, Mark Cox and Jessica Hall:** Investigating the contributory role of Social Anxiety and Impulsivity in Smartphone Addiction Undergraduate University Students

**Sara Peracchia, Stefano Triberti and Giuseppe Curcio:** Longer the game, better the sleep: intense video game playing is associated to better sleep quality and better daytime functioning