Cyberpsychology Option
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 concentration 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, and 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
- COM 266 Foundations of Game Production
- COM 321 Technology & Tactics of Sound
- COM 376 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 Artifical 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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