

NJIT

New Jersey Institute
of Technology

Cyberpsychology Option

Bachelor of Science in Science, Technology, & Society



Contact:
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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.

CYBER PSYCHOLOGY

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 (24 credit hours)

STS 201: Understanding Technological Society
STS 210: General Psychology
STS 304: Writing about Science, Technology, & Society
STS 307: Fundamentals of Research in STS
STS 310: Technology & Human Values
STS 325: Social Psychology
STS 490: Project & Seminar I
STS 491: Project & Seminar II

Mind, Behavior & Society Core (12 credit hours)

STS 339: Philosophy & Psychology of Race & Gender
STS 351: Minds & Machines
STS 358: Moral Psychology
STS 359: Cyberpsychology

User Experience Core (15 credit hours)

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

Elective Coursework (27 credit hours)

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 221: Sociology
STS 257: Technology, Society, & Culture
STS 308: Technology & Global Development
STS 316: Mass Communications, Technology, & Culture
STS 318: Educational Media Design
STS 340: Multiculturalism in a Technological Society
STS 342: Women in Technological Culture
STS 346: Pragmatism & Technology
STS 348: Esthetics & Modern Technology
STS 350: Computers & Society

FOR FURTHER INFORMATION CONTACT:

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TO APPLY CONTACT

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