

DEPARTMENT OF PSYCHOLOGY

M.A. Psychology

Structure-I (2- Year PG Program)

GENERIC ELECTIVE COURSE

SEMESTER I

GE 105: PSYCHOLOGY AND THE VIRTUAL WORLD

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITE OF THE COURSE

Course Title & Code	Total Credits	Credit distribution of the course			Eligibility Criteria/ Prerequisite	Pre-requisite of the course, if any
		Lecture	Tutorial	Practical		
GE 105 Psychology and the Virtual World	4	3	1	0	Graduation in any stream	Basic knowledge of Psychology

Marks:100

Hours: 60

Credit: 4 (Lectures + Internal Assessment + Practical)

Course Objectives:

1. The paper intends to adept students in building their perspective towards the prevalent experiential world of virtual phenomena across cultures.
2. It intends to enable them in building their psychological skills towards developing better psychological models of intervention through this knowledge.
3. The paper shall also enable in sensitizing them towards the ethics, challenges and cultural nuances of the growing dominance of the virtual world.

Learning Outcomes:

The successful completion of the course will enable the students to

1. Understand perspectives and psychological skills regarding virtual experiential world
2. Demonstrate sensitized comprehension and towards the ethics, challenges and cultural nuances of the growing dominance of the virtual world.

Course Contents:

Unit 1: Introduction: Consciousness Virtual Reality and Augmented Reality, philosophical foundation, debates and current trends. From Meta-physical to virtual space -immersion vs Absorption, Inreality and embodiment, MetaUniverse, Experience vs. augmented reality vs virtual reality.

(10 Hours)

Unit 2: Technologizing Self and identity: embodiment and virtual reality Interplay of self and technology, Online identities, internet socialization: Emerging concerns, challenges, and possibilities (Un) making of plural selves- embodiment, and inquiry. .

(10 Hours)

Unit 3: Revisiting the notions of culture, nation and globalization: Advancement of virtual reality in context of health- monitoring of health, current narratives on psychotherapies, employing virtual reality to address existential challenges The big data theory- Sharing and Surveillance. Power, control, and inequality around Glocal issues- paradox of autonomy and subservience, deindividuation, polarization in virtual spaces. .

(10 Hours)

Unit 4: Psychological dimensions in Ethics in Virtual spaces:. The perceptions around privacy and security in virtual reality. The absence and presence of the Agency in virtual space. Deconstructing the code of conduct in internet behaviour Psychological concerns of situating the self in virtual, augmented and physical reality.applications around cyberbullying, trolling, cybercrime and theft.

(10 Hours)

Essential Readings:

1. Ferrante, M. (2020). Indian Perspectives on Consciousness, Language and Self: The School of Recognition on Linguistics and Philosophy of Mind (1st ed.). Routledge. <https://doi.org/10.4324/9781003058533>
2. Garry, Y. (2013). *Ethics in Virtual World: The Morality and Psychology of Gaming*. Routledge.
3. Giuliana, G. *Virtual And augmented Reality in Mental Health Treatment*, IGI Global Book Series, Advances in Psychology, MentalHealth and Behavioural Studies.,
4. Menon,S. (2006).Consciousness, Experience and ways of knowing. Perspectives from Science, Philosophy and Arts.NIAS.
5. Rao, K. R., & Paranjpe, A. C. (2016). *Psychology in the Indian tradition*. Springer Science + Business Media. <https://doi.org/10.1007/978-81-322-2440-2>
6. Rizzo, A. "S.", Goodwin, G. J., De Vito, A. N., & Bell, J. D. (2021). Recent advances in virtual reality and psychology: Introduction to the special issue.*Translational Issues in Psychological Science*, 7(3), 213–217. <https://doi.org/10.1037/tps0000316>
7. Shen, X., Shirmohammadi, S. (2006). Virtual and Augmented Reality. In: Furht, B. (eds) Encyclopedia of Multimedia. Springer, Boston, MA. https://doi.org/10.1007/0-387-30038-4_255
8. Silcox, M., Rowman & Littlefield (2017). *Experience Machines: The philosophy of Virtual Worlds*.