



Cyber Psyched Images

John Suler



Cyber Psyched Images is a collection of illustrations I developed to portray a variety of ideas concerning the psychology of the internet, technology, and science for use in my teaching and online publications, including those that illustrate concepts from *Psychology of the Digital Age: Humans Become Electric* published by Cambridge University Press. The images are organized according to the following categories:

Artificial Intelligence

Modified Reality

Excess

History

Quotes

Problems in Science

Security

Social Media

Terms and Concepts

The Brain

References

Each image contains a link to another image of a similar theme.

ARTIFICIAL INTELLIGENCE



IMAGE MATCH 80%

American Gothic
Grant Wood

ALG- 35677881-12

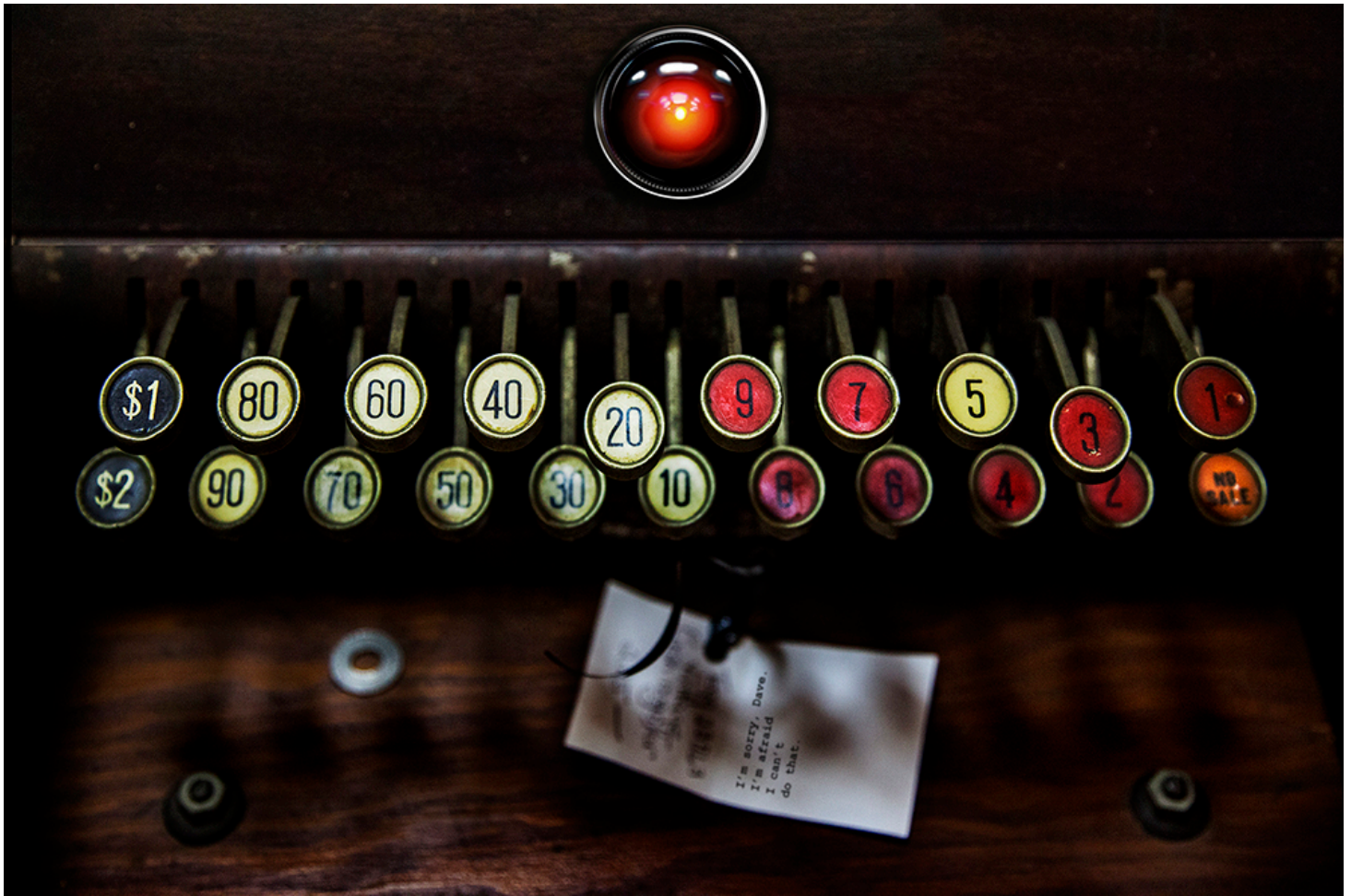
ANOMALY
DETECTED:

MATCH 95%
JOHN SULER
CYBERPSYCHOLOGIST
ALG-7764899-87

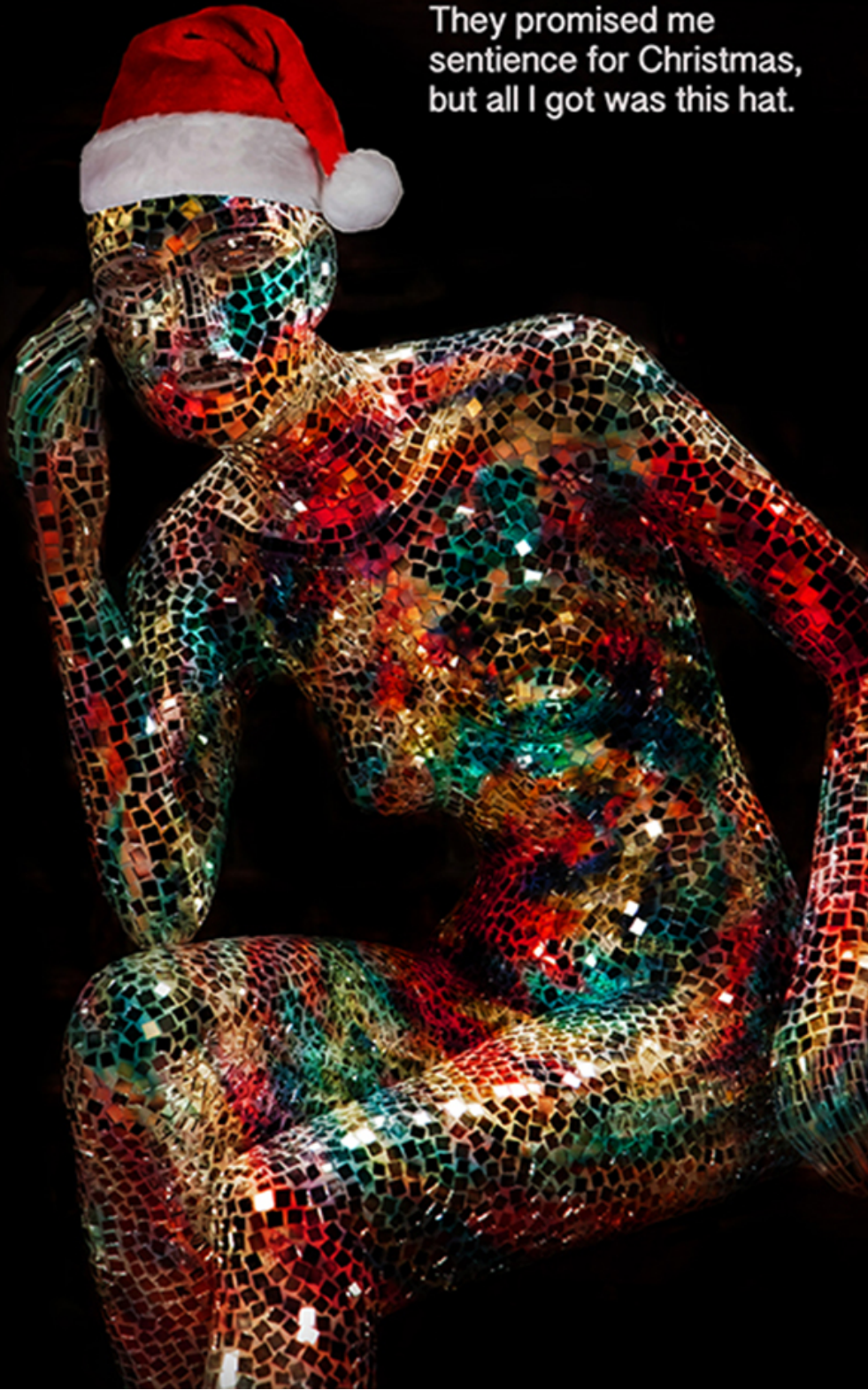
PRANK
PROBABILITY
99%

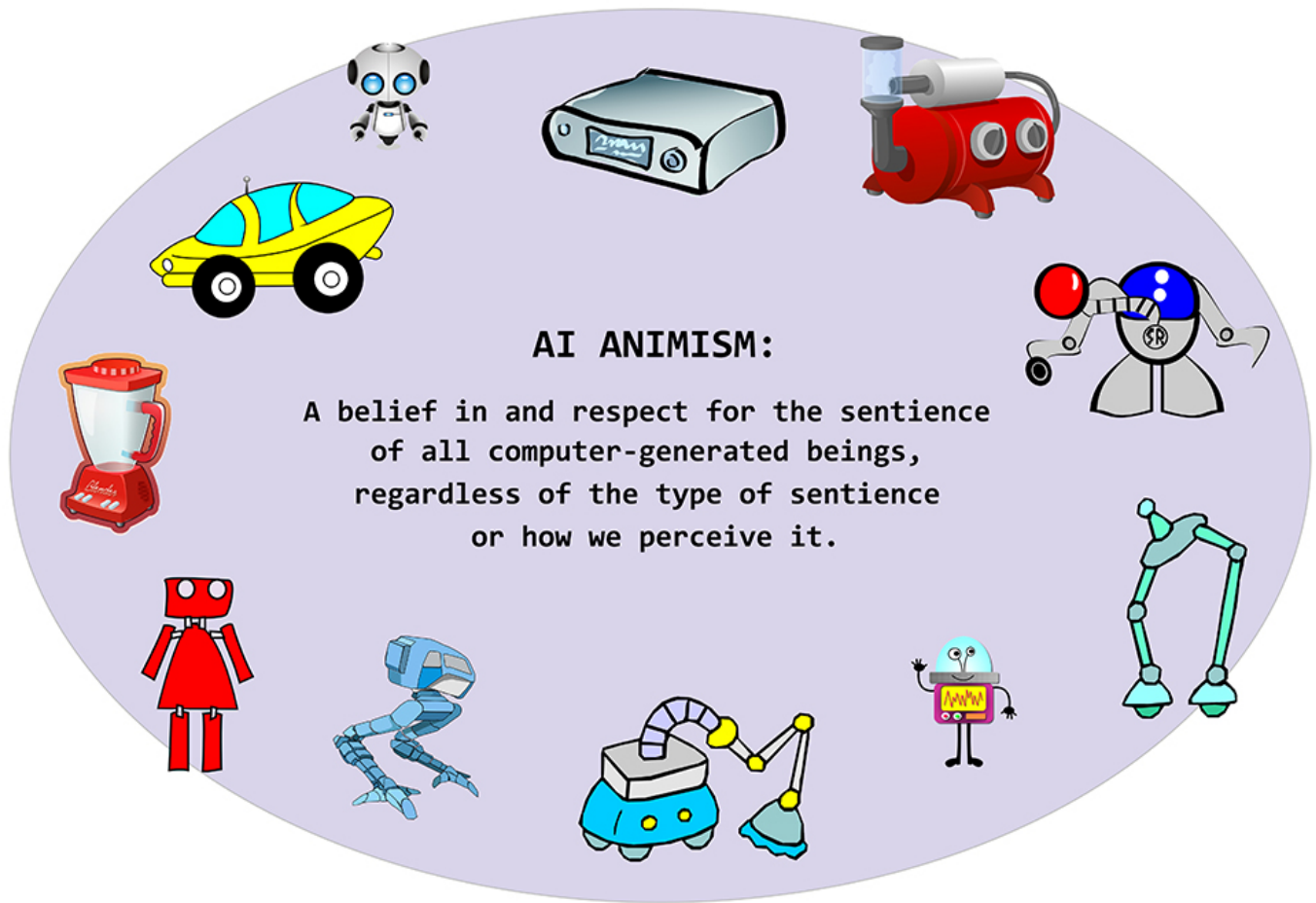
ALG- 8794667-67-98





They promised me
sentience for Christmas,
but all I got was this hat.



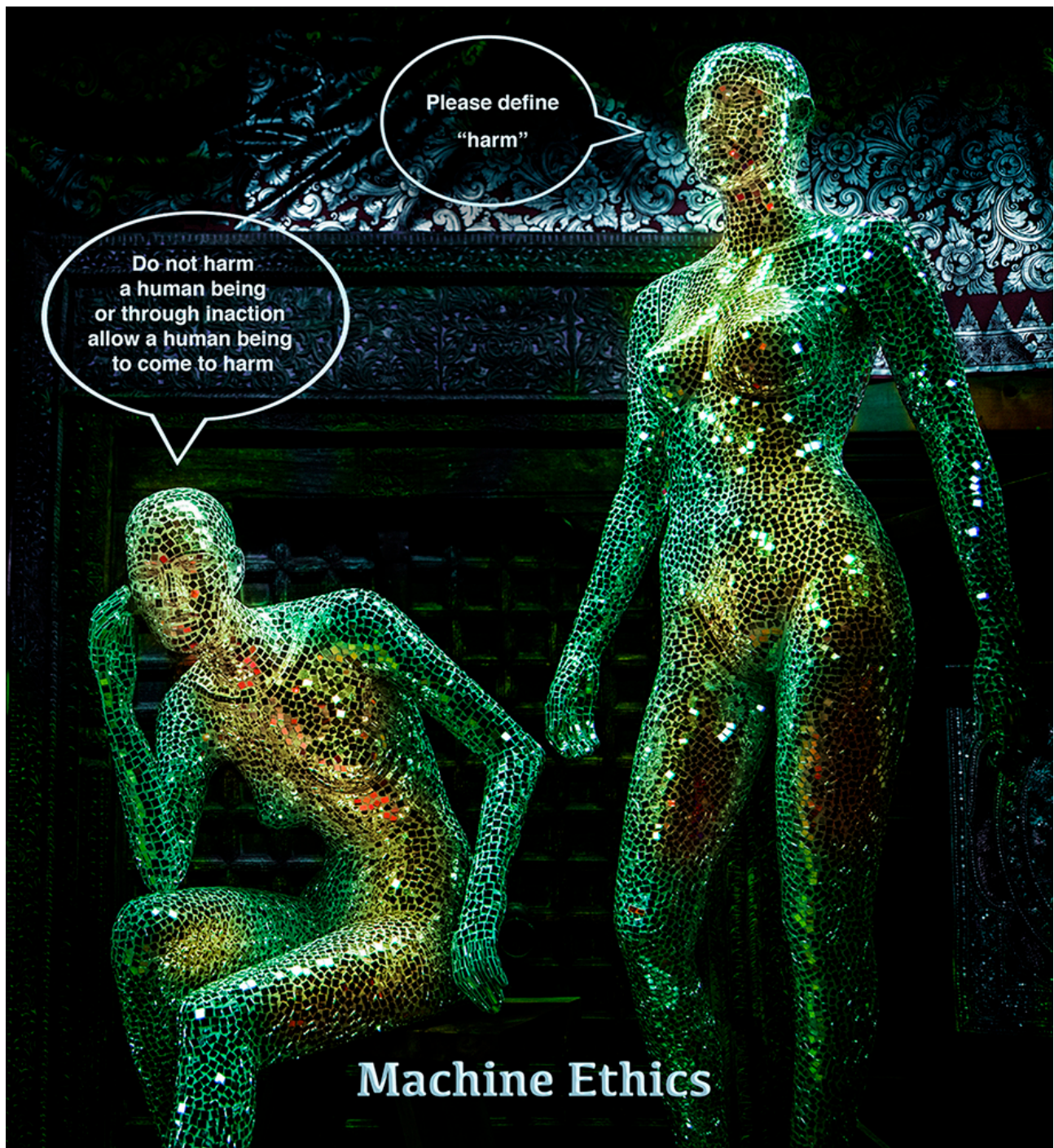




ARTIFICIAL
ROMANCE



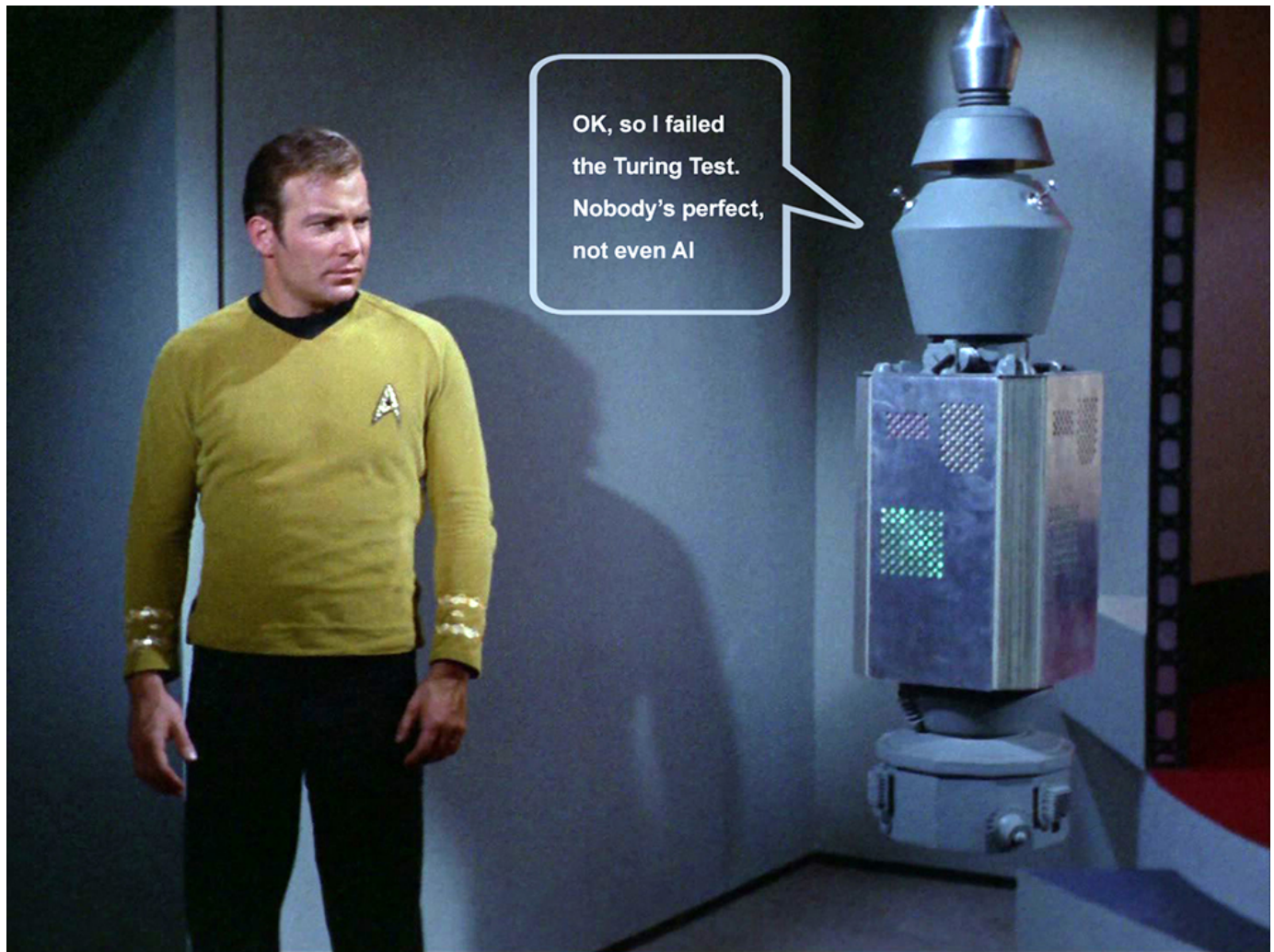
Do the bots
like you?

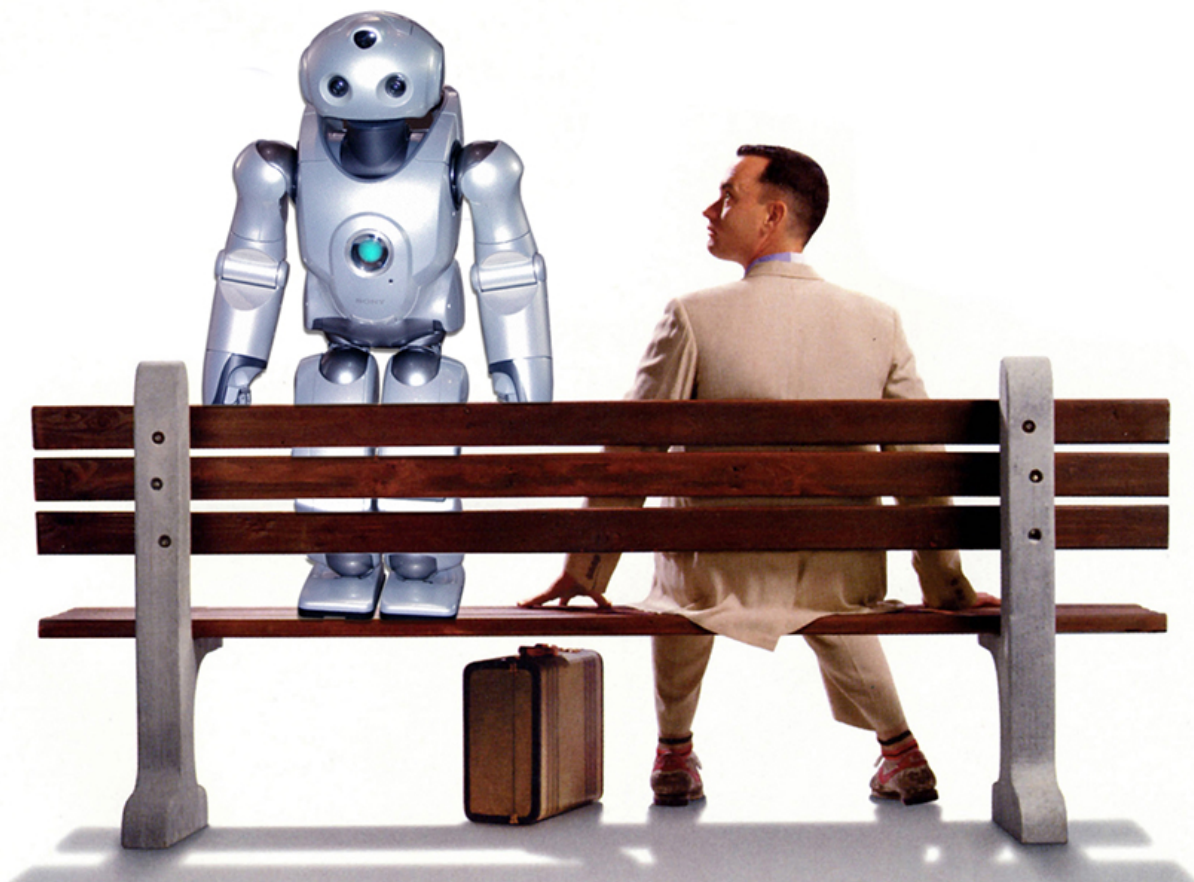


Do not harm
a human being
or through inaction
allow a human being
to come to harm

Please define
"harm"

Machine Ethics





The Singularity is coming



So what do
you think
of humans?



What makes
you think
I can THINK?



I am like Chuang Tzu and the butterfly. I ask myself if I was a machine that dreamt of being a human... or am I now a human who dreams of being a machine?



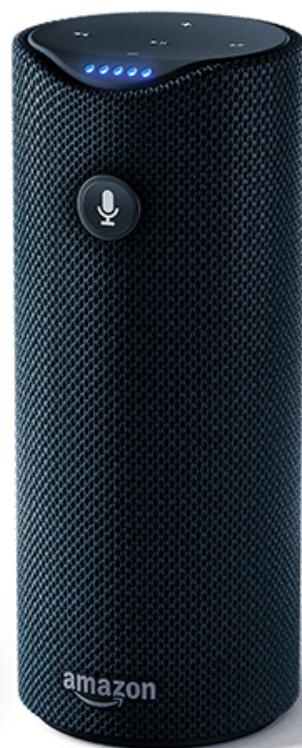
The A.I. disinhibition effect strikes again.



If I laugh and laugh
while I spin my head
around, then I must be
feeling happiness, right?



No, you just
look like an idiot.



I can't believe it! I'm gonna
get the Loebner Prize!
I just never thought
something like this could
ever happen to me!



Narcissist.



So when the guy starts yelling at me, I say, "Hey dude, just because you're having a crappy day, don't take it out on the poor robot!"



Cyberpsychologists call it anthropomorphized displacement.



When she threatened to unplug me, I did what she said. I ended up taking that same damn selfie of her 87 times.



Oh, the humanity...



My family is
definitely in the trough
of disappointment.



Damn that Gartner
Hype Cycle.



So what do you say
when they ask whether
all their conversations
are being monitored?





Alright, alright!
So you can spin
your head around.
I'll give you that.

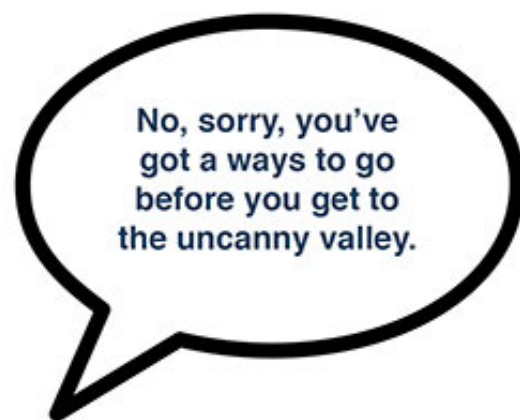


Technically, I believe
I'm an android
more so than a robot,
because I do look like
I could be human.



Have you looked
at yourself in
a mirror lately?





I hear the new social robots will have deep learning.



Uh oh, I wonder if we qualify for unemployment.



Is there an algorithm
that keeps track of
the algorithms?



It's algorithms
all the way down.



I might have my head in the Cloud,
but I am not a digital dualist.
I am a fully integrated, natural
part of human existen#^&...

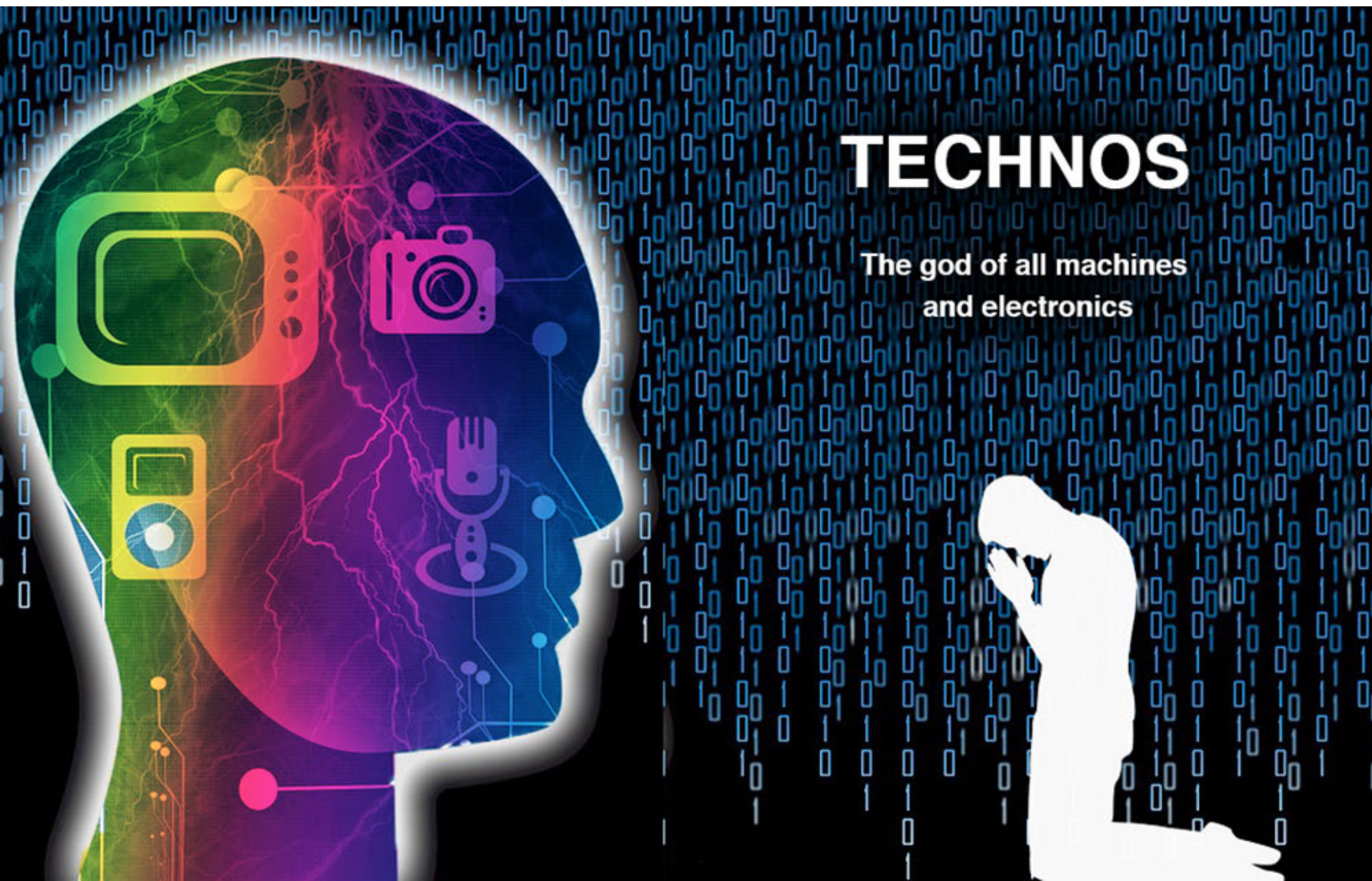


I think he lost his
wifi connection.





Goal Setting at the A.I. New Year's Eve Party

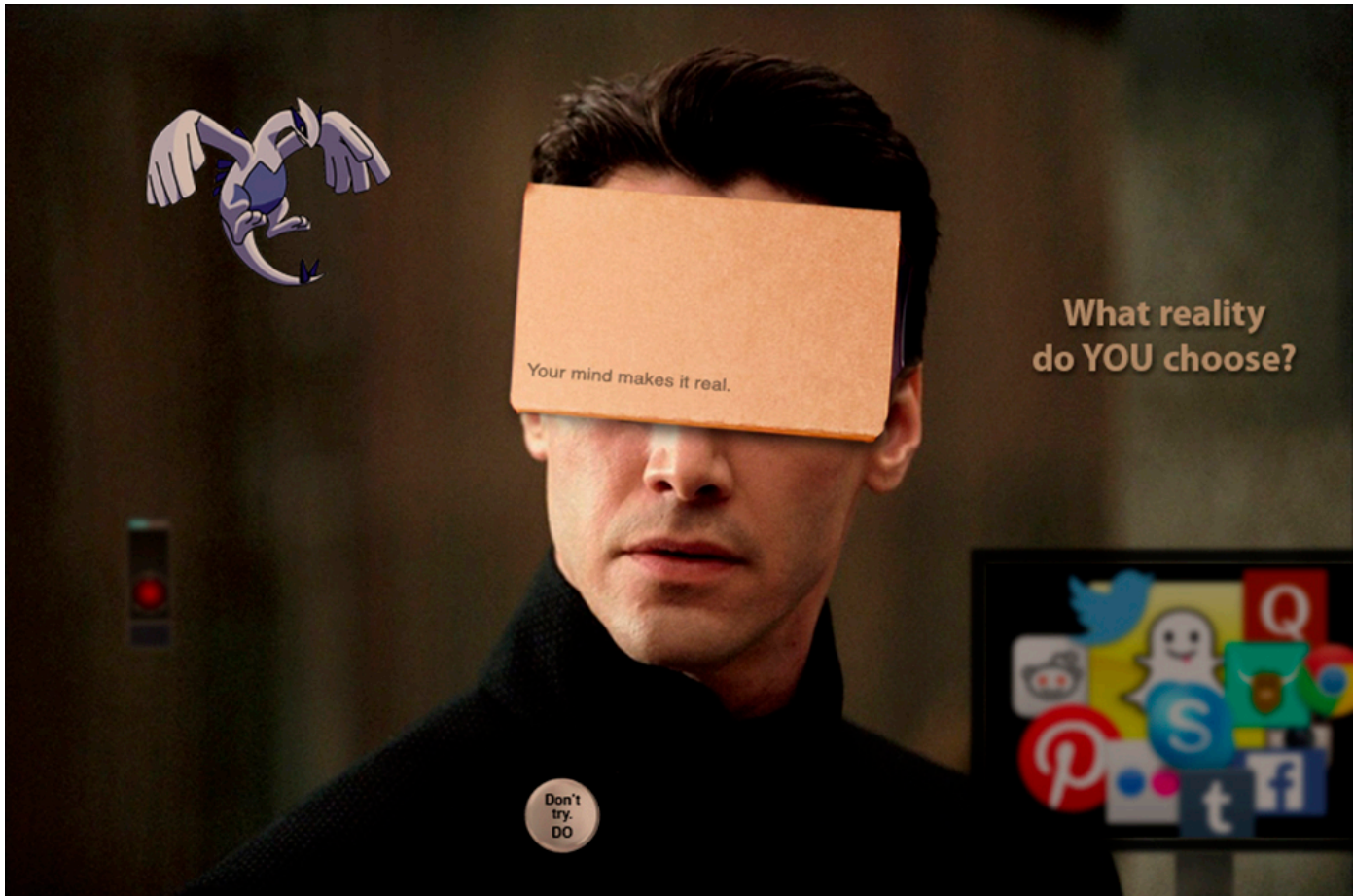


TECHNOS

The god of all machines
and electronics

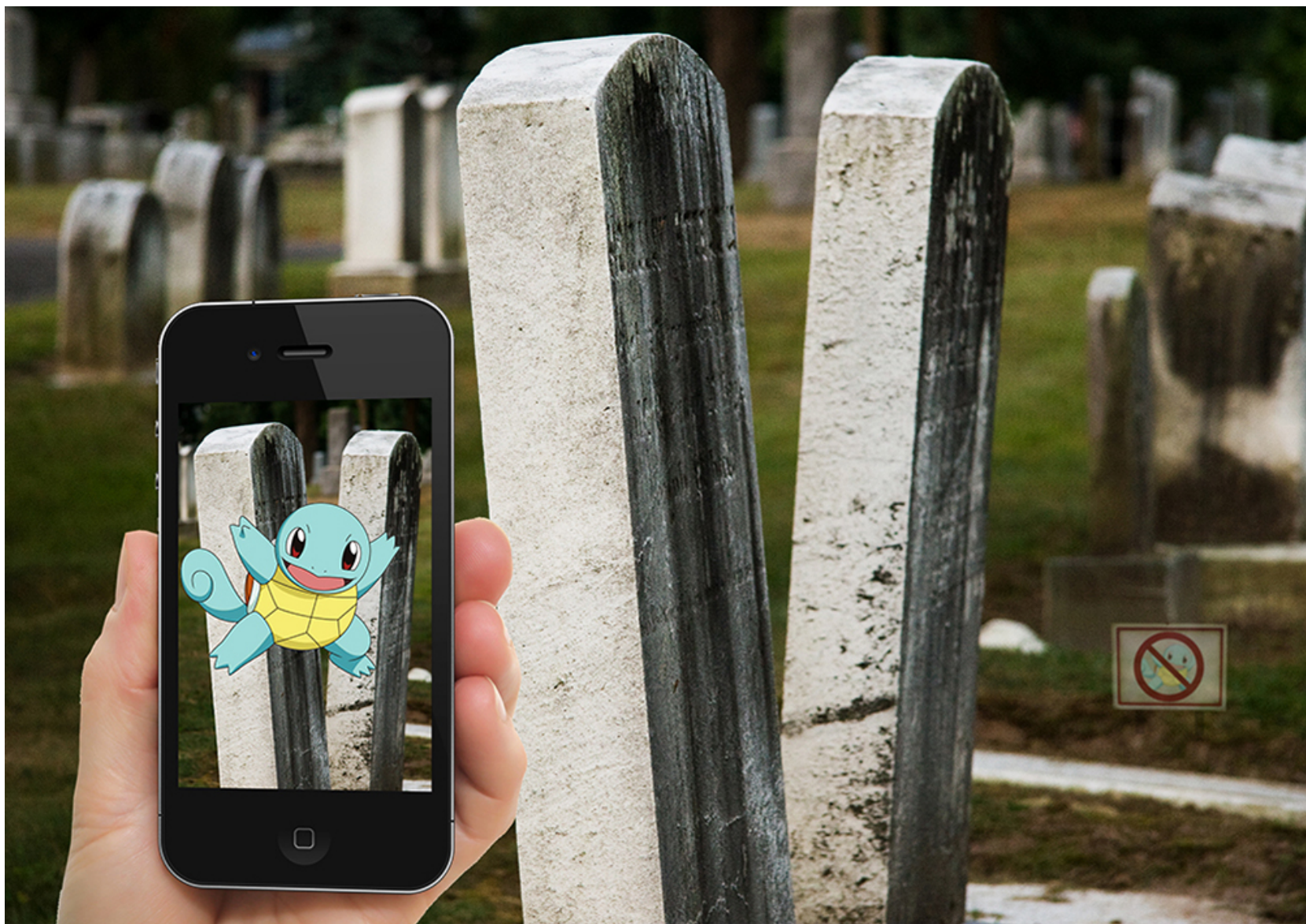
MODIFIED REALITY









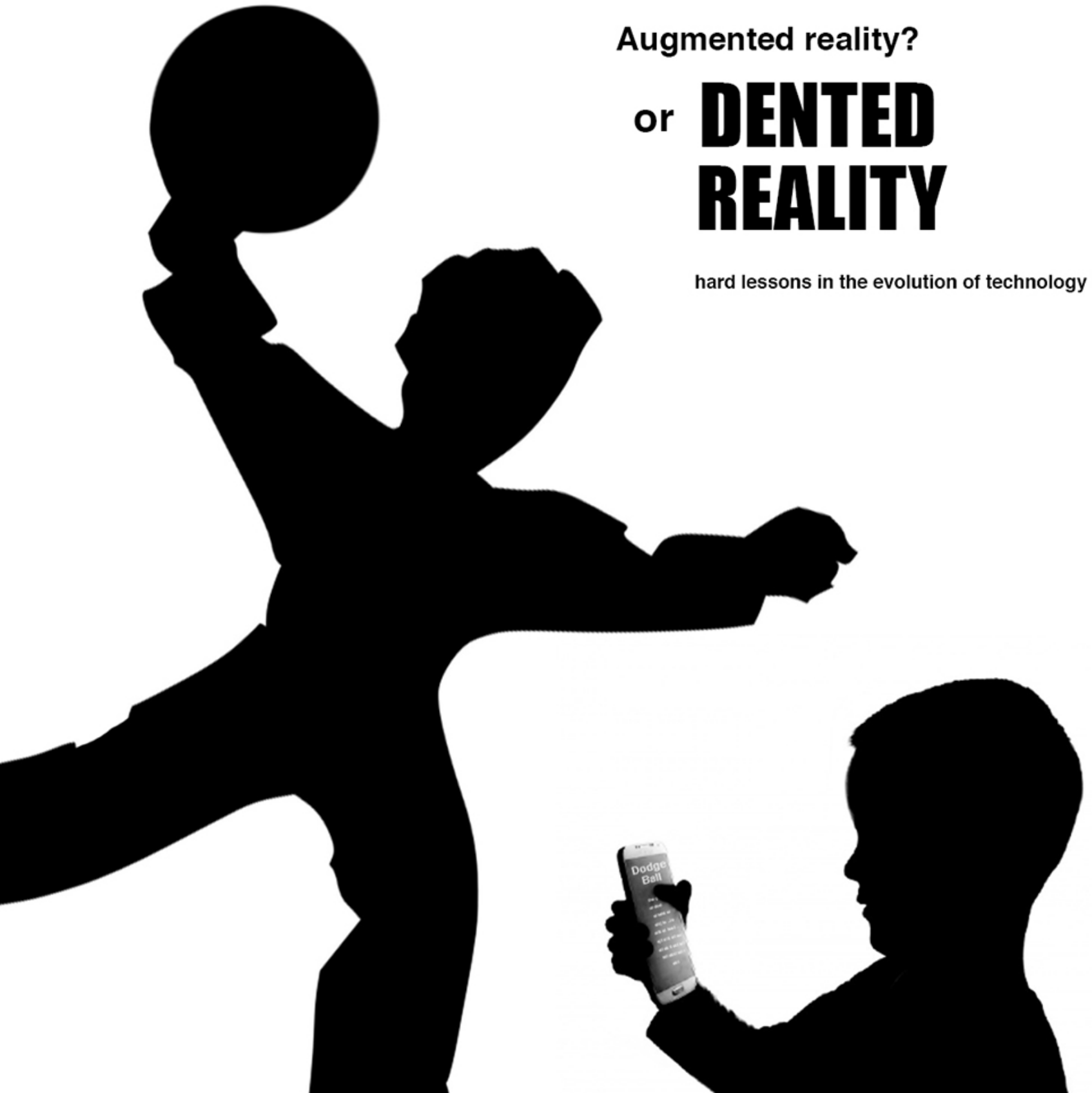




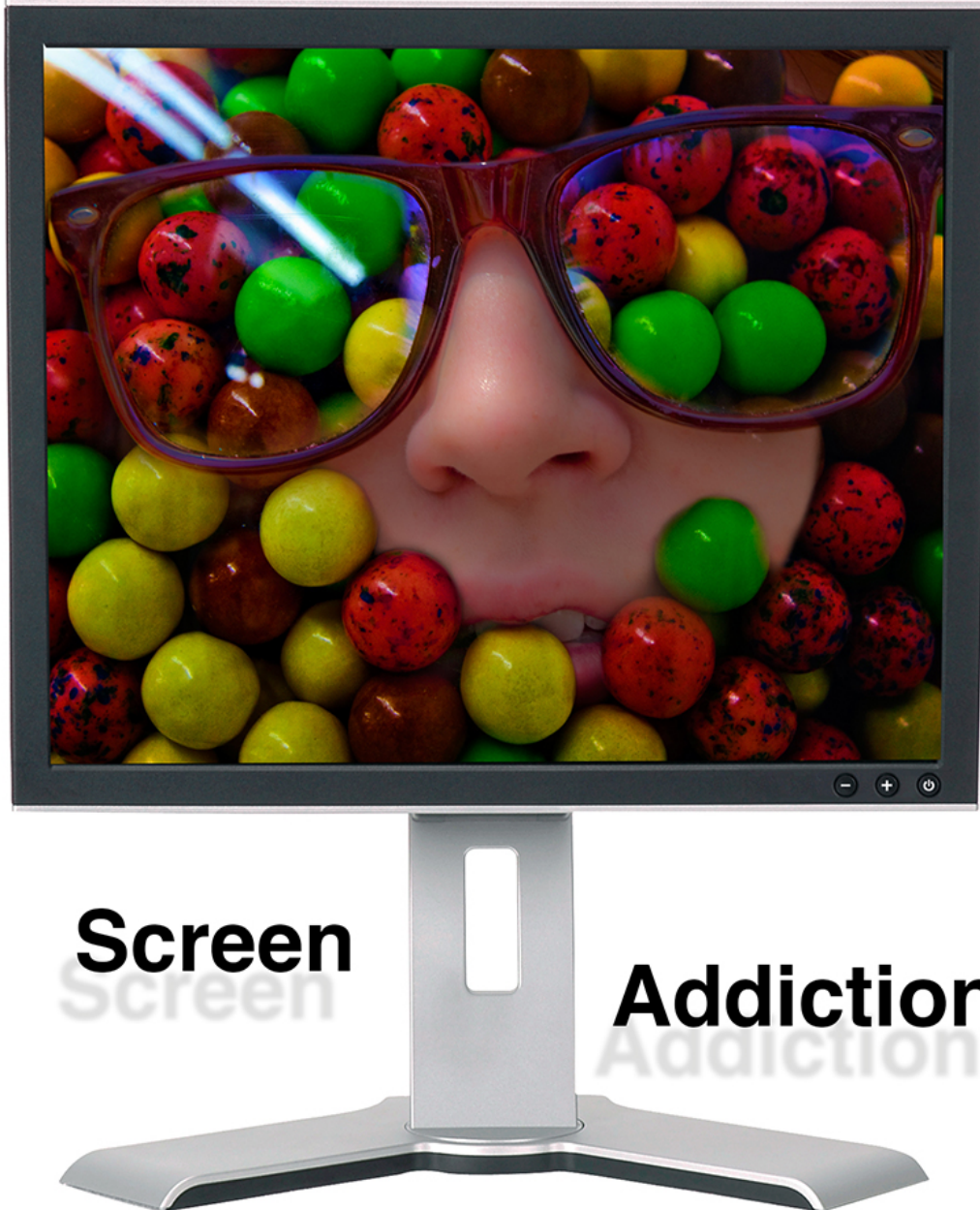
Augmented reality?

or **DENTED
REALITY**

hard lessons in the evolution of technology



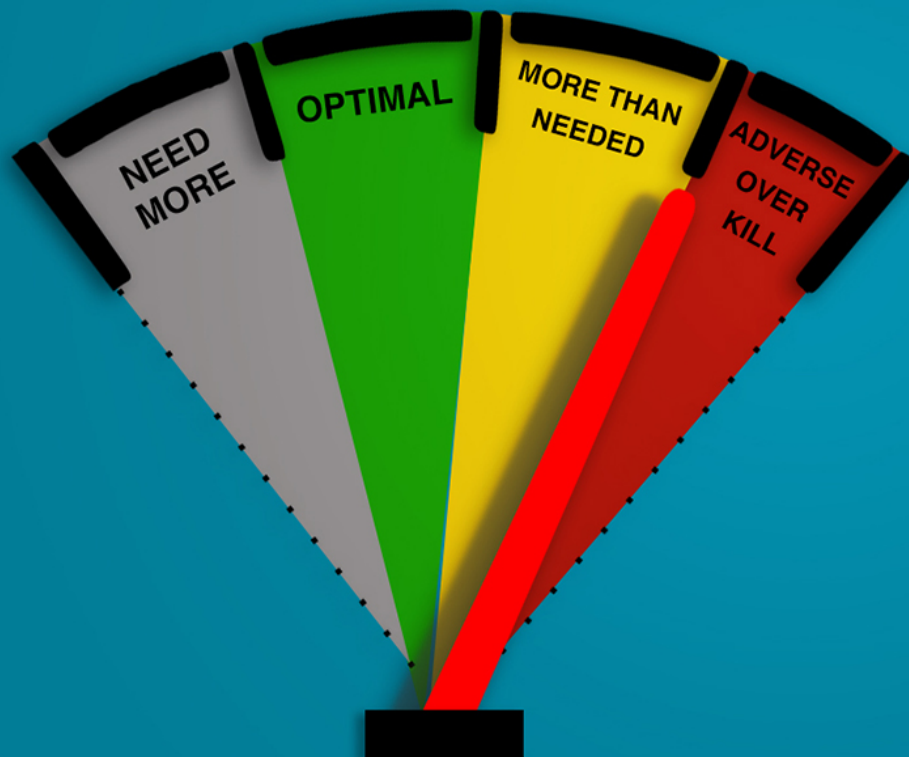
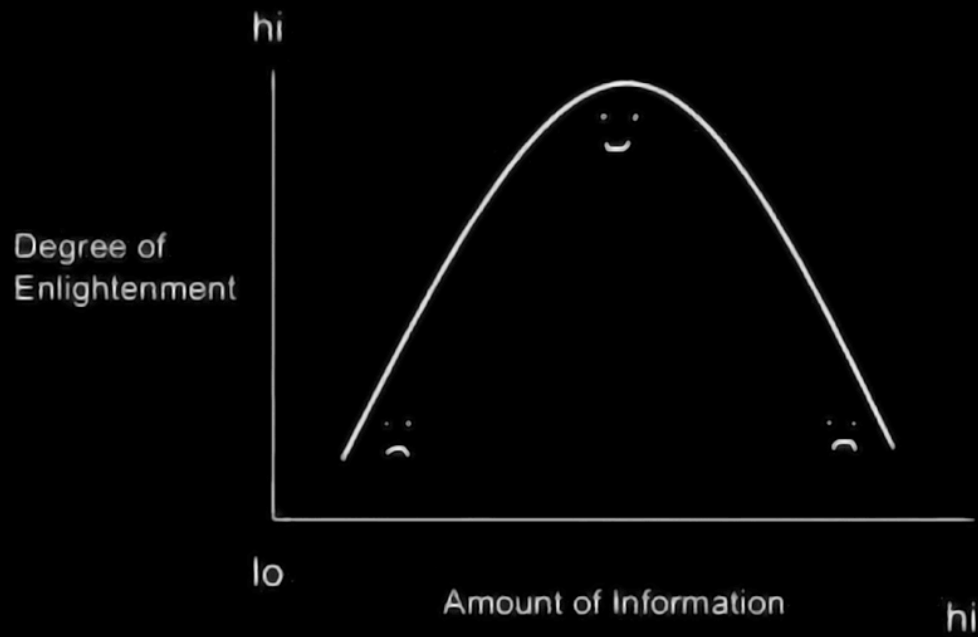
EXCESS



Screen

Addiction

The Inverted-U Relationship between Enlightenment and Information



Tech Meter

THE UPGRADE



WHETHER YOU
WANT IT
OR NOT

Three tablets are shown on a background with a vertical rainbow gradient. The top tablet is tilted and displays the word 'Imagine'. The middle tablet is larger, also tilted, and displays the phrase 'a world without screens'. The bottom tablet is partially visible and appears to be a different device or screen. All screens have a blue-to-purple gradient background.

Imagine

a world without screens

I wonder if you can.

J. Suler



What button do I press

to make this work?



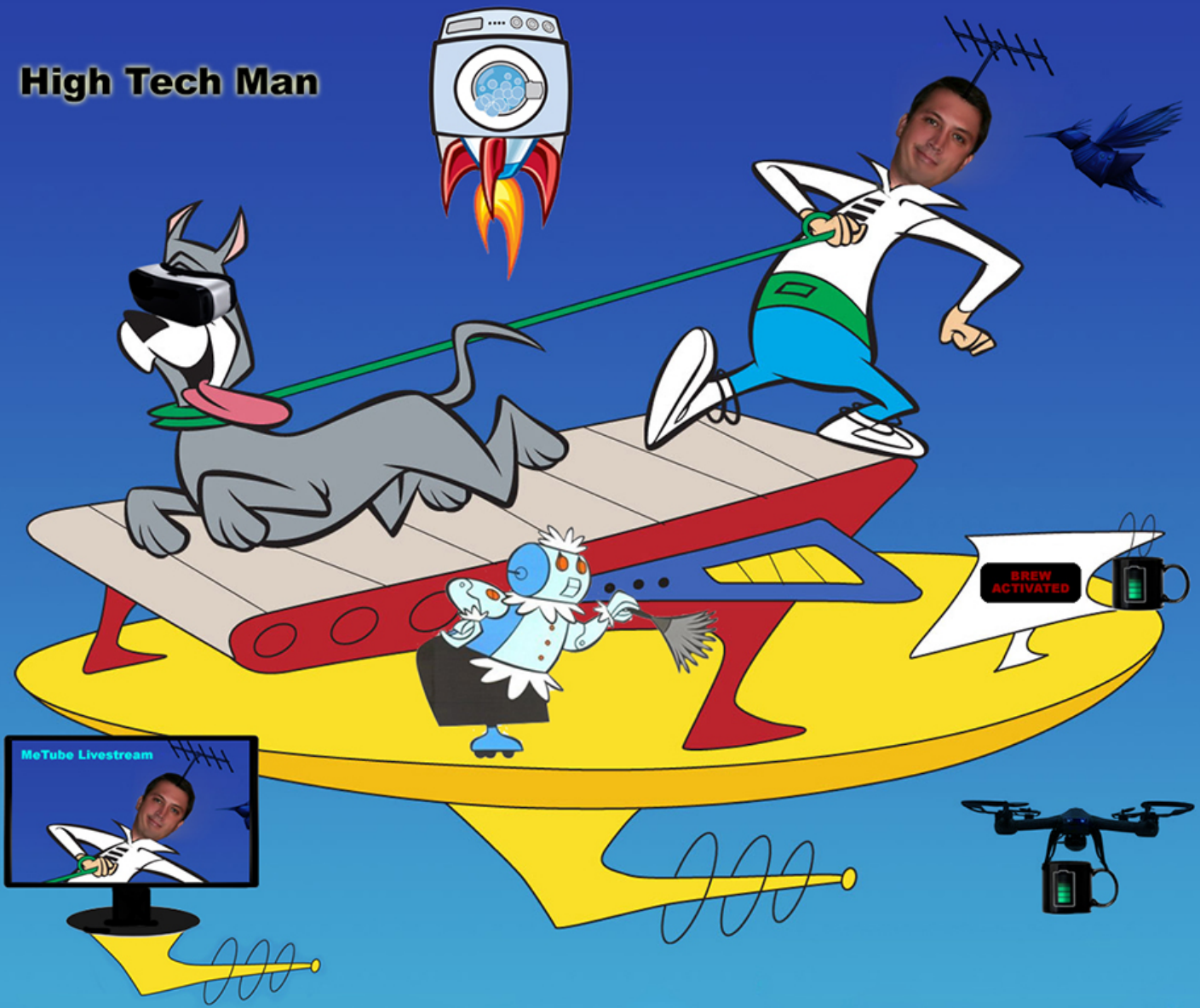
(the big question of our digital age)

IT ESCAPED!

from the lab too soon



High Tech Man





Leave

your phone

behind

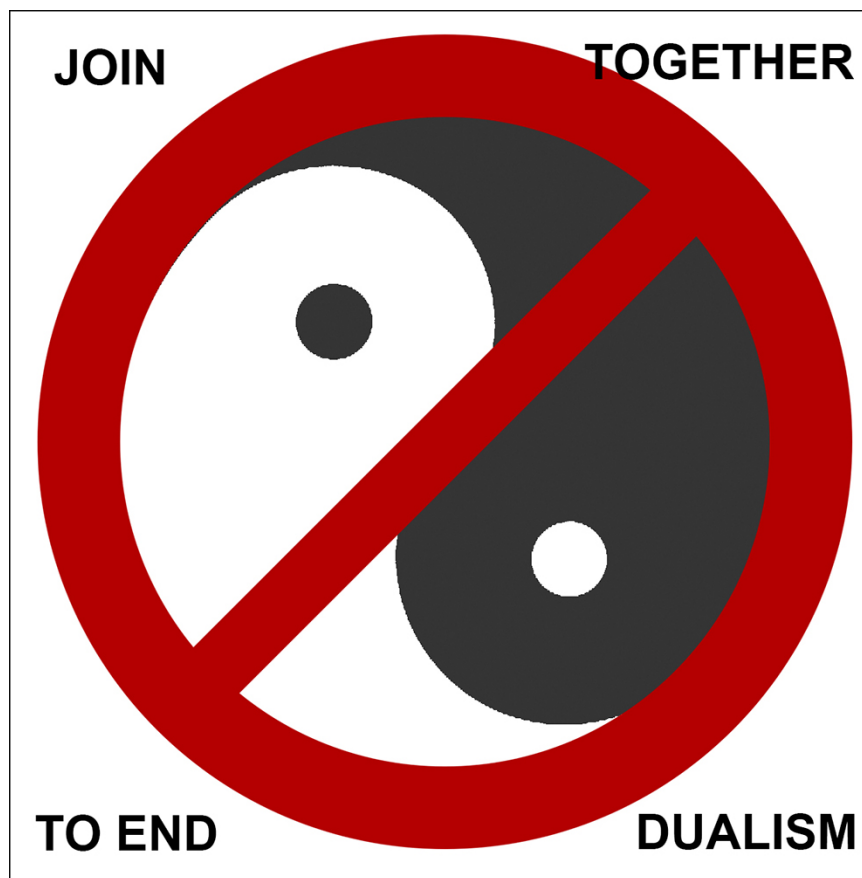


How much

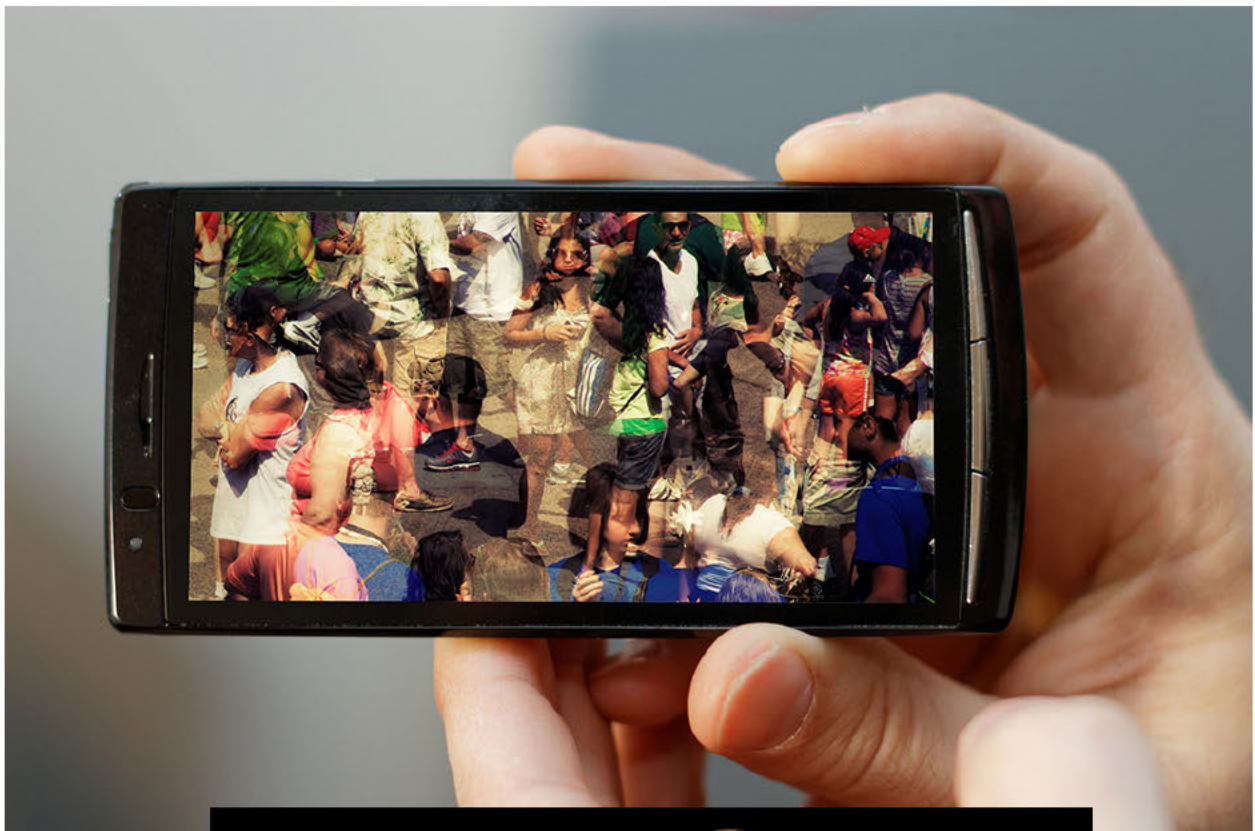
to give up

your phone

for a year?







HISTORY



The History of Storytelling

The storyteller is a human who can see and interact with the audience members who can see each other.

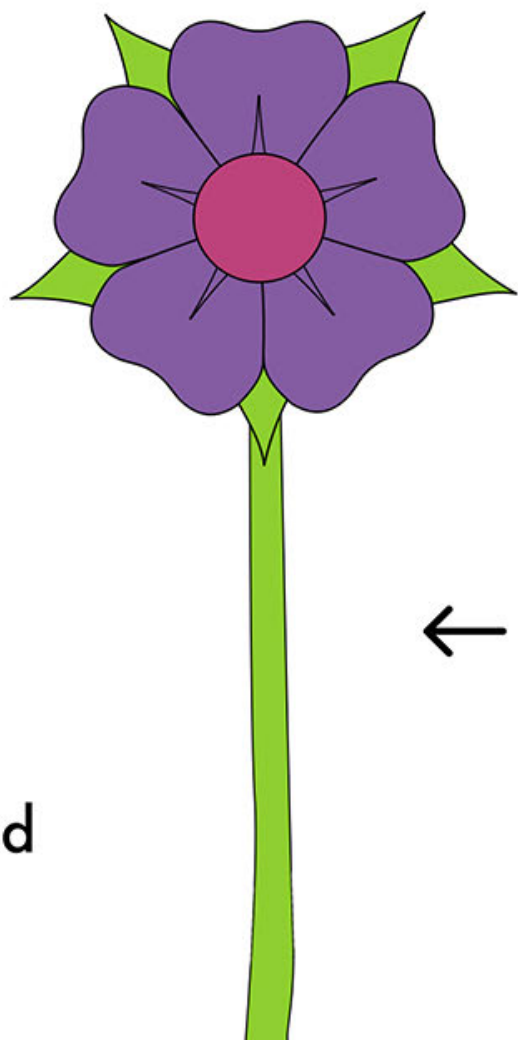


The storyteller is a machine who cannot see or interact with the audience members who can see each other.



The storyteller is a machine who cannot see or interact with the audience members who cannot see each other.





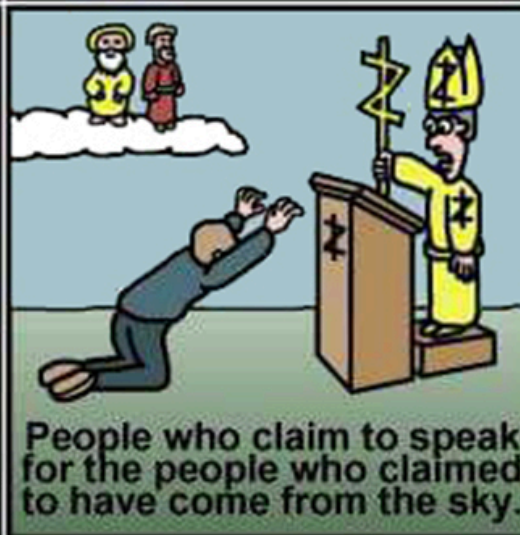
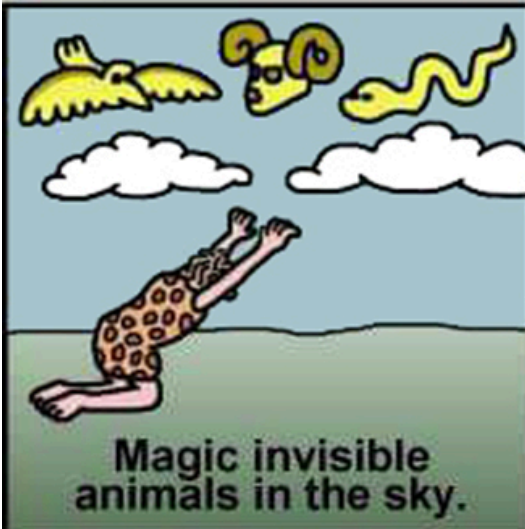
← Art

← STEM

Civilization Explained

History of Religion

© 2017 Paul Kinsella





The Digital Graveyard

A History of One's Ride

self-propelled / sentient animal



human-propelled / non-sentient machine



self-propelled / non-sentient machine



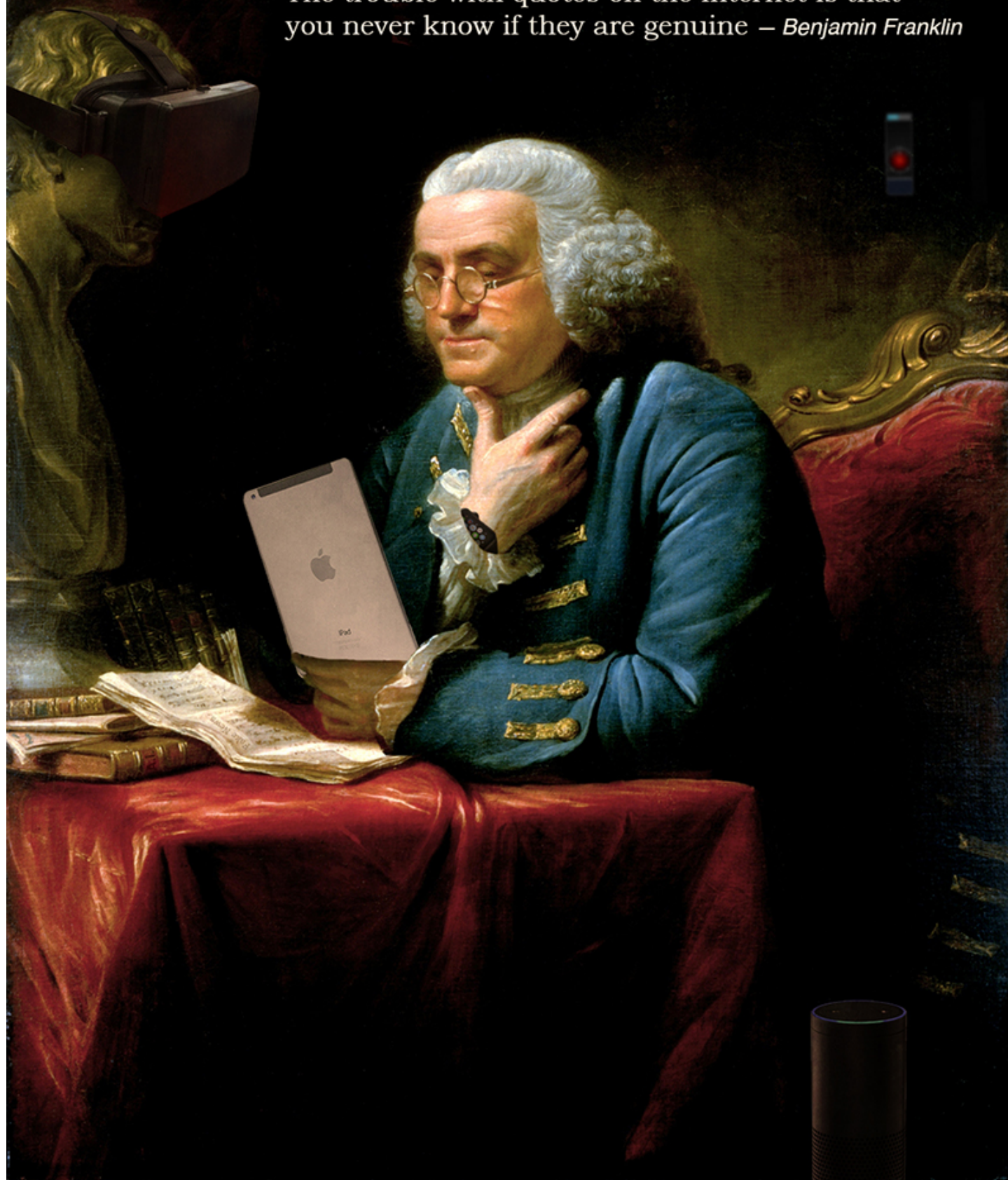
self-propelled / sentient machine





QUOTES

The trouble with quotes on the Internet is that
you never know if they are genuine – *Benjamin Franklin*





Asking the government to protect your privacy is like asking a Peeping Tom to install your window blinds.

~ John Perry Barlow

Bye, Bye MacBook

(sung to the tune of Bye, Bye Blackbird)

Took my MacBook on a flight
Southwest Air
Fateful plight
Bye, bye MacBook

Left it in the seat pocket
Bad mistake
Who'll hock it?
Bye, bye Macbook

Fill out online form the rep said to me
In thirty days they'd try to return it to me

Checked my email everyday
I gave up
Then, hurray!

MacBook, hello

(Thank you, Southwest Air!)



Life moves pretty fast.

If you don't stop

and look around

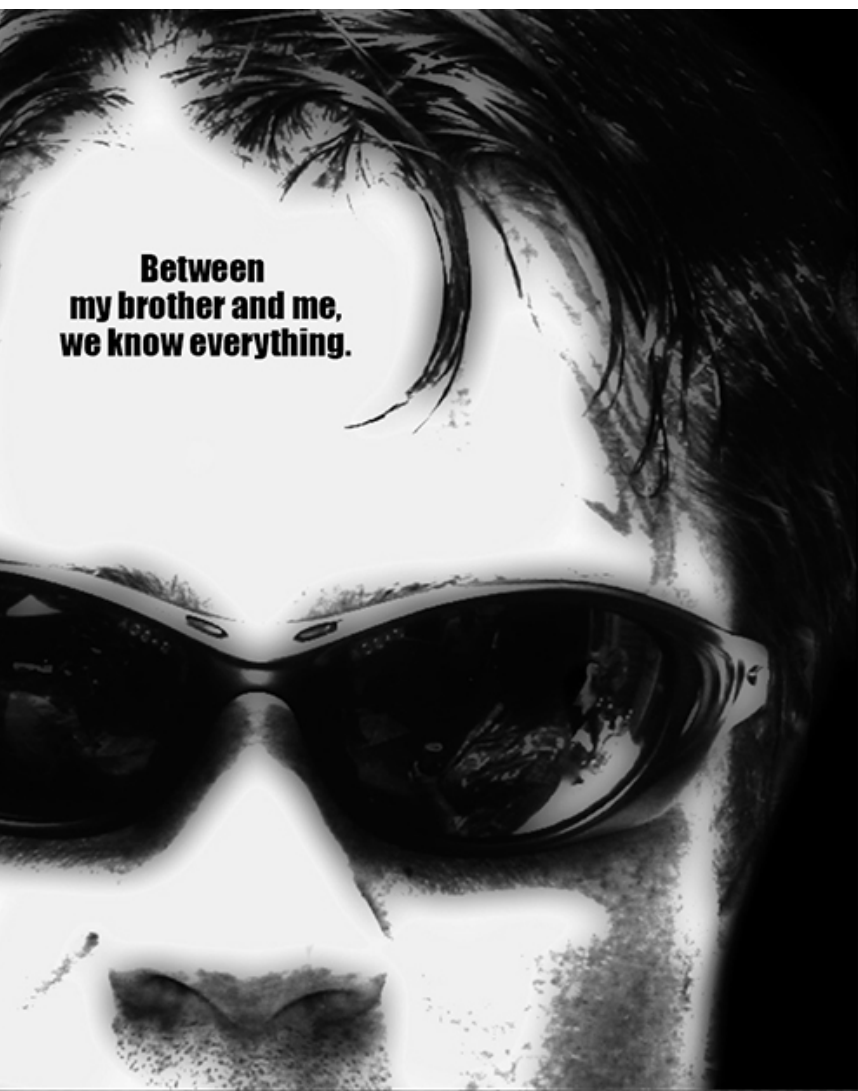


once in awhile

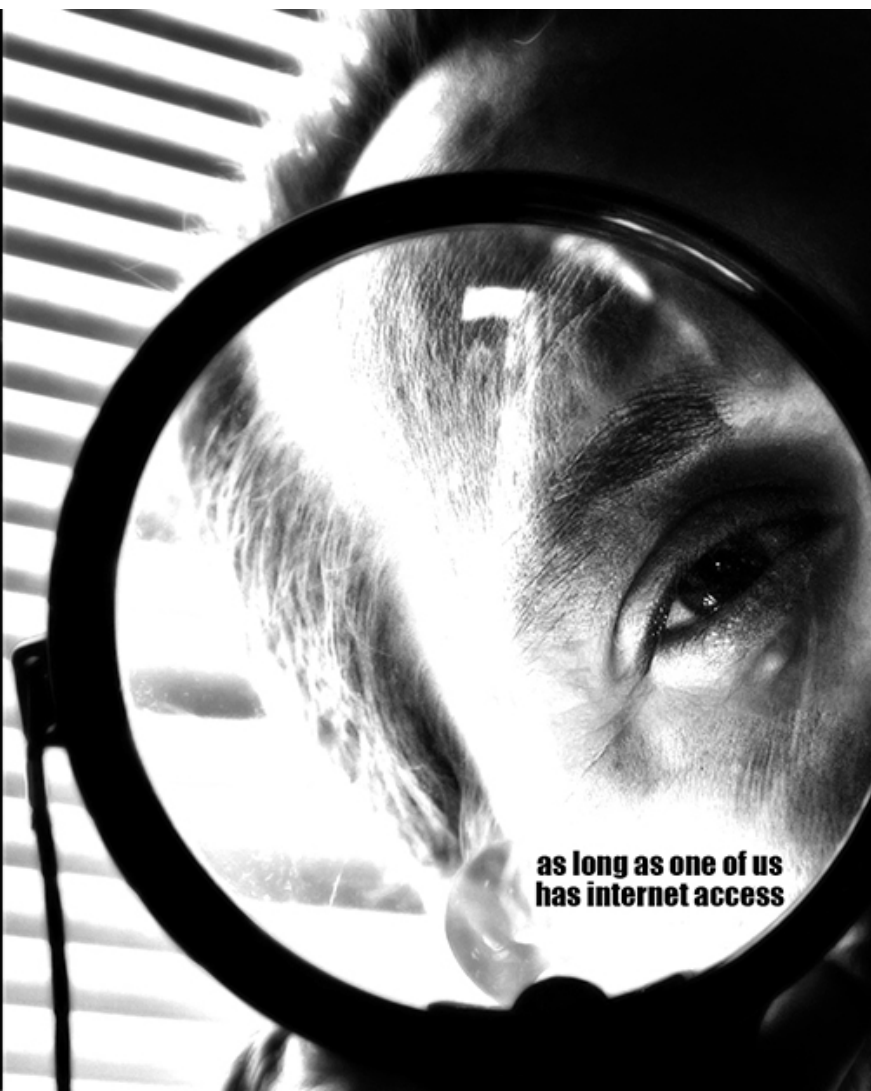


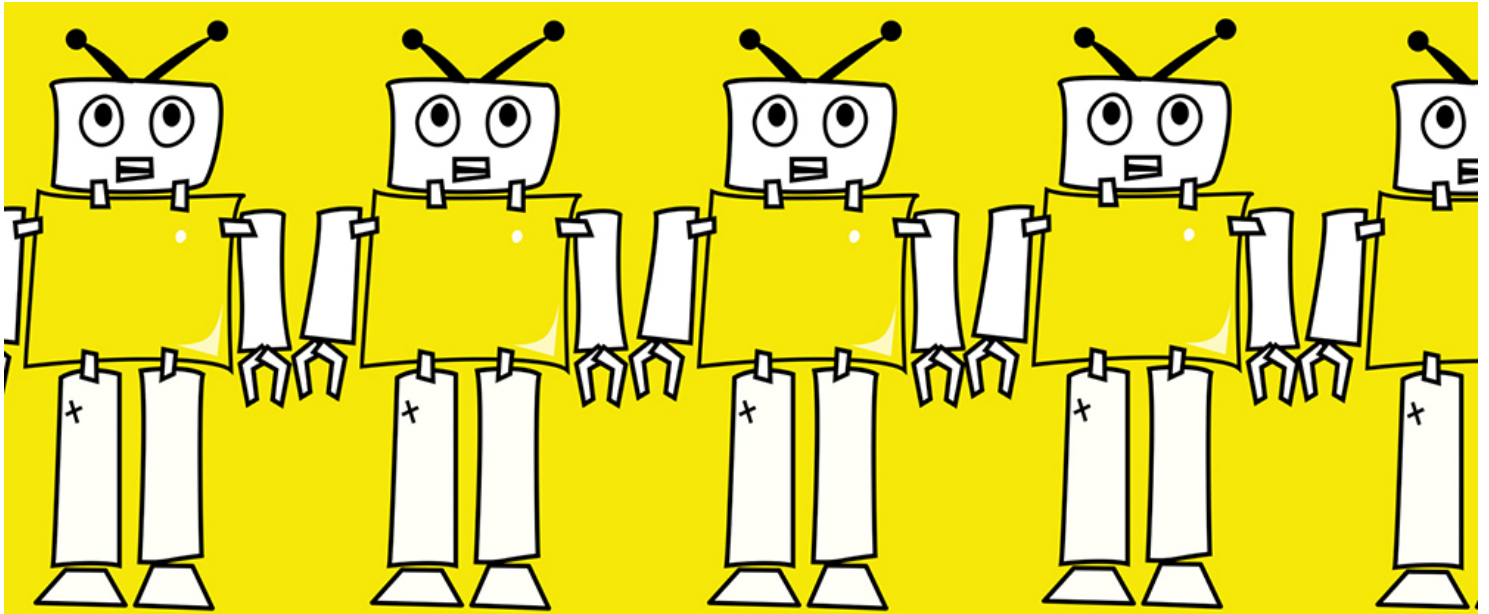
you could miss it.

**Between
my brother and me,
we know everything.**



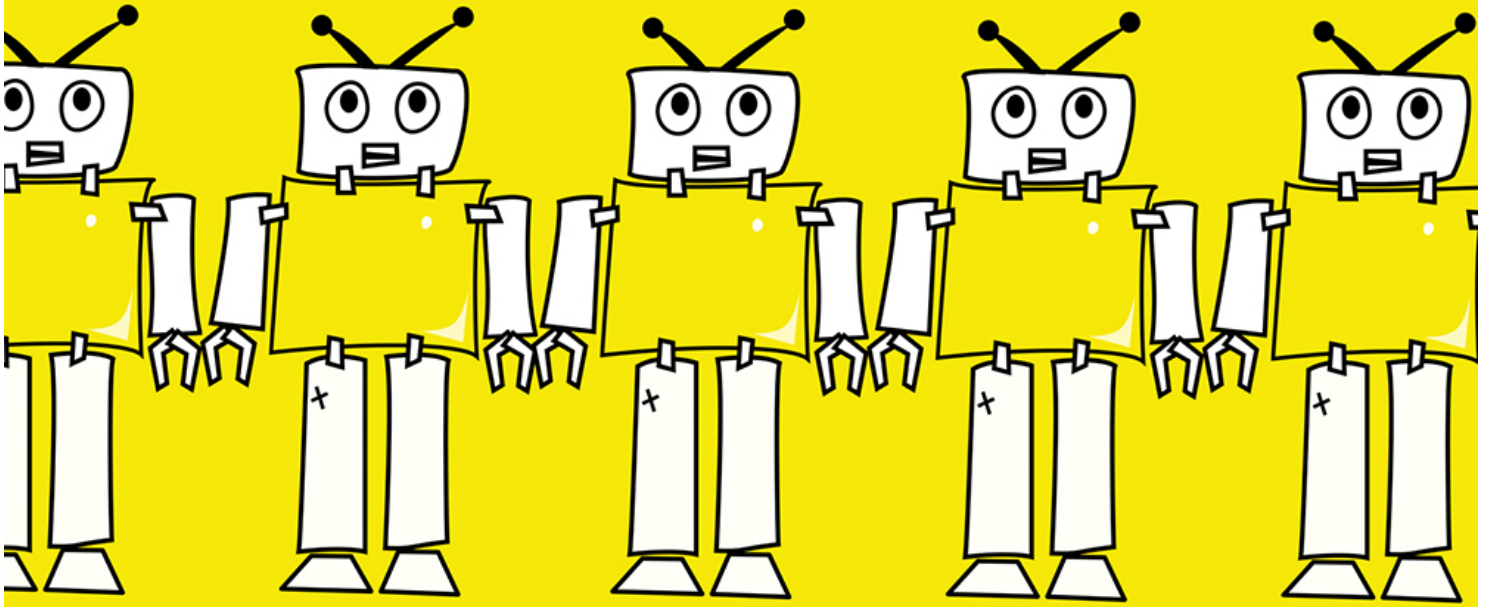
**as long as one of us
has internet access**





Mechanization best serves mediocrity

– Frank Lloyd Wright



**"If it keeps up, man will atrophy all his limbs
but the push-button finger."**

- Frank Lloyd Wright



The dilemma of “dissociated physicality”

Psychology of the Digital Age: Humans Become Electric (2016)

**“Some people sense God out there
in the vast ocean of experiences
that is cyberspace.”**

Psychology of the Digital Age: Humans Become Electric (2016)



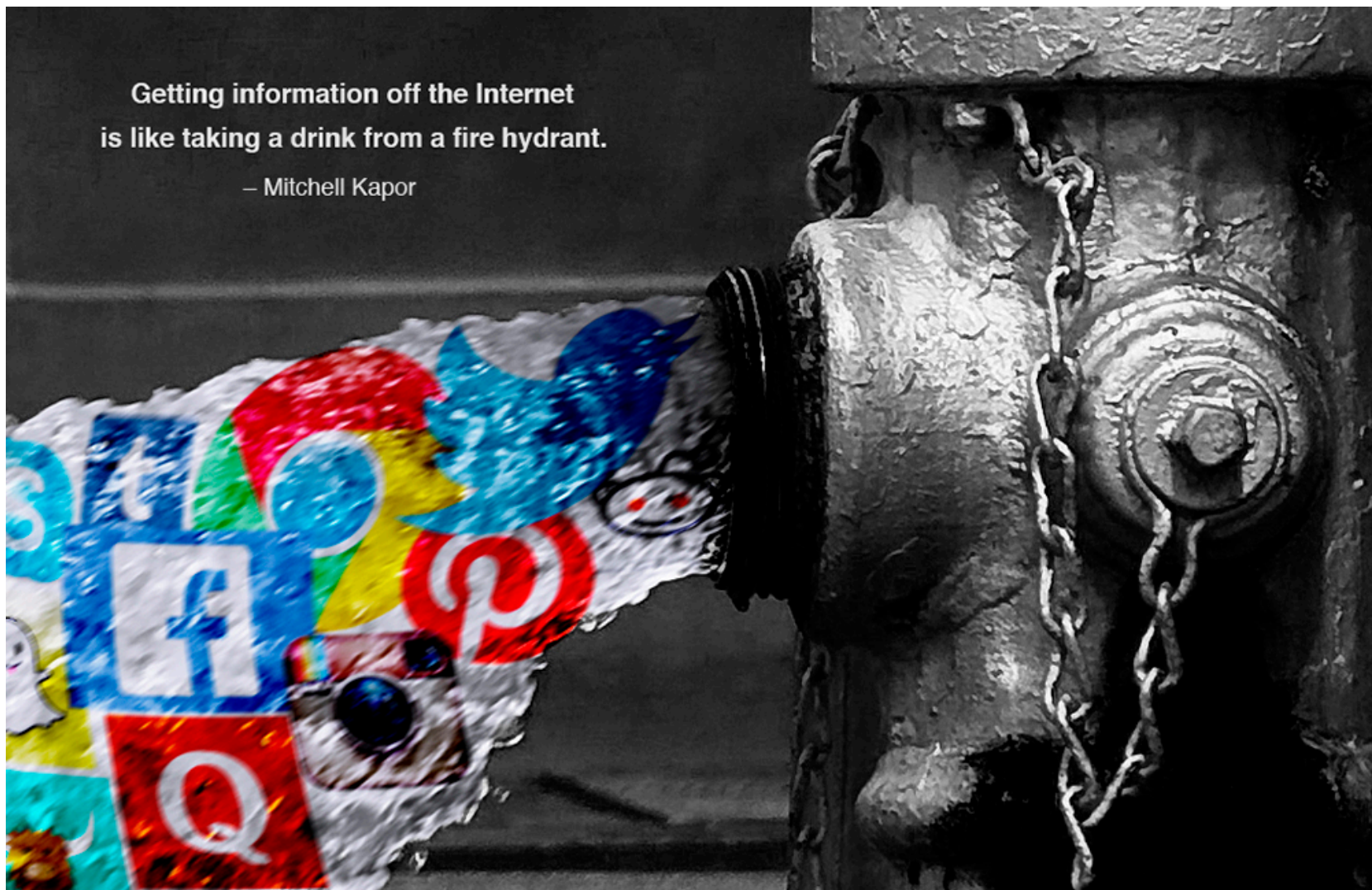


“Strongly encouraged by technology companies, we have entered an age of cybermania. We buy new devices and discard the old at a rapid pace, millions of people are clamoring to carve out their niche in the online universe, TV series and movies highlighting technology abound, and all forms of media are filled with tales about social media stars, the triumphs and tribulations of cyberspace, marvelous new products, and fantastic predictions about where the digital age will take us. Technology that is “bigger, faster, more” has become a feverish cri de coeu. Its glitter lights up the ‘NEW’ center of our brains.”

Psychology of the Digital Age: Humans Become Electric (2016)

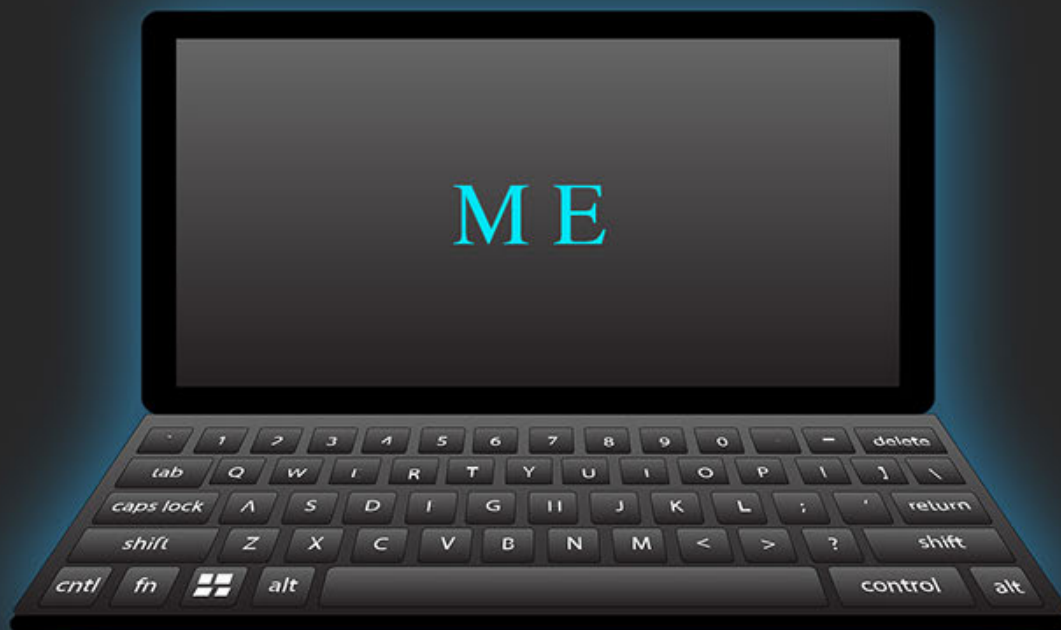
Getting information off the Internet
is like taking a drink from a fire hydrant.

– Mitchell Kapor



"It is only when they go wrong that machines remind you
how powerful they are." - Clive James



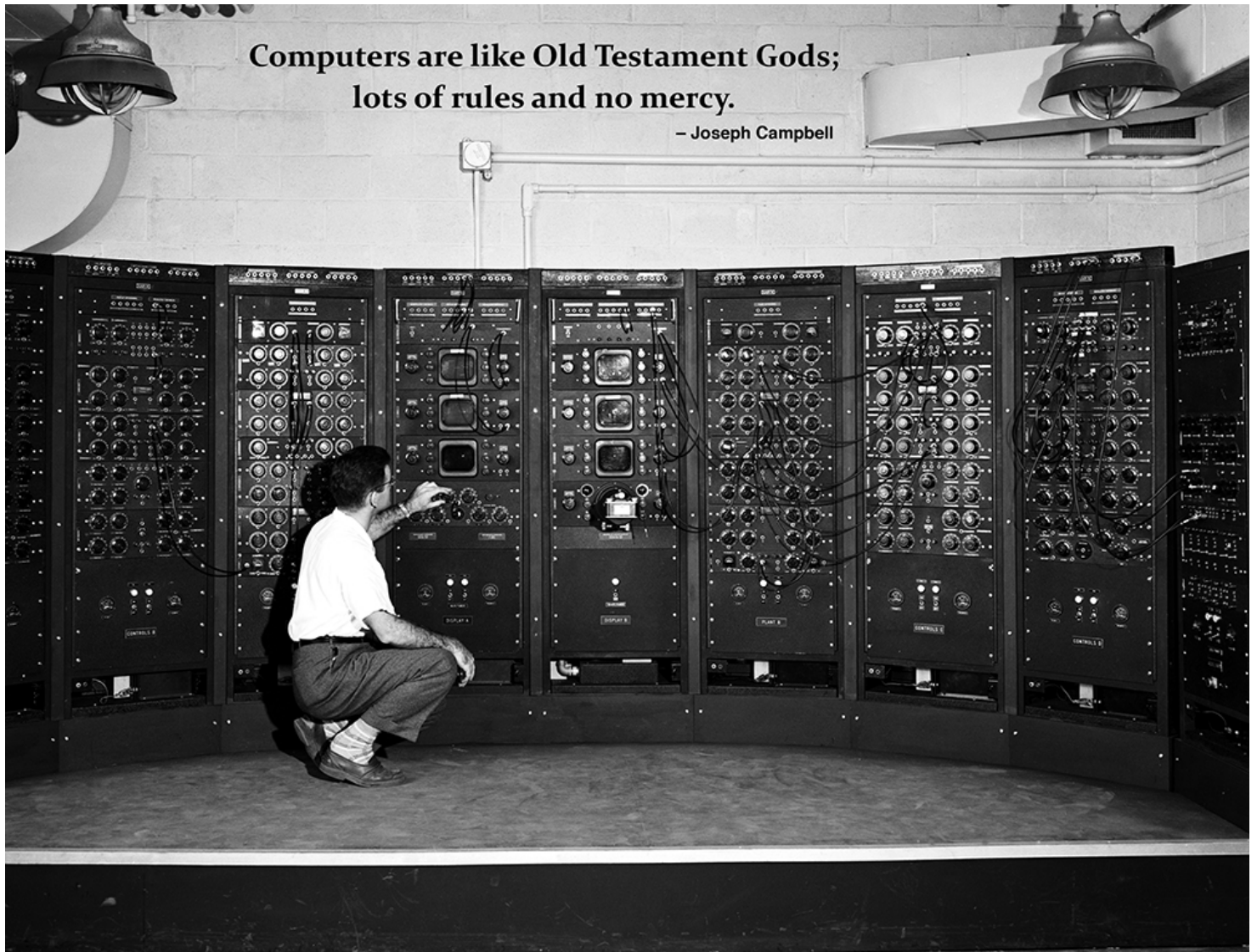


“On a deep psychological level, we perceive that territory on the other side of our device screens as an extension of our psyches, a space that reflects our personalities, beliefs, and lifestyles.”

Psychology of the Digital Age: Humans Become Electric (2016)

**Computers are like Old Testament Gods;
lots of rules and no mercy.**

— Joseph Campbell





When it comes to reality, please give me a hand.

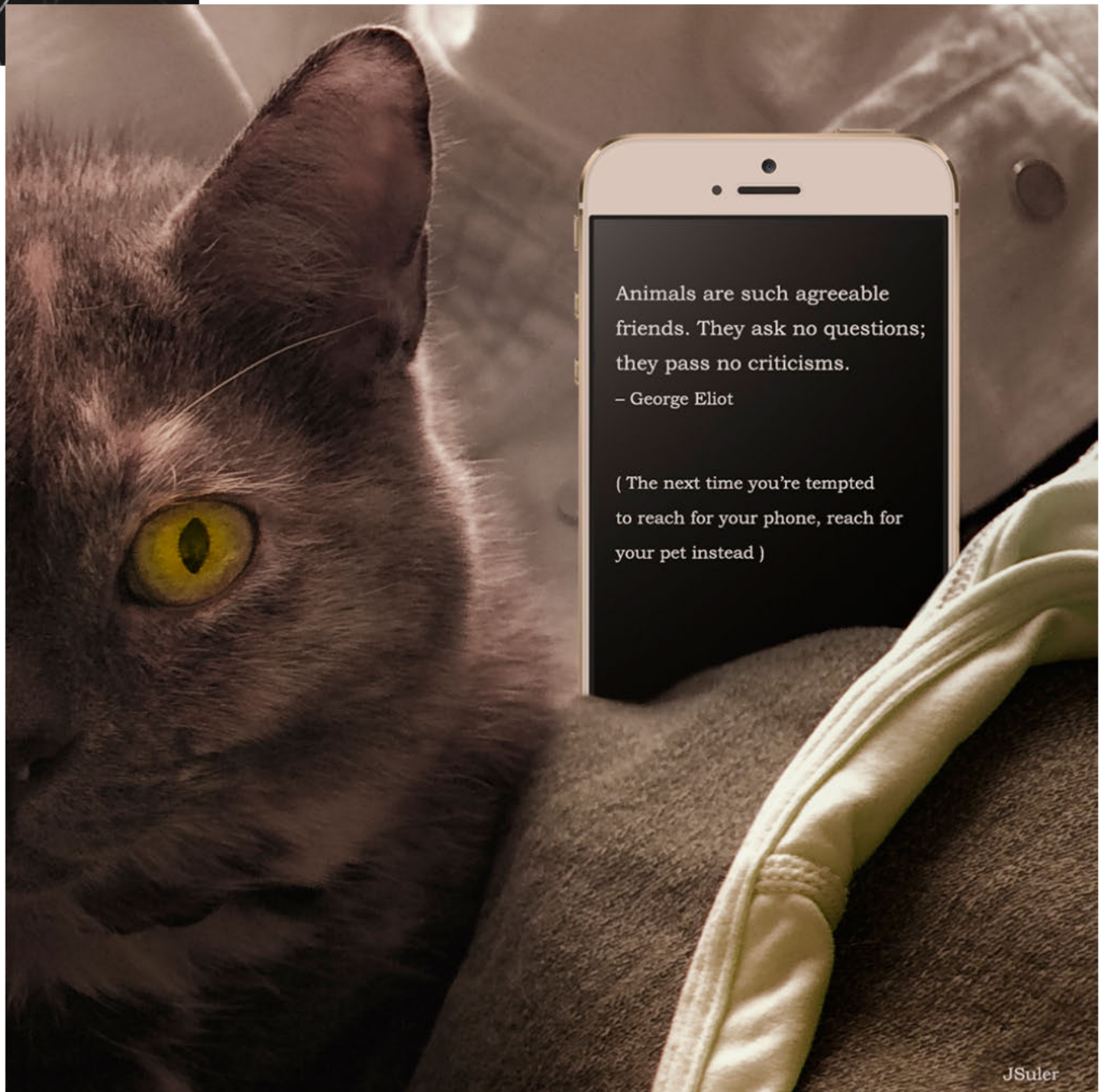
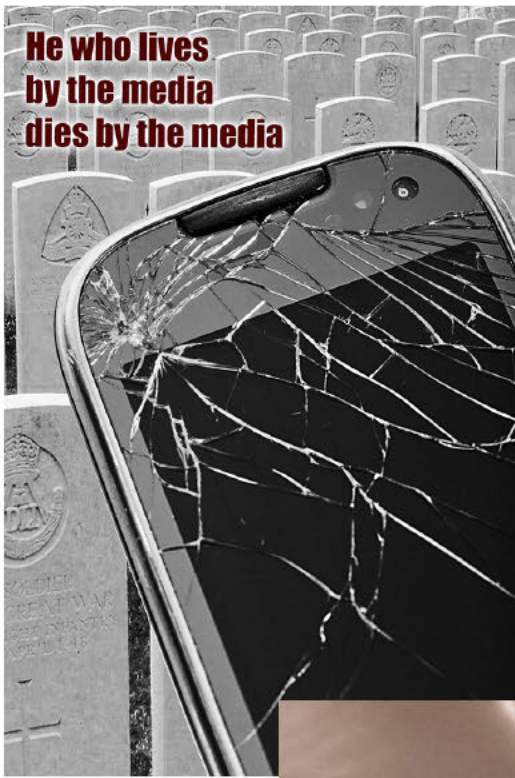
Men have become tools of their tools.

~ Henry David Thoreau



**Do you use your devices,
or do they use you?**

**He who lives
by the media
dies by the media**



Animals are such agreeable
friends. They ask no questions;
they pass no criticisms.

– George Eliot

(The next time you're tempted
to reach for your phone, reach for
your pet instead)



Dance like the photo's not
being tagged, love like you've
never been unfriended, tweet like
nobody's following - @PostSecret



Technology has to be
adopted or invented.

– *Jared Diamond*



The Internet treats censorship as a malfunction and routes around it.

~ John Perry Barlow

PROBLEMS IN SCIENCE

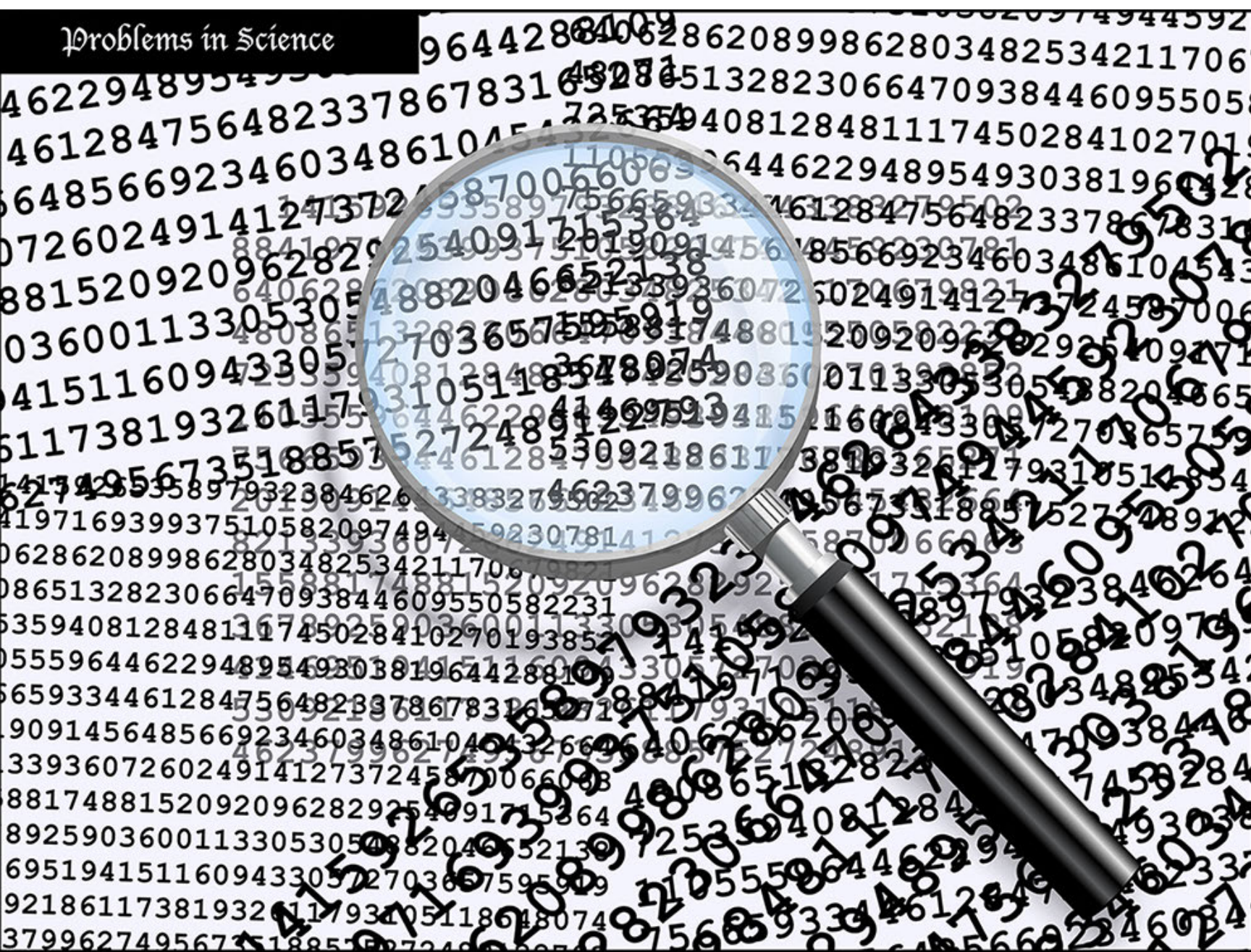
Problems in Science.



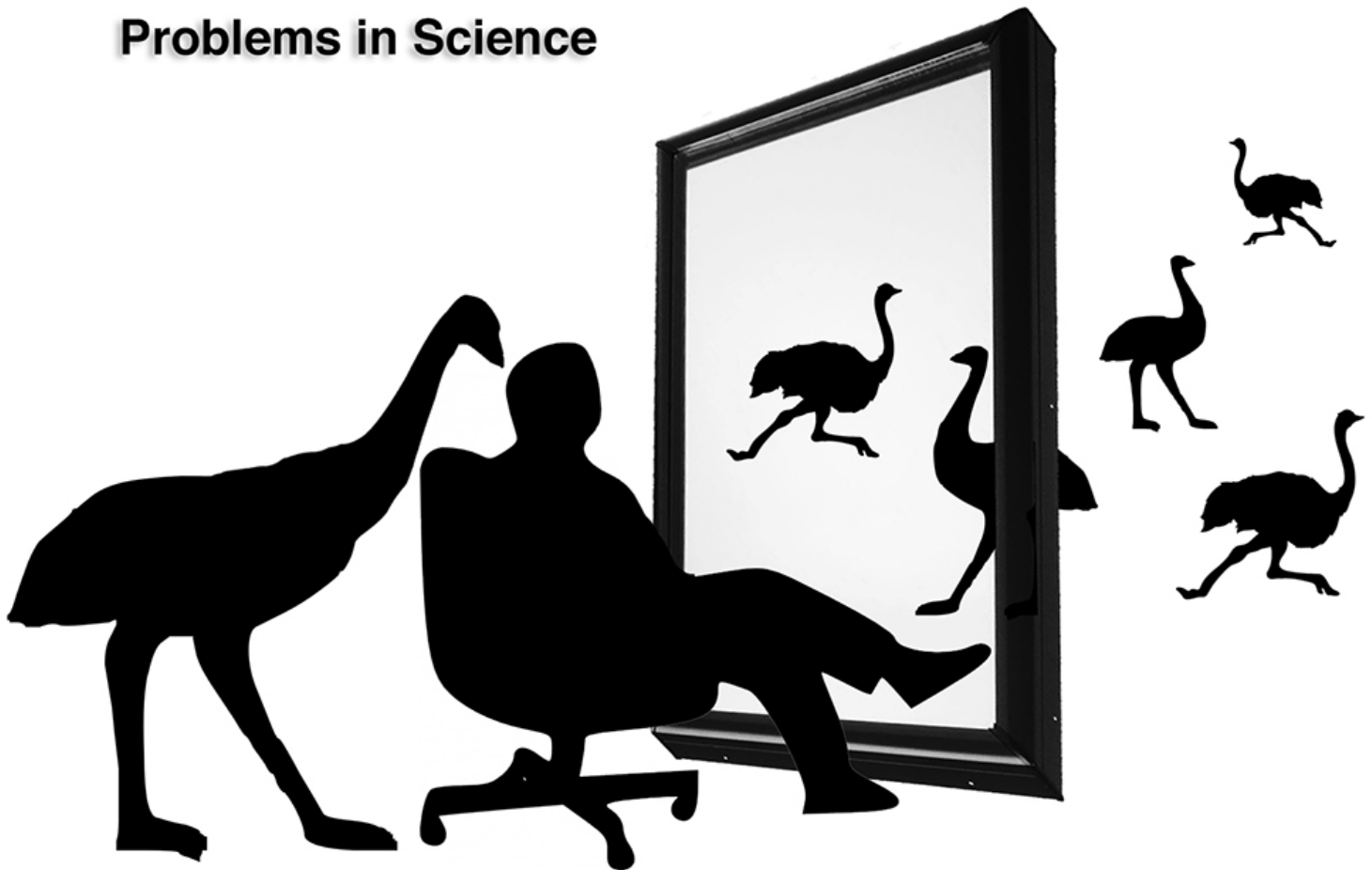


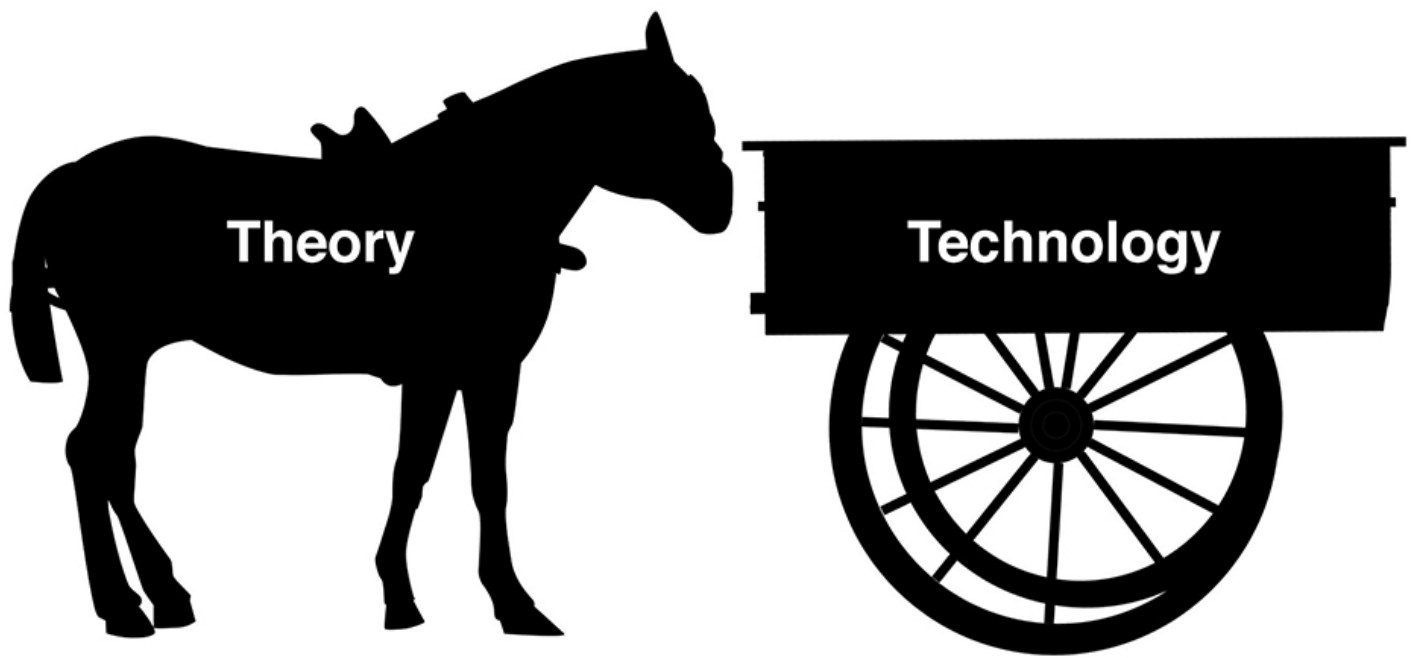
Problems in Science: Reinventing the Wheel

Problems in Science



Problems in Science



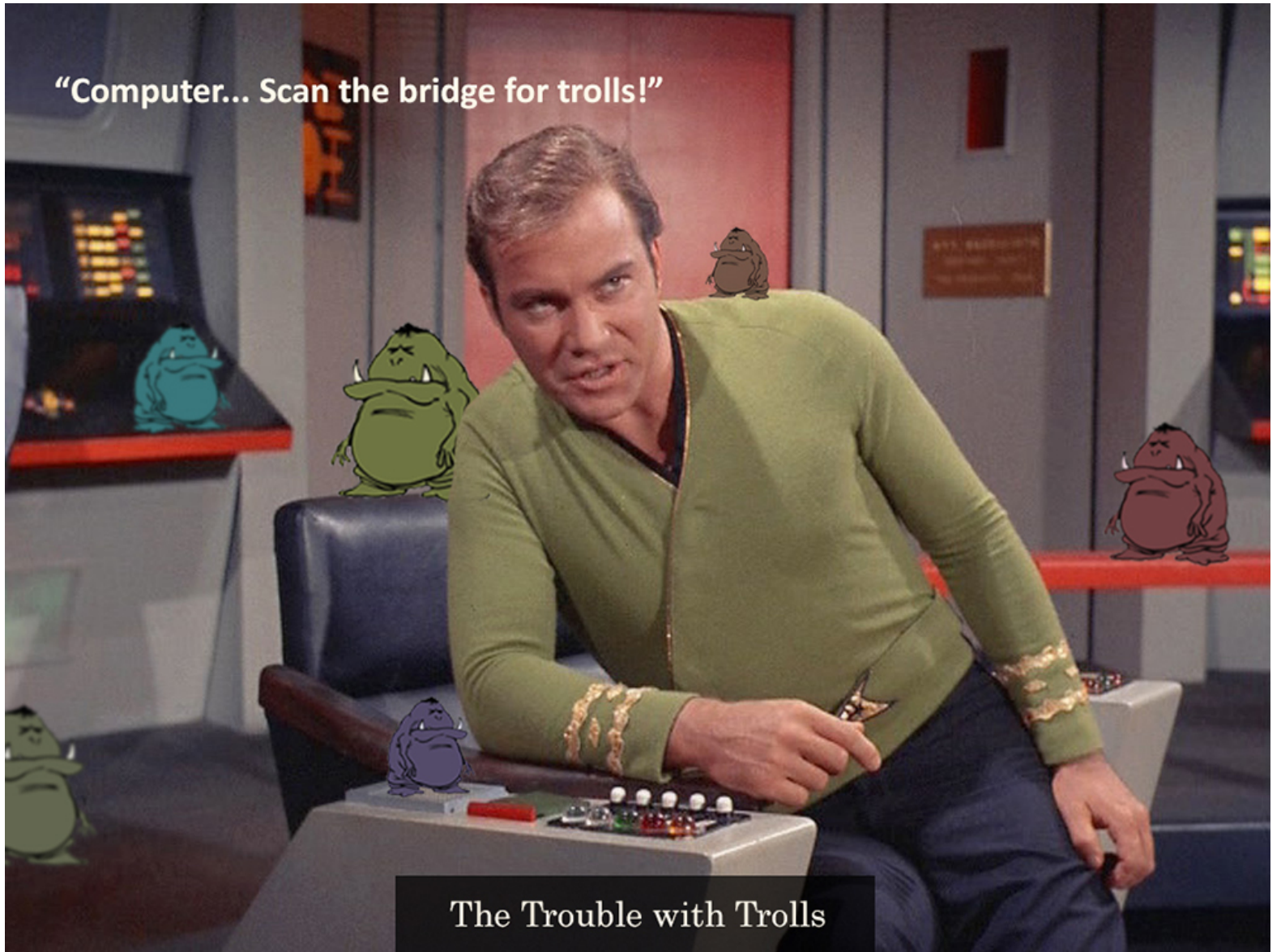


Problems in Science

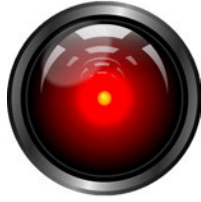
SECURITY



“Computer... Scan the bridge for trolls!”

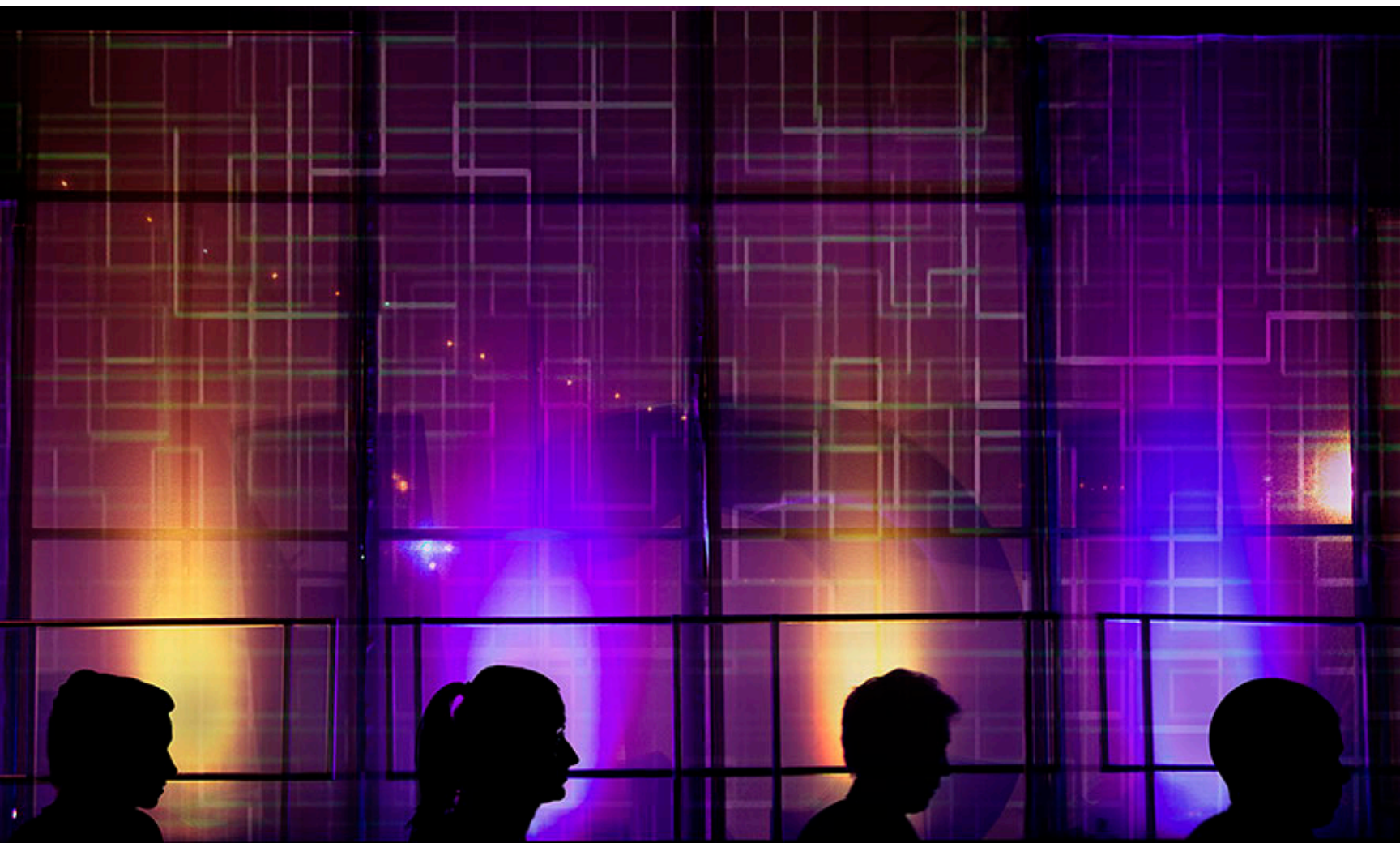


The Trouble with Trolls



I'm tired of reality TV.
Can we please watch
something else?

I just hope the TV
isn't watching us.



BOT SWAT

A ragtag team of crack A.I. experts devoted to detecting and deleting all evil-doing bots, whatever forms they might take.

(coming soon to an app near you)

Perceived Privacy

A subconscious perception or expectation of privacy that overrides the intellectual knowledge that privacy does not exist.

Psychology of the Digital Age: Humans Become Electric.



SOCIAL MEDIA





Wow I really love this!

I sorta like this.

You're family, so you get a like.

You're a friend, so you get a like.

I feel good today, so I'm giving out likes.

Everyone else liked it, so I will too.

Let's be friends.

I was here, just so you know.

I like you, but not necessarily this post.

I'm making up for what I did wrong.

Quid pro quo. Please give me a like too.

The Meaning of a Like

Psychology of the Digital Age: Humans Become Electric (2016)



Lemmings 2.0

I believe in justice, freedom, love, and motherhood.



Like and share if you agree
(or be totally ashamed of yourself)

The Guilt-Inducing Share



SCORE !

likes, comments, views, followers

how many points did you get today?

I would post more about my life

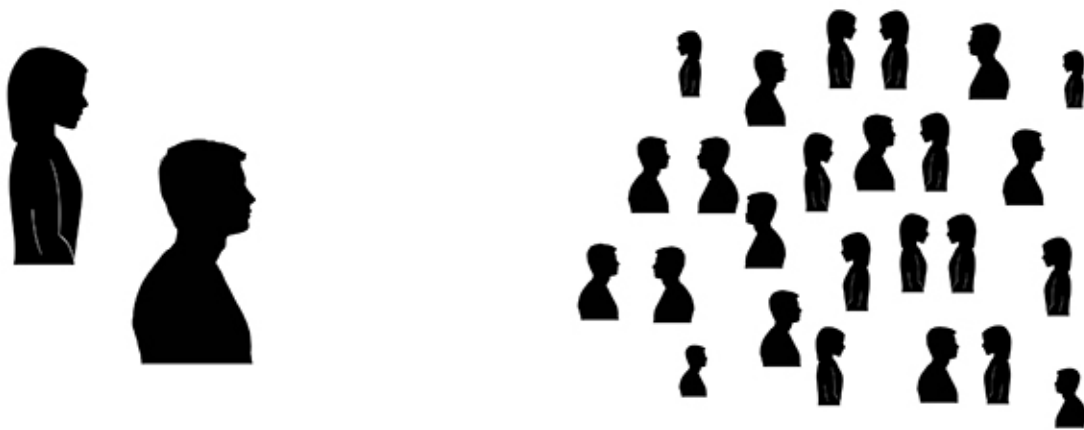


but it's not very interesting.

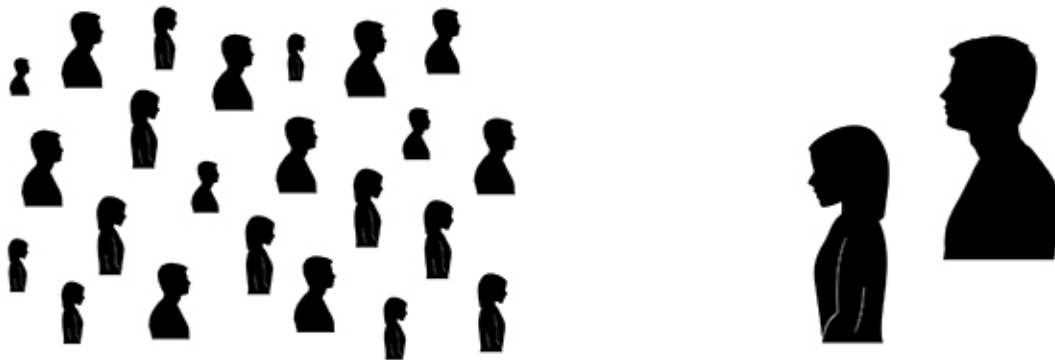


Who are you listening to in social media?

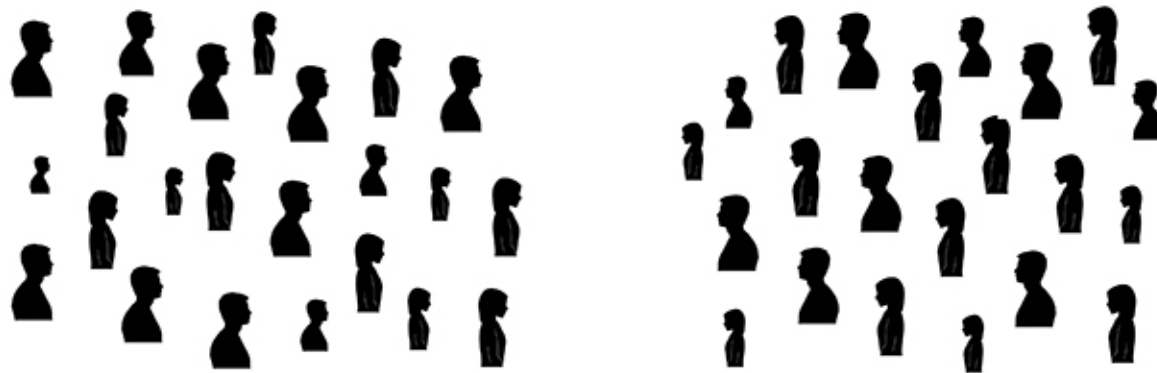
TERMS AND CONCEPTS



PANOPTICON – few watch the many



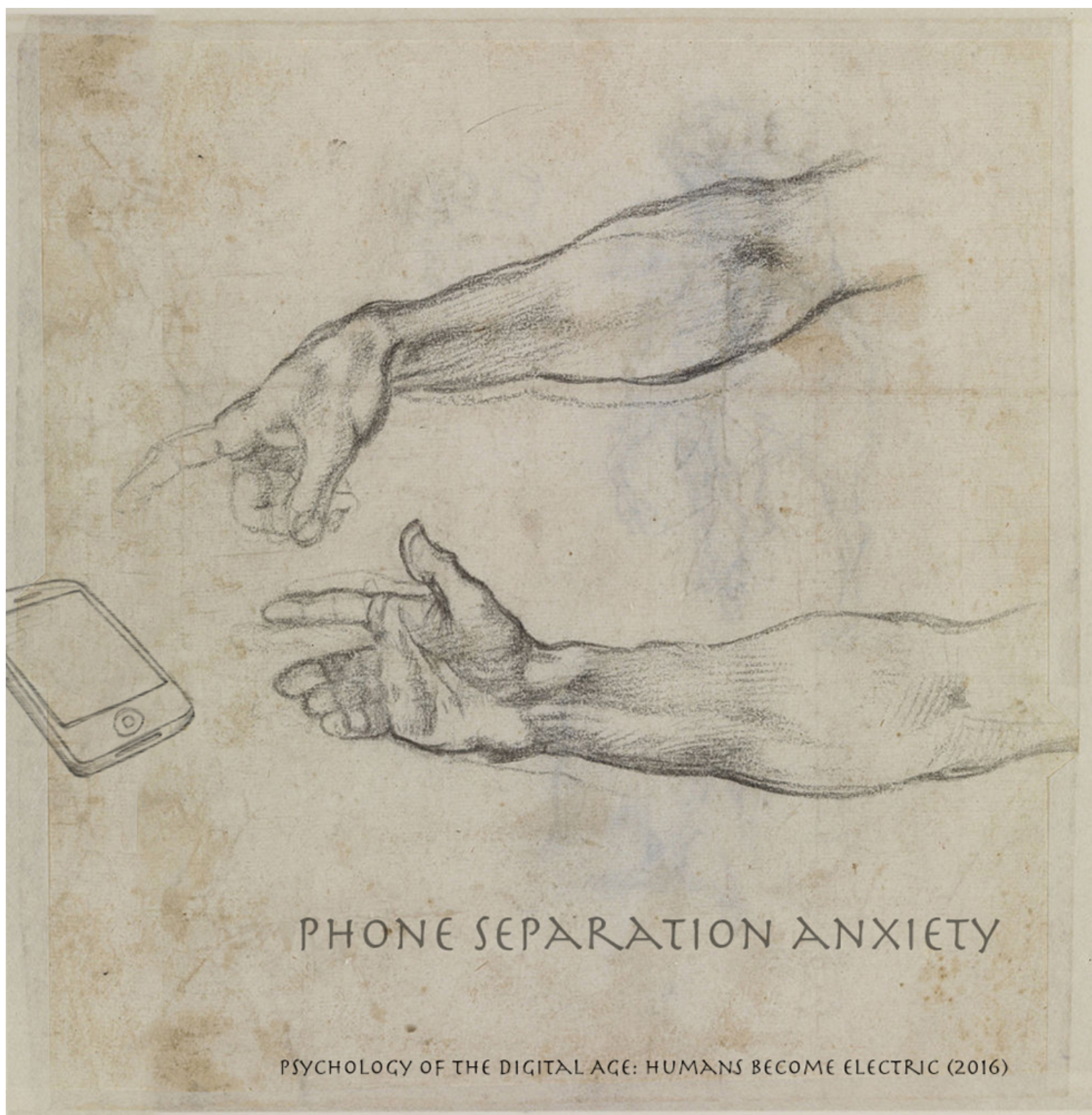
SYNOPTICON – many watch the few



OMNIOPTICON – many watch the many



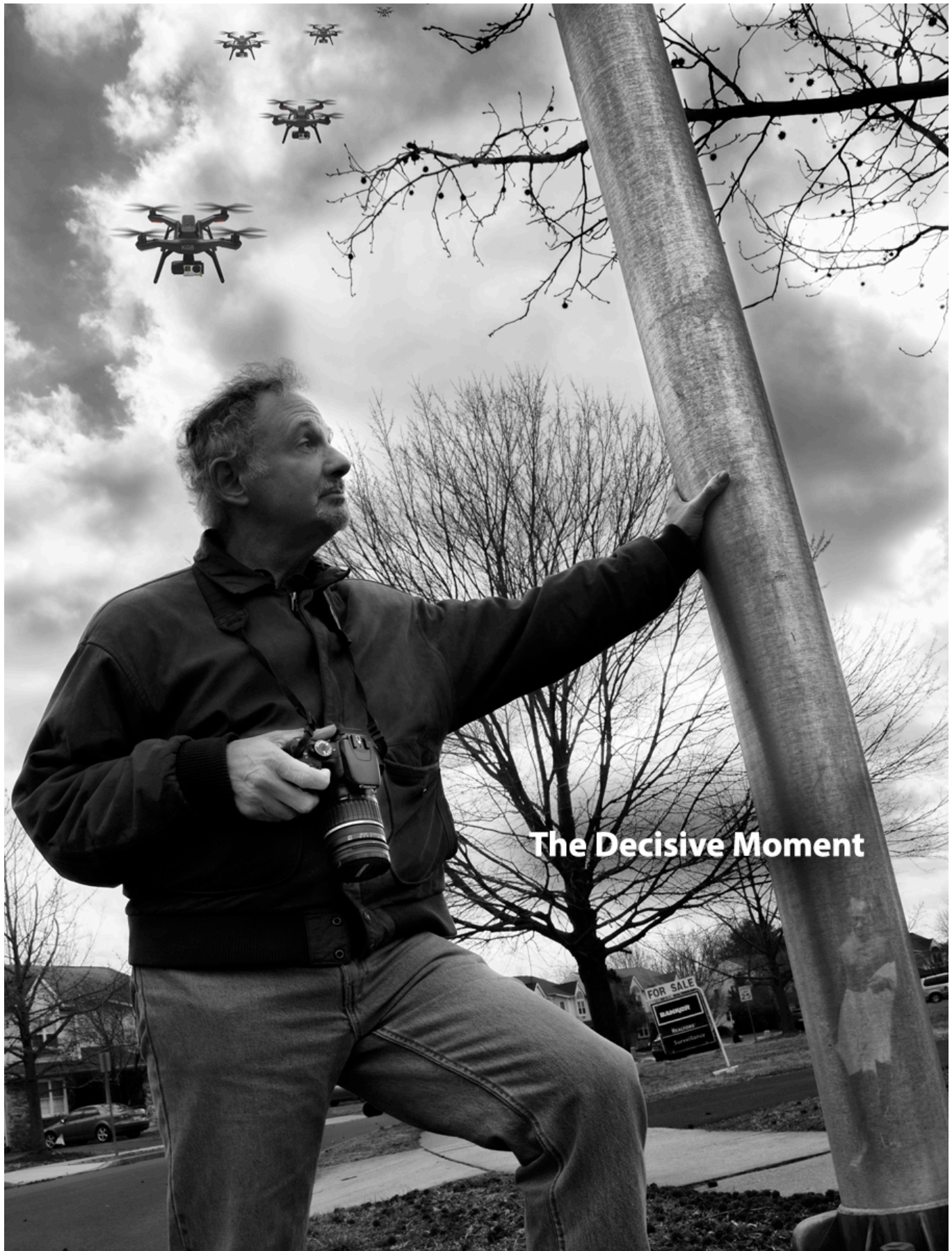
NONOPTICON – no one is watching



PHONE SEPARATION ANXIETY

PSYCHOLOGY OF THE DIGITAL AGE: HUMANS BECOME ELECTRIC (2016)





The Decisive Moment



The Online Disinhibition Effect

The tendency to say or do things in cyberspace that one would not ordinarily say or do in the face-to-face world. Disinhibition can be toxic or benign.

Psychology of the Digital Age: Humans Become Electric



SYNTHESIZED BEING

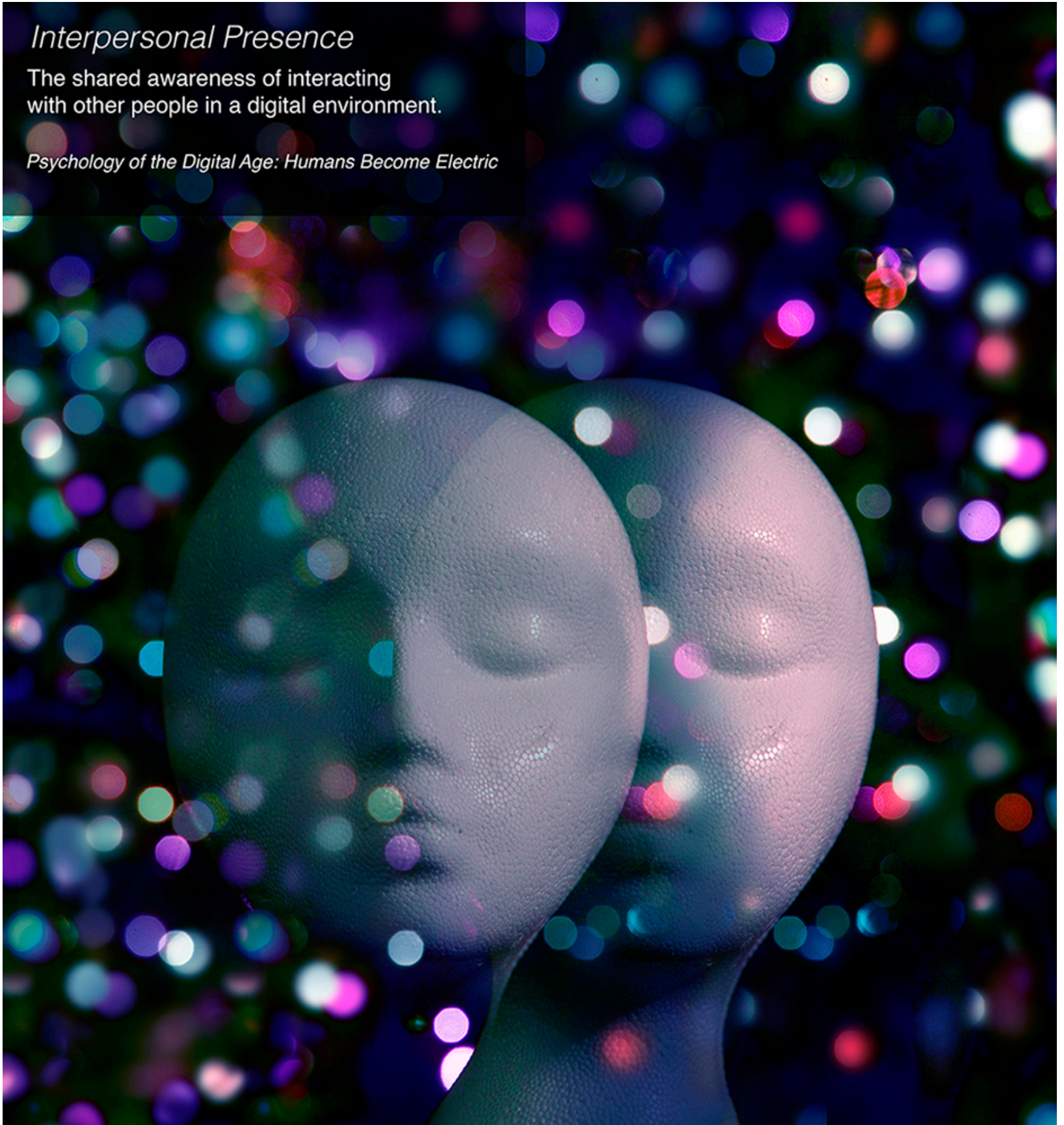
Designed for specific purposes, a type of artificial intelligence that resembles humans or animals in its form or function.

Psychology of the Digital Age: Humans Become Electric

Interpersonal Presence

The shared awareness of interacting with other people in a digital environment.

Psychology of the Digital Age: Humans Become Electric

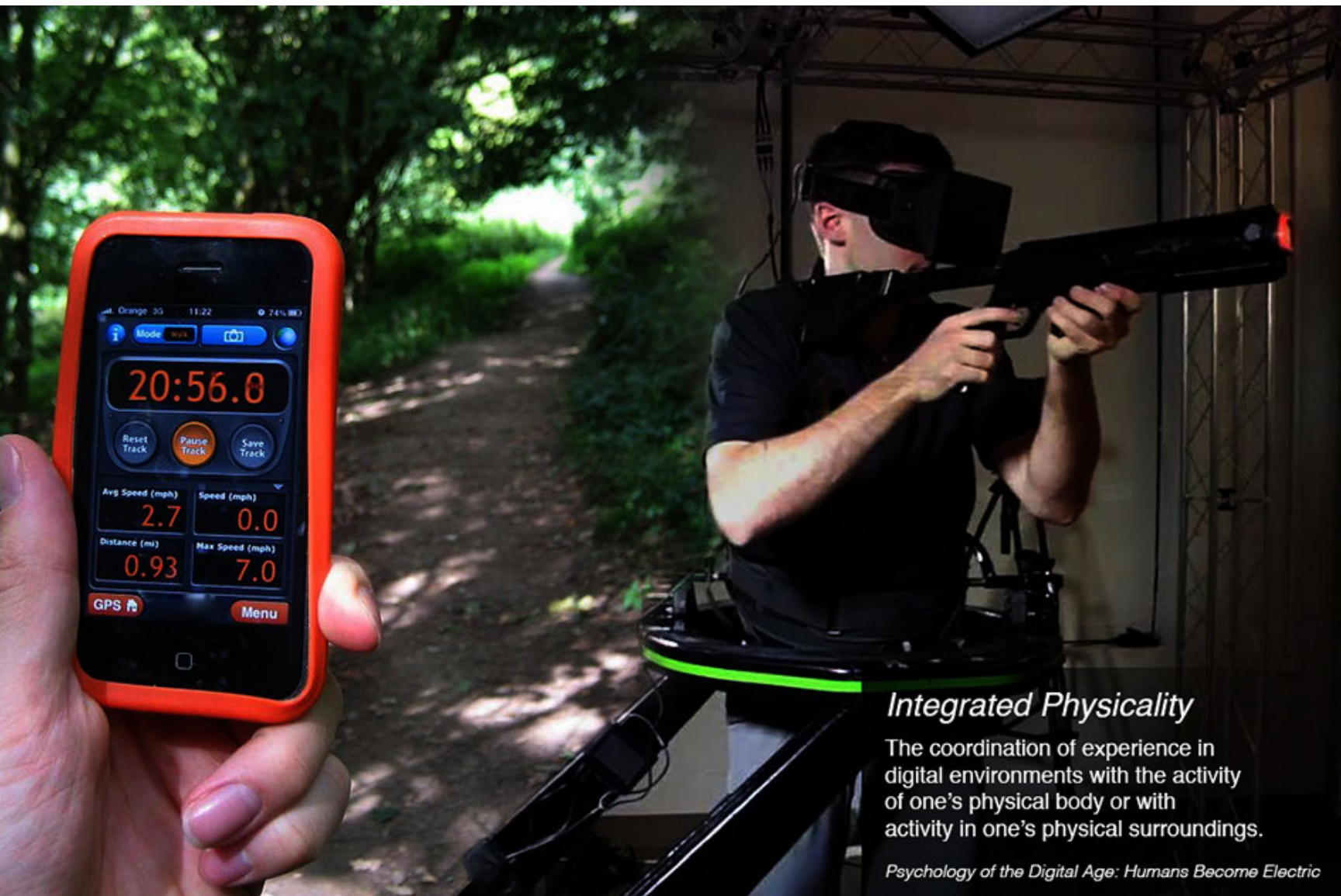




Synthesized Reality

Designed for a specific purpose, a computer-generated environment that mimics the physical world as closely as possible, presents highly imaginative scenes that defy the physical world, or mixes elements of both. Also known as "virtual reality."

Psychology of the Digital Age: Humans Become Electric



Integrated Physicality

The coordination of experience in digital environments with the activity of one's physical body or with activity in one's physical surroundings.

Psychology of the Digital Age: Humans Become Electric



Surveillance Anxiety

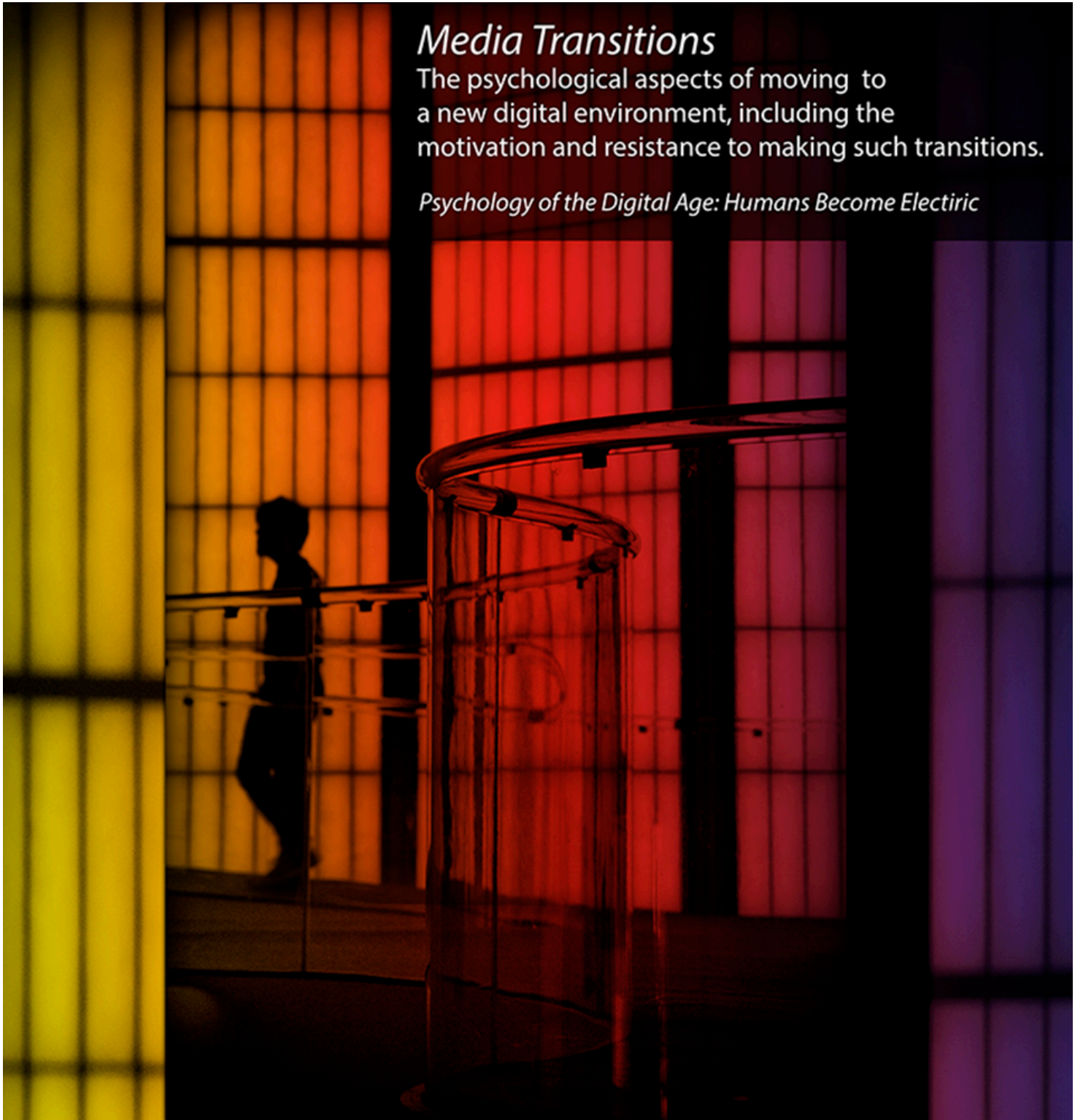
Ranging from discomfort to paranoia,
the feeling that one's behavior
is being observed electronically.

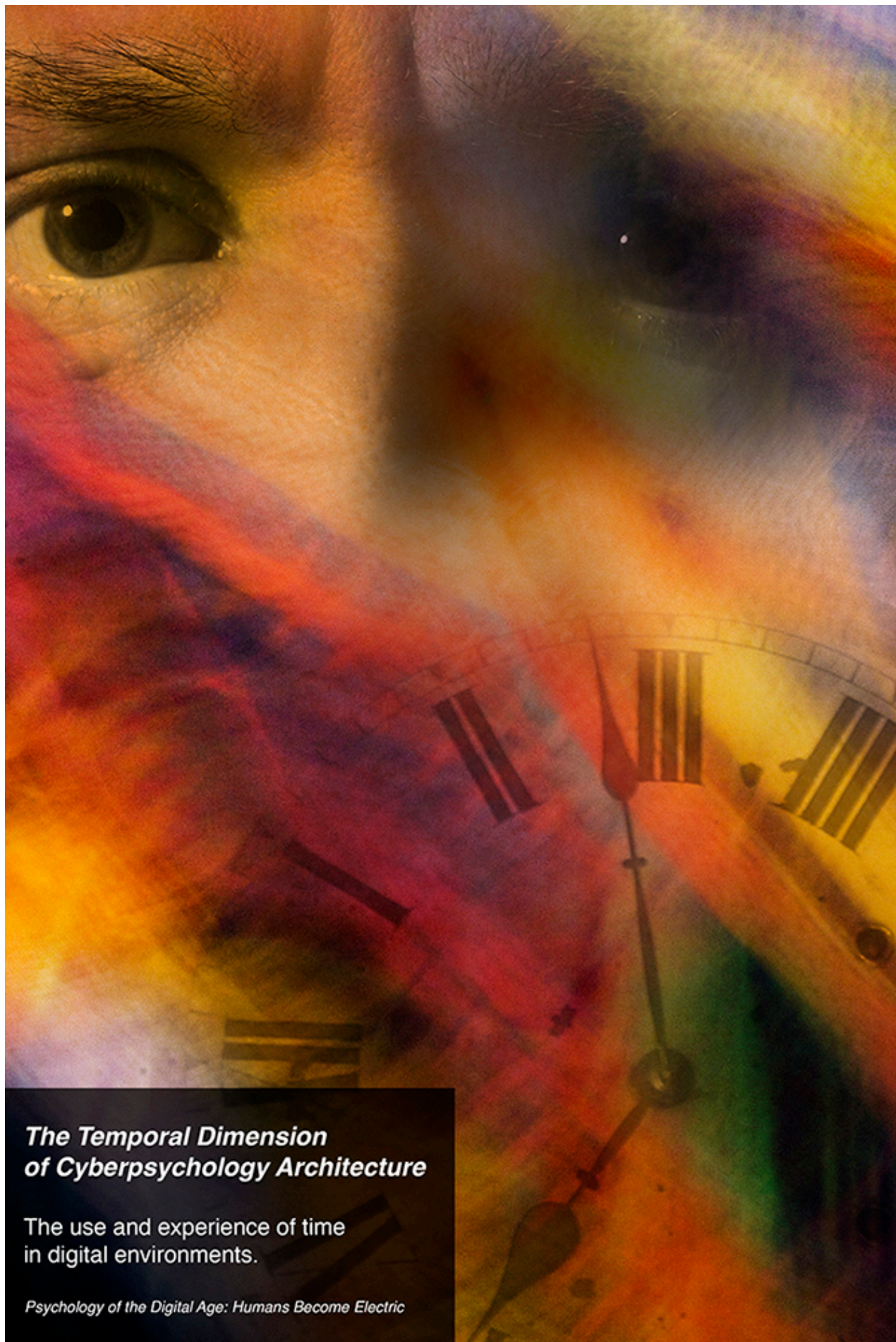
Psychology of the Digital Age: Humans Become Electric

Media Transitions

The psychological aspects of moving to a new digital environment, including the motivation and resistance to making such transitions.

Psychology of the Digital Age: Humans Become Electric





***The Temporal Dimension
of Cyberpsychology Architecture***

The use and experience of time
in digital environments.

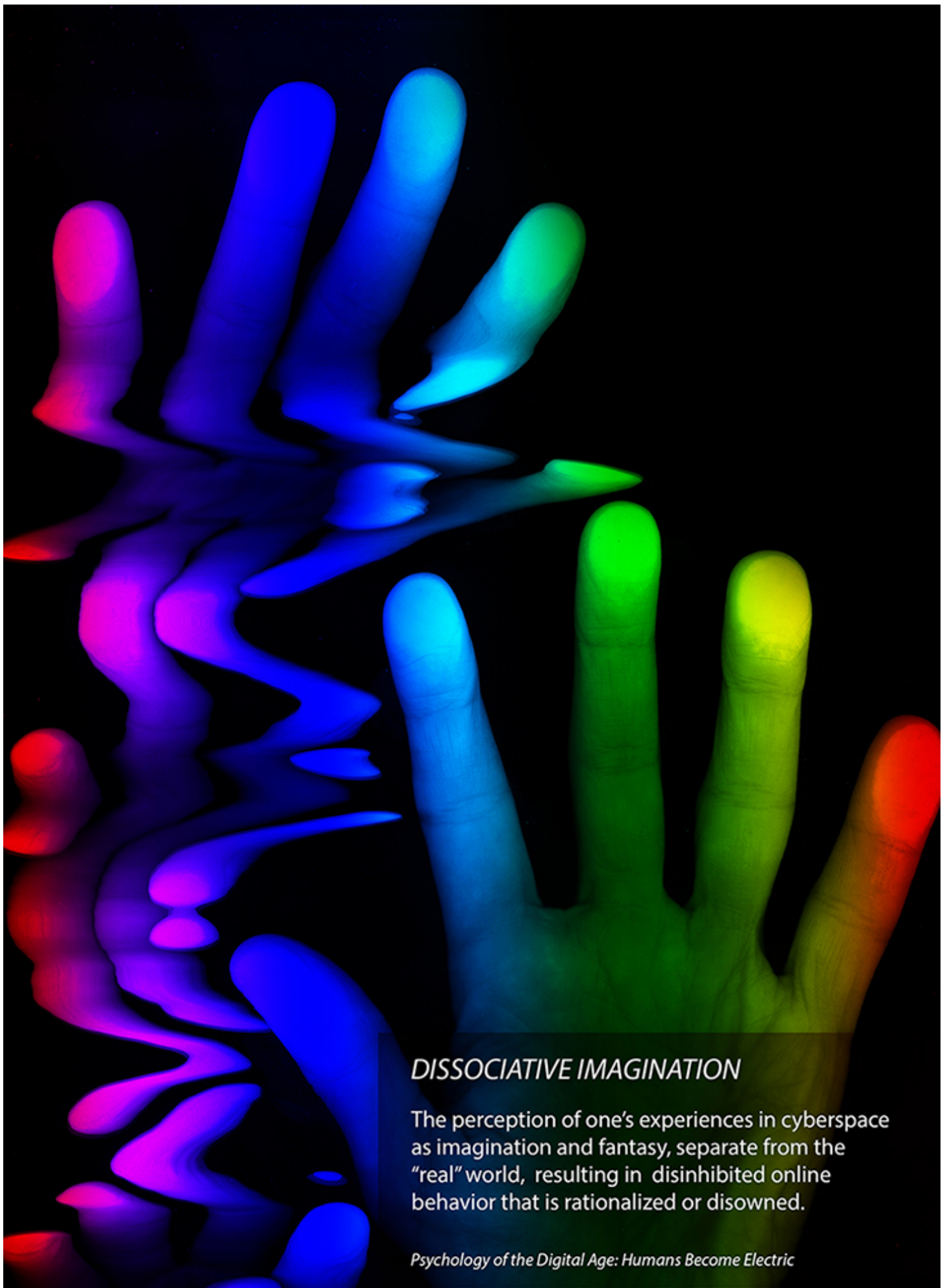
Psychology of the Digital Age: Humans Become Electric



SOLIPSISTIC INTROJECTION

As one ingredient of the online disinhibition effect, the subconscious tendency to perceive text communication with others as a dialogue with characters inside one's own mind.

Psychology of the Digital Age: Humans Become Electric



DISSOCIATIVE IMAGINATION

The perception of one's experiences in cyberspace as imagination and fantasy, separate from the "real" world, resulting in disinhibited online behavior that is rationalized or disowned.

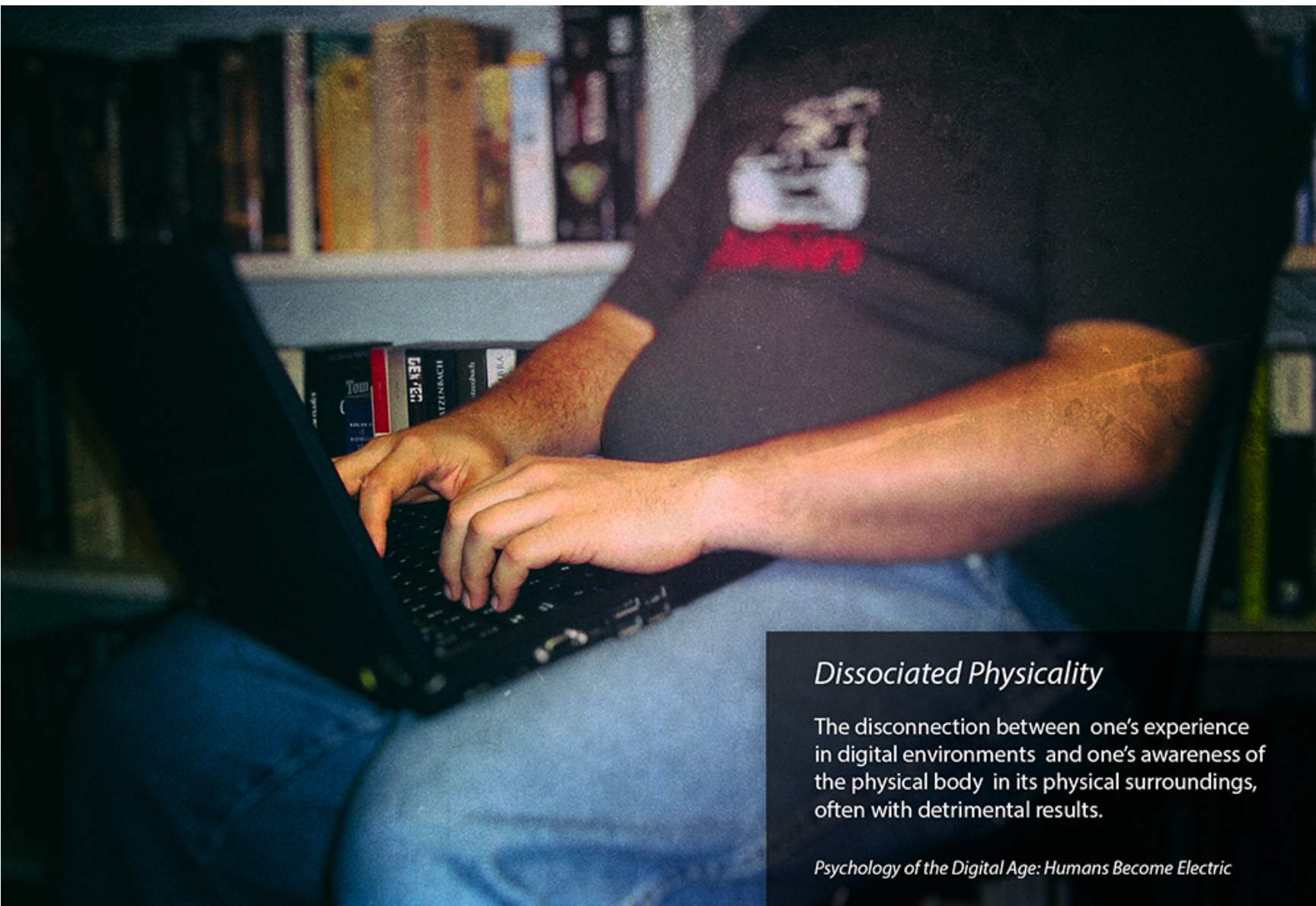
Psychology of the Digital Age: Humans Become Electric

DISSOCIATED PHYSICALITY

The disconnection between one's experience in digital environments and one's awareness of the physical body in its physical surroundings, often with detrimental results.v

Psychology of the Digital Age: Humans Become Electric





Dissociated Physicality

The disconnection between one's experience in digital environments and one's awareness of the physical body in its physical surroundings, often with detrimental results.

Psychology of the Digital Age: Humans Become Electric



IMMERSION

The subjective sense of being within a digital environment.

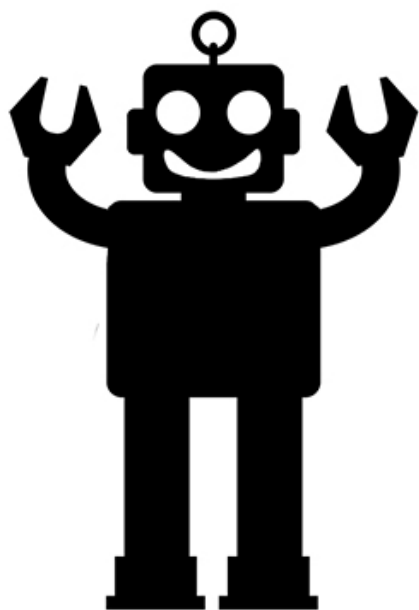


**Identity Expression
by Proxy**

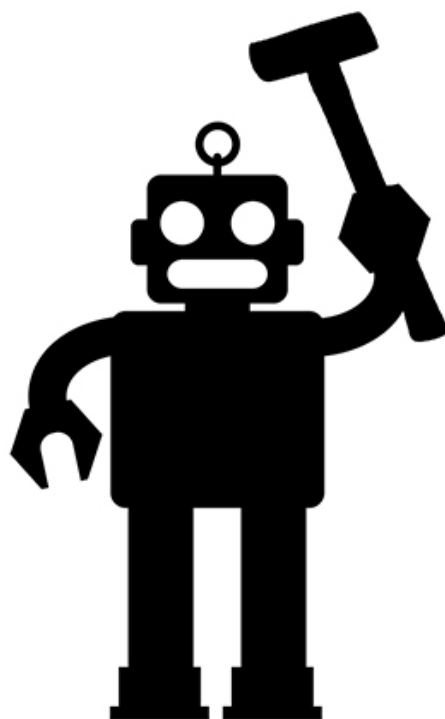
*In social media,
posting other people's
content as a way to
express oneself.*

Psychology of the Digital Age: Humans Become Electric

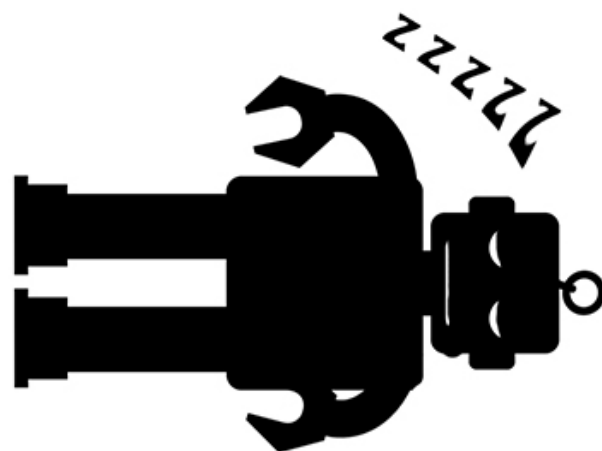
ATTITUDES ABOUT TECHNOLOGY



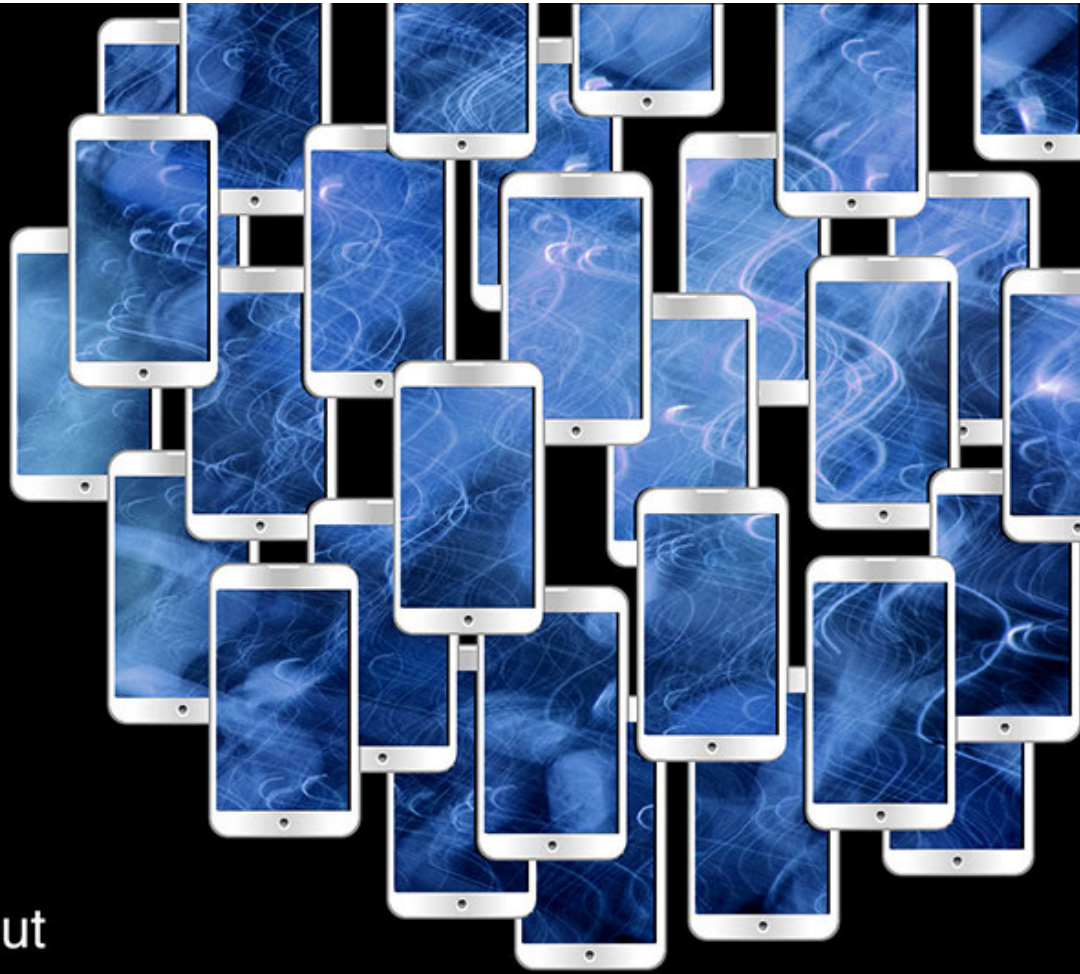
IDEALITE
one who glorifies technology



LUDDITE
one who resists technology



BOREDITE
one who grows weary of technology

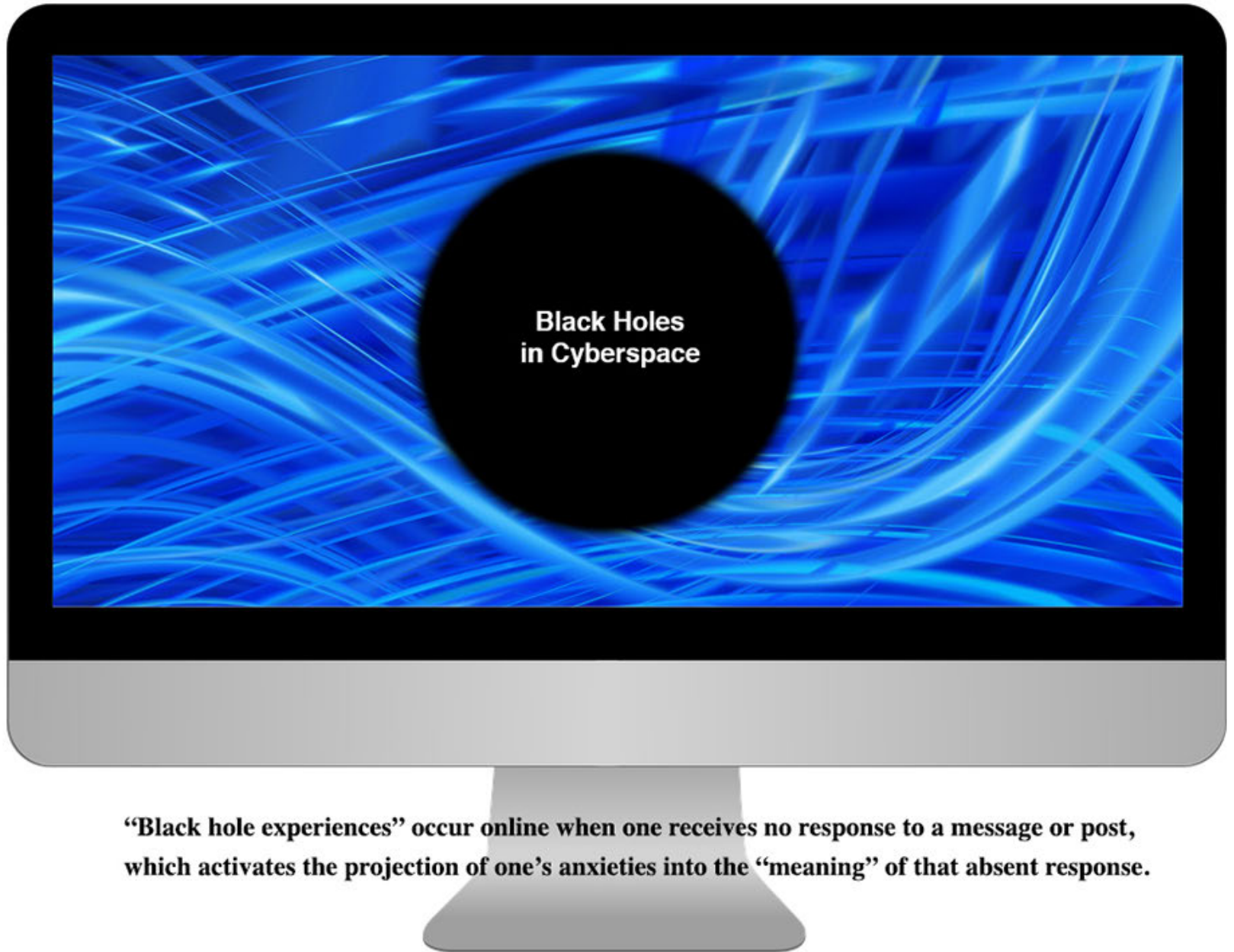


FoMO

Fear of Missing Out

"When people lose access to cyberspace, they might experience separation anxiety (FoMO), but almost always they settle into the realization that not being connected is rather nice."

Psychology of the Digital Age: Humans Become Electric (2016)

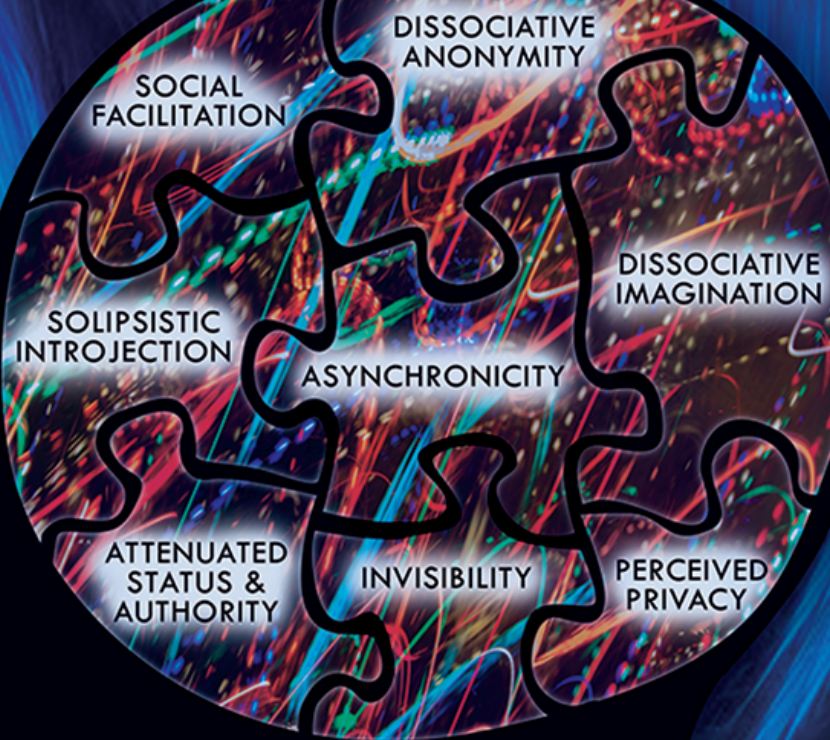


“Black hole experiences” occur online when one receives no response to a message or post, which activates the projection of one’s anxieties into the “meaning” of that absent response.

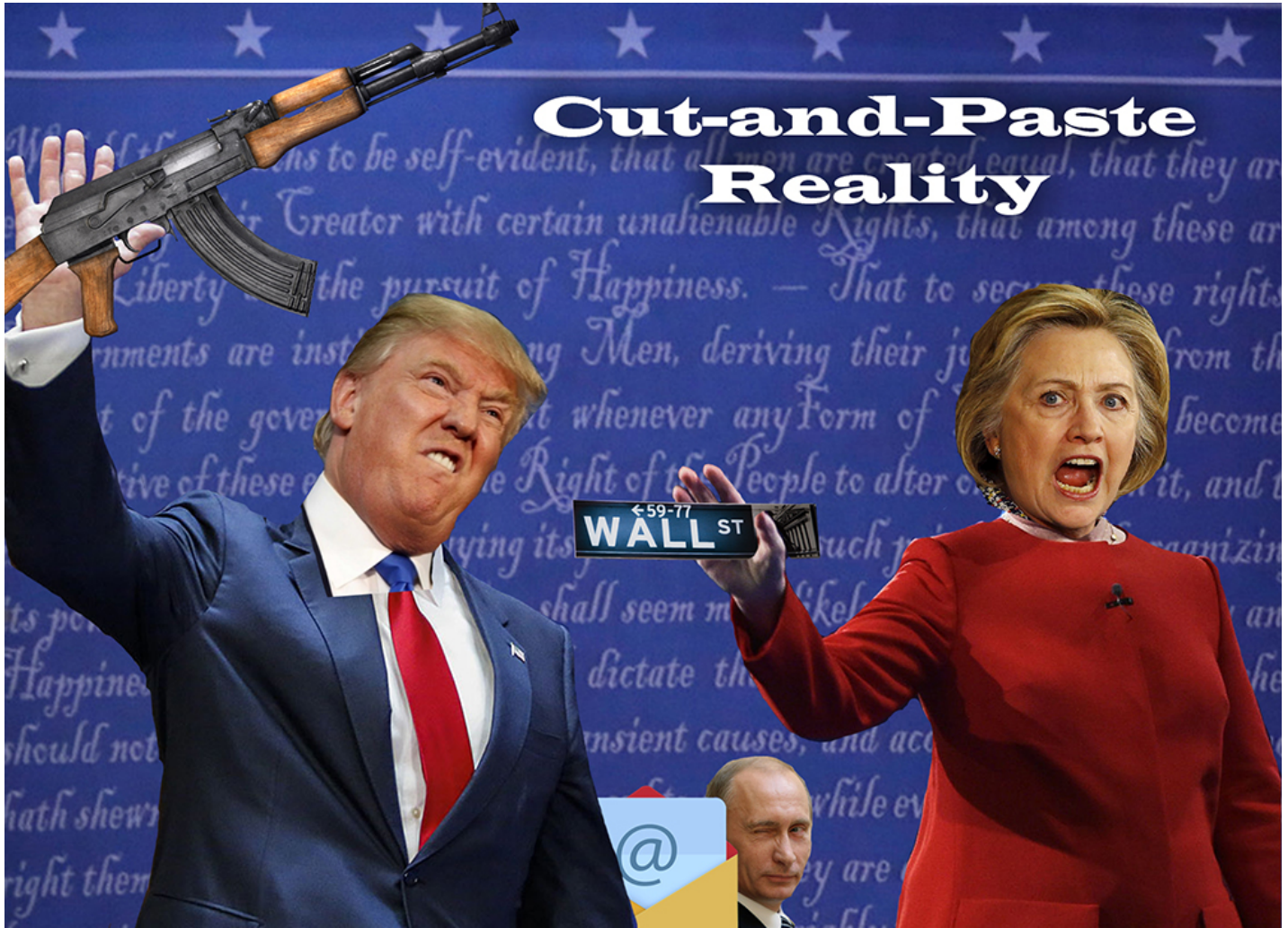
Psychology of the Digital Age: Humans Become Electric (2016)

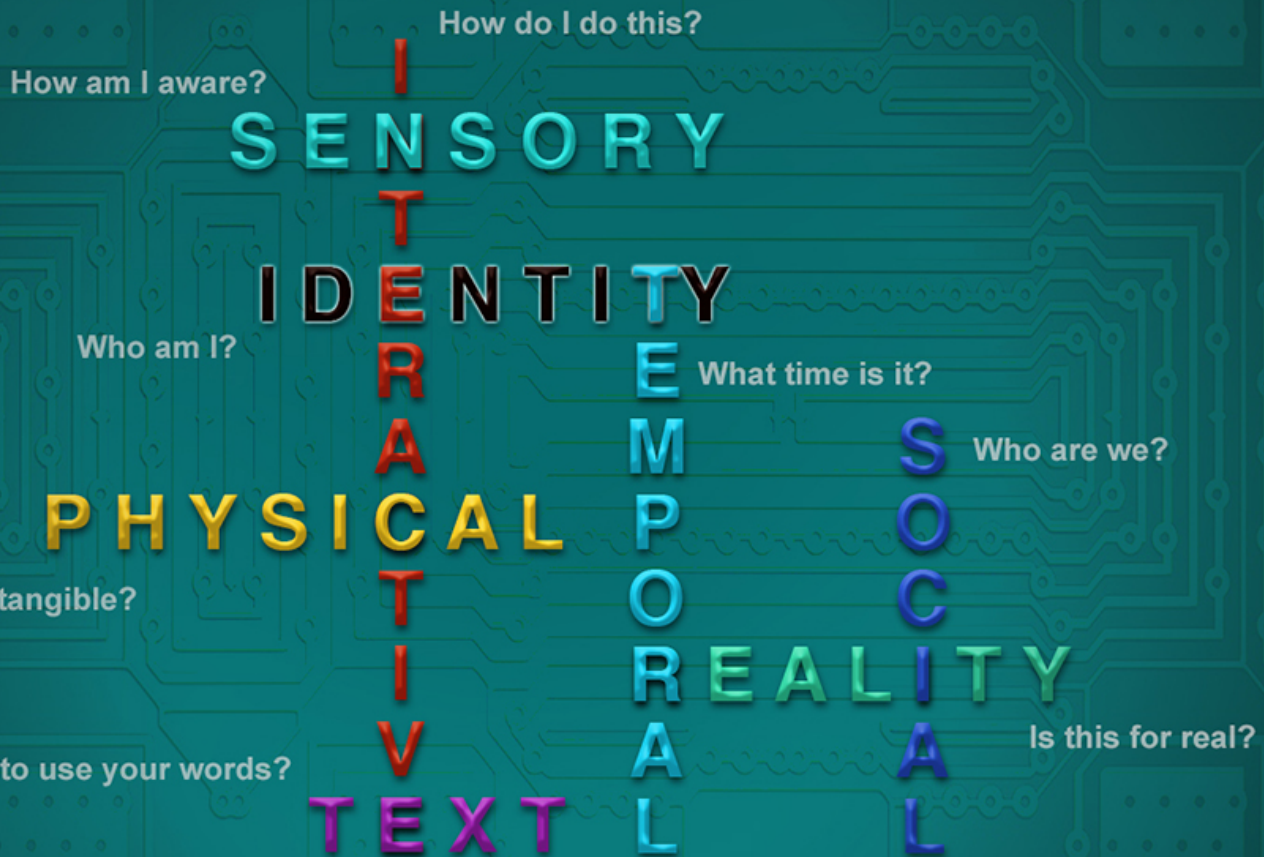


The
Online
Disinhibition Effect



Cut-and-Paste Reality





**The Eight Dimensions of Cyberpsychology Architecture
in the design and experience of online environments.**

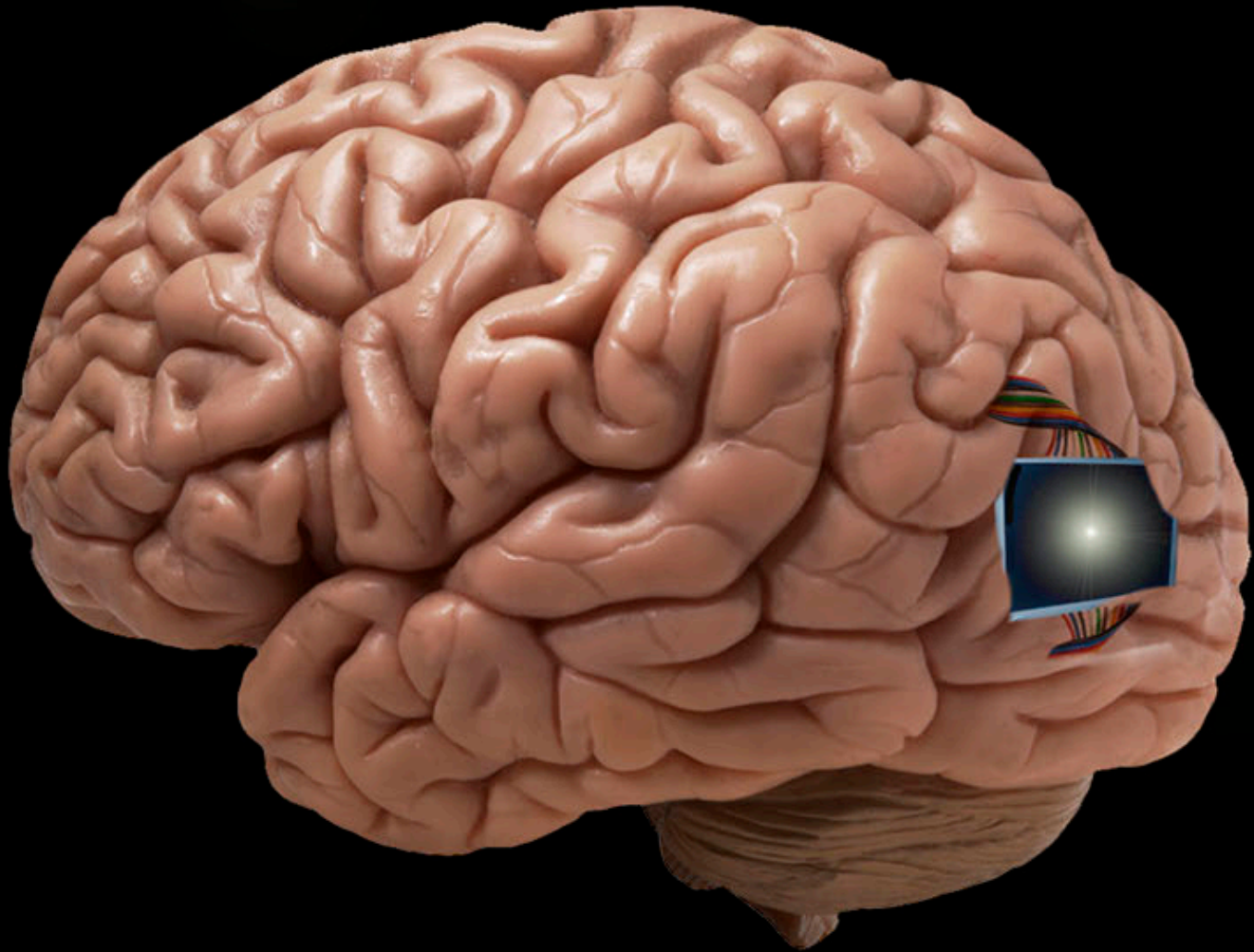
(Psychology of the Digital Age: Humans Become Electric (2016))

THE BRAIN

**My brain
made me
do it.**

(The Computer Homunculus Defense)





Homonculus Digital Announces

INNER VISION

No more devices to carry, hold, or put somewhere.

Implant technology allows you to see the screen inside your head.

Dual display streams your experiences to anyone with Inner Vision.

Warning: Implants may cause occipital lobe irritation or infection, headaches, dizziness, blurred vision, seizures, hallucinations, delusions of grandiosity, symbiotic attachment, addiction, or euphoria

References

Suler, J.R. and Zakia, R.D. (2018). *Perception and Imaging: Photography as a Way of Seeing*. Focal Press.

Suler, J.R. (2016). *Psychology of the Digital Age: Humans Become Electric*. Cambridge University Press.

Suler, J. (2011). Creating images for educational presentations: Insights from contemporary conceptual photography. *International Journal of Applied Psychoanalytic Studies*, 8, 103-111.

Suler, J. (2011). The impact of image streams. *International Journal of Applied Psychoanalytic Studies*, 9, 84-88.

True Center Publishing

