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[R]evolutions in Communication Courses: Theory, Research, Pedagogy, and Assessment



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ABSTRACT

In parallel to the near-ubiquity of social and mobile media in the modern communication technology ecology, college courses focused on mass media and communication technology have adapted to include discussion of the role that these technologies play on human thoughts, feelings, and behaviors towards each other. However, the brunt of these discussion seem to frame CMC (computer-mediated nowever, the brunt of these discussion seem to frame CMC (computer-mediated communication) as a necessary evil – technologies not fully capable of authentic and meaningful human communication, but nonetheless increasing prevalent in society. Which such concerns might be warranted, educators are cautioned against adopting such a myopic "loss frame" approach in that it assumes that (a) CMC interactions are inherently inferior to FtF ones and (b) side-steps important research showing the relative benefits (and detriments) of CMC. In his presentation, Dr. Nick Bowman (West Virginia University) will discuss relevant theory and emerging research on both points, with an end goal of demonstrating the pedagogical utility of focusing on a functional (rather than normative) approach to discussing the interpersonal and social uses and effects of CMC.





HISTORICAL MORAL PANICS

Everywhere, at any hour of the day, people can be seen quite shamelessly poring over the checker-board diagrams, cudgelling their brains for a four-letter word meaning "molten rock" or a six-letter word meaning "idler," or what not: in trains and trams, or omnibuses, in subways, in private offices and countingrooms, in factories and homes, and even - although as yet rarely - with hymnals

for camouflage, in church.

AD A FUCKING BOOK

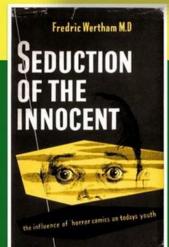
The New York Times Tuesday Crossword Puzzle

Ed Early / Will Shortz OThe New York Times

78. Thereous's reddens
1.10 (e. e.g.
1.



being used by society). Indeed, nearly 20 years after his original crusade against the morally corrosive content of comic books, Wertram himself wrote a volume 24 "The World of Fanzines" that celebrated the creativity that comics books and 25 science fiction novels can foster in children; Gonzalez tells the story of NASA 26 director Charles Bolden nostalgically recalling the role that the space-traveling superhero Flash Gordon played in his eventual career as an astronaut. 54,55 28



'I think Hitler was a beginner compared to the comic book industry'

Fredric Wertham MD



Comic Book Burning. Binghamton, New York

WEST VIRGINIA UNIVERSITY DEPARTMENT OF COMMUNICATION STUDIES

UPDATE 1: WHAT IS SOCIAL MEDIA?

- Computer
- Mediated
- Communication



CMC research tends to focus on how channels mediate the human communication process.



UPDATE 1: WHAT IS SOCIAL MEDIA?

Keitzmann et al (2011) PRESENCE PRESENCE Creating and The extent to managing the which users reality, intimacy know if others and immediacy SHARING RELATIONSHIPS are available RELATIONSHIPS SHARING of the context Managing the The extent to The extent to Content which users structural and which users management exchange. flow properties in relate to each system and social distribute and a network of other graph IDENTITY IDENTITY receive content relationships The extent to Data privacy controls, and which users REPUTATION tools for user reveal REPUTATION themselves self-promotion CONVERSATIONS CONVERSATIONS The extent to Monitoring the which users Conversation The extent to strength, passion, know the social velocity, and the which users sentiment, and standing of risks of starting communicate reach of users with each other others and and joining **GROUPS** and brands GROUPS content The extent to Membership which users are rules and ordered or form protocols communities

Social Media Functionality





Implications of the Functionality

UPDATE 1: WHAT IS SOCIAL MEDIA?

- It's **DEManding**, if nothing else.
 - Cognitively demanding
 - Behaviorally demanding
 - Affectively demanding
 - Socially demanding?

Bowman (2016b)





UPDATE 2: MASS/INTERPERSONAL

Mass COMM

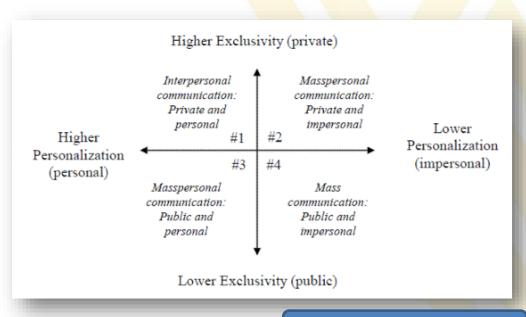
- Large audience (> 50?)
- Anonymous source
- Complex + multiple goals
- mediated

Interpersonal COMM

- Intimate audience
- Personal source
- Clear(?) goal
- (usually) non-mediated



UPDATE 2: MASS/INTERPERSONAL



We can delink "mass" and "personal" forms of communication, and newer technologies this delinking more apparent.



O'Sullivan (2005)





UPDATE 2: THE MEDIA EQUATION

Users respond to technology as if it were human (Reeves & Nass, 1995)

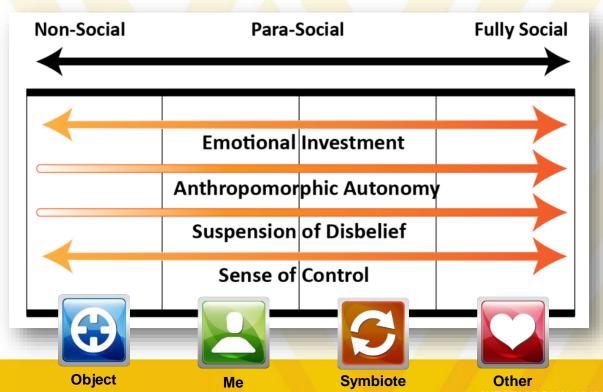




UPDATE 2: THE MEDIA EQUATION

there is ample evidence that we can develop **completely social** experience with technology!

Banks & Bowman (2015)





WEST VIRGINIA UNIVERSITY DEPARTMENT OF COMMUNICATION STUDIES





Technology has displaced authentic human-human interaction in favor of constant mediation







 Students even use social media to foster and engage with online learning communities

able 1		Bowman & Ackaoglu (2							
ategories and frequencies of Face	Exam review	Administrative	Class-related links	Peer support	Humor	Affect instructor/class	Unrelated links	Instructor support	Random
# posts	201	119	61	17	16	15	13	8	27
Avg # comments per post	3.60	2,47	1.46	3.41	2.74	.292	.288	.375	1.64
# posts initiated by Instructor	64	60	39	0	3	1	5	8	13
Avg # of comments per post	3.66	1,22	.923	0	4,33	0	0	.375	2.92
# posts initiated by students	137	59	22	17	13	14	8	0	14
Avg # of comments per post	3.54	3.71	200	3.41	1.15	4.39	3.75	0	.357



Social media might even enable communication that overcomes FtF constraints .. But, is this always a good thing?





MODERN MORAL PANIC?

Technology abstinence is growing practice

		Peers	Exp.	Media	Fam.	Edu		
CMC	Good	4.22	4.04	3.56	2.51	2.45		
	Bad	2.86	3.09	3.41	3.25	3.35		
FtF	Good	4.02	4.38	2.64	4.48	4.28		
	Bad	All low (1.75 – 2.87)						





Westerman, Bowman & Daniel (2015, NCA)

CONCLUSIONS

One final note for considering the future of CMC: not all goals that people have are things we would consider "good." In fact, the same characteristics of CMC can be used for both good and bad purposes. For example, anonymity can be used as a great thing as it allows somebody to search for health information about something they might feel embarrassed about. However, anonymity is not so good as it is used by a group of people to cyber-bully someone, using their computer to mask their identity while intentionally hurting another person without consequence. In this way, it is important to understand that CMC channels themselves are not inherently good or bad, but they do facilitate in helping people to accomplish their goals, be they good or bad. Technology allows people to be more human, yet it does not guarantee that people will be more humane. Hopefully, after reading this book, you realize that because YOU are in charge of the Internet and the use of CMC technologies, you also realize that YOU are ultimately in charge of how good or bad the Internet becomes. We hope that you accept that responsibility and use that power wisely.





FOR MORE INFORMATION

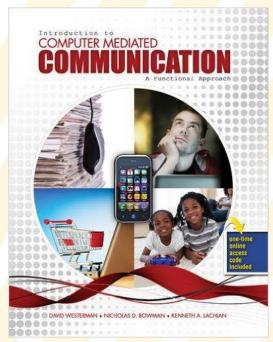


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Shameless plug: Many of these themes form the base of our newest textbook (Kendall-Hunt). Jes' Sayin' ...







SPECIAL THANKS

- Jaime Banks (WVU)
- Stephen Daniel (NDSU)
- Ken Lachlan (UCONN)
- David Westerman (NDSU)



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