Jongeren en sociale media - vind ik (niet zo) leuk …

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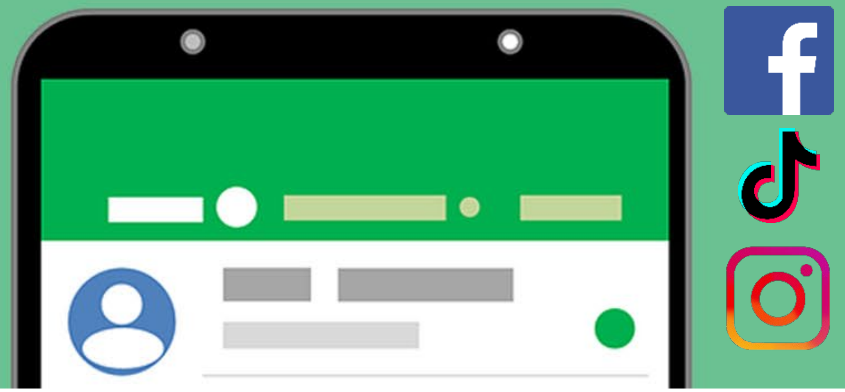
Control over social interactions

Disinhibition



The **online disinhibition effect** is a loosening (or complete abandonment) of social restrictions and inhibitions that would otherwise be present in normal face-to-face interactions

- *Benign disinhibition*
- *Toxic disinhibition*

1. **"You don't know me" –** dissociative anonymity
2. **"You can't see me"** – invisibility
3. **"See you later" -** asynchronicity
4. **"It's all in my head" -** solipsist introjection
5. **"It's just a game" -** dissociative imagination
6. **"Your rules don't apply here" -** minimization of authority

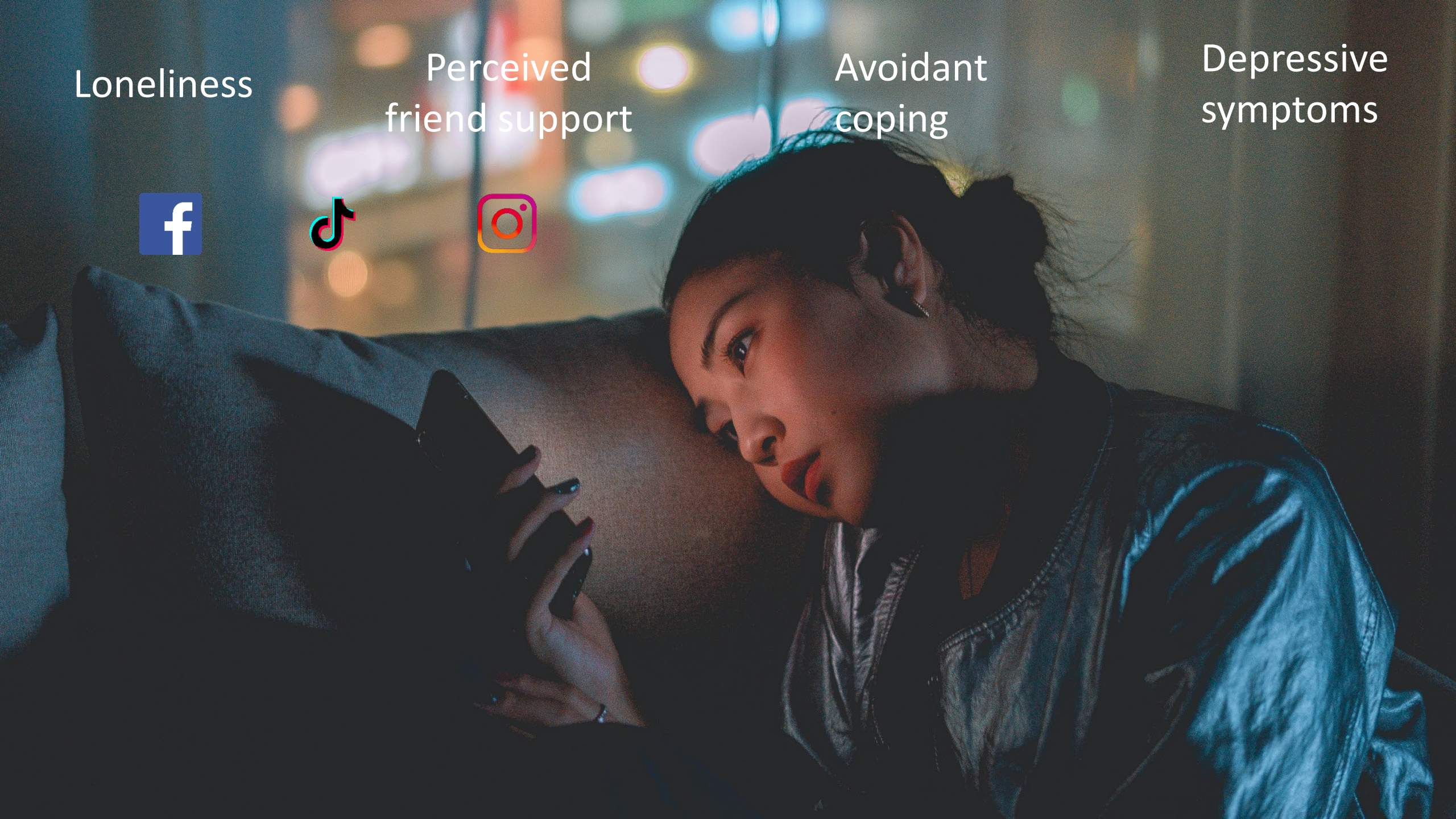
Low quality of online inter-personal relationships

reduced social cues perspective

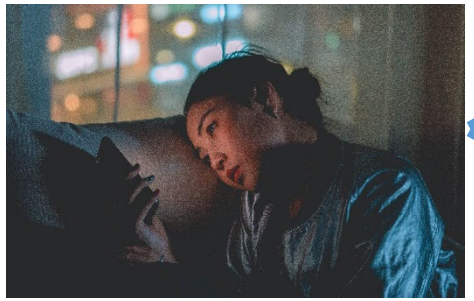
Negative social comparison behaviors with online friends

SOCIAL MEDIA =

Indirect relationships


Loneliness
Perceived friend support
Avoidant coping
Depressive symptoms

LONELINESS



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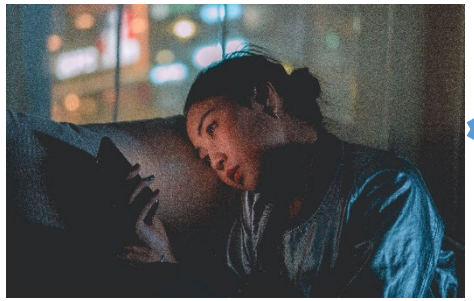
PUBLIC

PRIVATE

PASSIVE

HYPERPERSONAL MODEL OF CMC

LONELINESS



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HYPERPERSONAL MODEL OF CMC

- Joe Walther
- Impersonal => interpersonal (task-oriented) => hyperpersonal

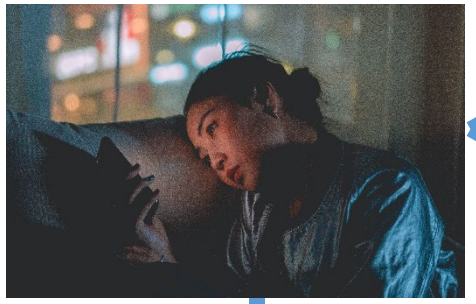
- CMC can become hyperpersonal because it "exceeds [face-to-face] interaction."
- Absence of FtF cues =>receivers sensitive to any social or personality cues
- CMC allows transmission of preferable cues

- Intensification loop

E.g., visibility, persistence, editability, broadcasting, association

Affordances approach

LONELINESS



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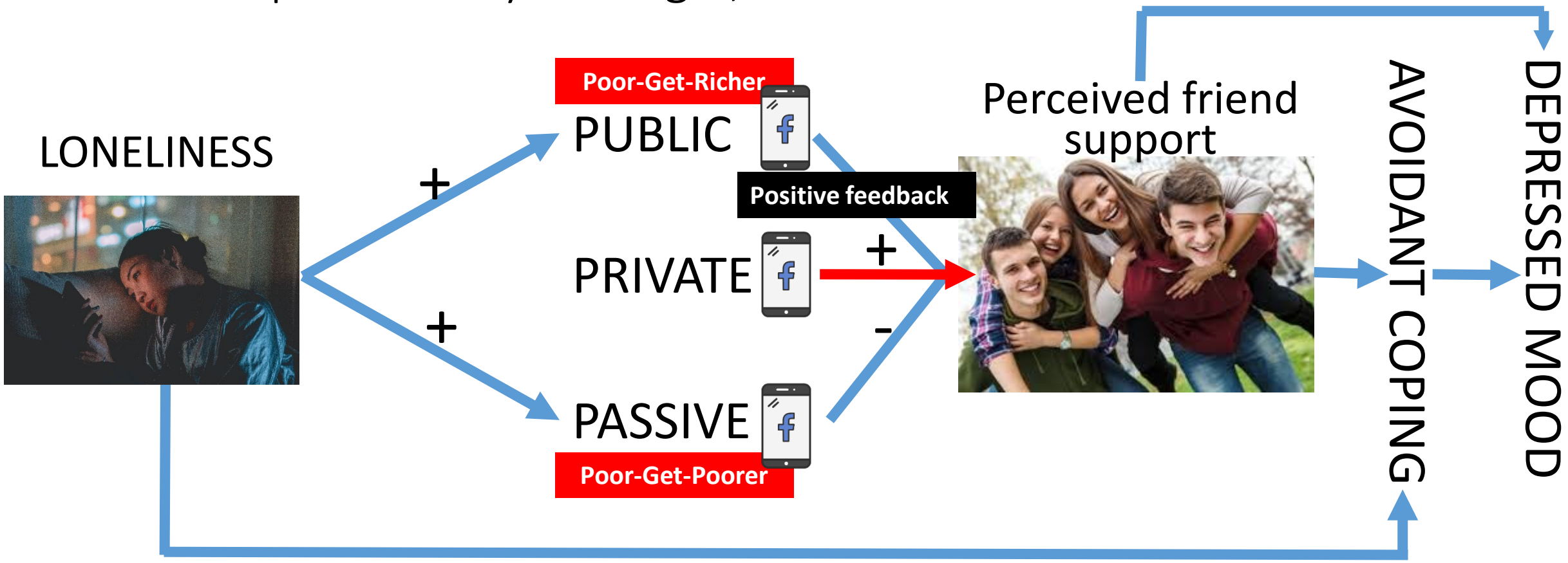
Perceived friend support

AVOIDANT COPING

DEPRESSED MOOD

3-waves panel study among 1,612 Flemish adolescents:



Frison, E., Eggermont, S. (2015). Toward an integrated and differential approach to the relationships between loneliness, different types of Facebook use and adolescents' depressed mood. *Communication Research*

Conclusion

- The online context is not always less, sometimes it is more
  - Hyperpersonal computer-mediated communication
  - Romantic development
  - Cyberbullying
- Rather than looking at social network from a dose-response perspective, we need to acknowledge:
  - Mediated interactions have become “key ways in which social practices are defined and experienced”
  - Internet-related transformations allow for a whole array of new social phenomena
  - Online sociality

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