

# Common Technology Terms



1. **Catfishing**- Luring a person into a relationship under false pretenses.

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2. **Cyberbullying**- Repeated critical remarks and teasing, often by a group, via electronic or online means.

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3. **Cyberstalking**- Persistent harassment of an individual, group, or organization using technology.

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4. **Cyber Self**- The idealized version of oneself that they create on social media/ the internet.

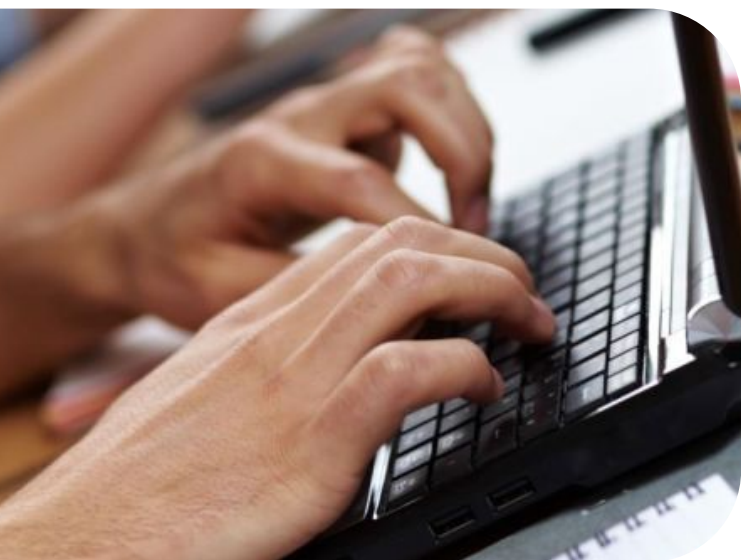
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5. **Fun Failure**- In gaming, the anticipation of winning and the excitement or participation, combined with incremental or intermittent success resulting in psychologically positive feedback in spite of failure to achieve the stated goal.

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6. **Gaming Freakout**- Irrational or hysterical behavior, a result of loss of control associated with excessive immersion in a gaming environment.

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7. **Hyperpersonal Interaction**- In online environments, where users may be selective and edit their communications, idealized self images are constructed and received and intimacy is quickly established.

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8. **Minimization of status and authority online**- Construct that authority figures wield less influence online, without the real-world environment or trappings that reinforce status.