

# Media Models to Foster Collective Human Coherence in the PSYCHecology

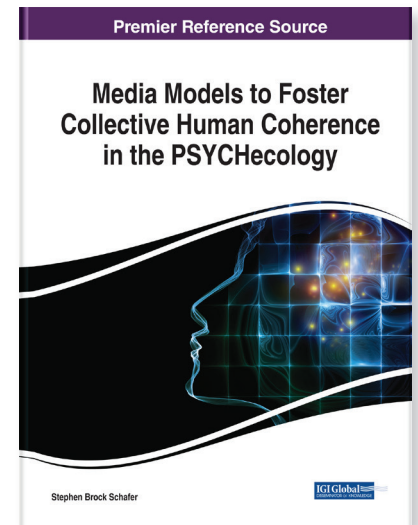
Part of the Advances in Psychology, Mental Health, and Behavioral Studies Book Series

Stephen Brock Schafer (Pacific Rim Enterprises, USA)

## Description:

Modern populations are superficially aware of media potentials and paraphernalia, but recent events have emphasized the general ignorance of the sentient media. Advertising has long been suspected of cognitive manipulation, but emergent issues of political hacking, false news, disinformation campaigns, lies, neuromarketing, misuse of social media, pervasive surveillance, and cyber warfare are presently challenging the world as we know it.

**Media Models to Foster Collective Human Coherence in the PSYCHecology** is an assemblage of pioneering research on the methods and applications of video games designed as a new genre of dream analogs. Highlighting topics including virtual reality, personality profiling, and dream structure, this book is ideally designed for professionals, researchers, academicians, psychologists, psychiatrists, sociologists, media specialists, game designers, and students hoping for the creation of sustainable social patterns in the emergent reality of energy and information.



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## Topics Covered:

- Consciousness
- Dream Structure
- Dreamscape
- Electromagnetic Frequencies
- Global Media Ethics
- Jungian Functions
- Media Sphere
- Neurobiological Frequencies
- Personality Profiling
- Virtual Reality

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