

## **DESCRIPTION FOR THE GENERAL PUBLIC**

Contemporary changes in the world, especially technological development and the digitization of everyday life are more and more often the subject of discussions about the effects of online presence on teenagers' development. The period of adolescence is a time of big changes in young people. Standing at the threshold of adulthood, they are trying to get prepared for a new social and professional roles. One of the most important tasks of this period is building identity and self-esteem. Identity is defined in many ways, but the most often it relates to the question: who am I? It's a theory constructed by a person, that affects decisions making. On the other hand it's the process of processing information about the self. Self-esteem can be understood in three ways. In the first one researchers are interested in the result. They focus on processes that strengthen or lower self-esteem. Secondly, self-esteem can be defined as a motivation, a mechanism that prompts people to behave in a way that enables them to strengthen their self-image. Self-esteem can be also considered as a buffer that protects against harmful experiences. Both the identity and self-esteem of adolescents are constructed by the activities in which they participate.

The widespread availability of mobile devices affects the type of activity that teenagers take. The period of adolescence is the time when young users become more and more active and conscious users. Living in the online world meets many of their needs. It gives them the opportunity to maintain contact with their peers, allows them to realize the need of self-determination by creating their own image on the web, and also provides an opportunity get a new experiences and acquire knowledge. Online presence has become a common phenomenon, adolescents are almost constantly online. One of the elements of this online world is playing computer games. Computer games have been treated for a long time only as a source of aggressive behavior. Today, their role in the development of cognitive, emotional and social processes is recognized. The most interesting computer games are those ones, where players create their virtual representation - an avatar. Creating an avatar contributes to the specific perception of the game: the interaction between the player and his avatar affects the experience of physical presence in the game, and the interaction between the player/ avatar with other players/avatars evokes the feeling of being in this game with others.

What seems particularly important is the question about the relationship between the development of Self and the image that adolescents create in the online world. The virtual world provides many opportunities for exploring and testing one's identity, self-esteem and gaining information about Self. Until now, both the development of identity and self-esteem have been interested mainly from the perspective of the real world. The study of the identity of teenagers in the virtual world mainly concerned behaviors in chat rooms and blogs, and those that took up the topic of computer games concerned adults. Similarly, the majority of teen self-esteem research is about the real world, and those related to the online world are primarily focused on social networks or addiction cases.

Taking into consideration how much time teenagers spend on computer games and online activities, the goal of this project is to answer the question about the relationship between their identity and self-esteem, and the avatars created by them. The second goal of the project is to answer the question about the relationship between the created avatar and the satisfaction of the game and the result obtained in the game. The third goal of the project is to check whether variables such as age, gender, personality and frequency of playing computer games moderate the tested relationships.

The subjects will create their avatars and then play them in a programmed computer game. In addition, they will fill out questionnaires and scales concerning identity, self-esteem and personality, as well as personal data (gender, age, frequency of playing computer games).