Internet i jego młodzi twórcy. Dobre i złe wiadomości z badań jakościowych

Engl. transl.: Positive internet and its young creators. Good and bad news from qualitative research

# Keywords

* Internet
* qualitative research
* sources of communication
* network users
* use of the Internet

# Details

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## Language

Polish

## Authors

Pyżalski J.

## Type

Report and working paper

## Publisher

NASK Państwowy Instytut Badawczy

## Place

Warszawa

## Topics

* Learning
* Social mediation
* Internet usage, practices and engagement
* Risks and harms
* Wellbeing
* Online safety and policy regulation

## Sample

One hundred young internet creators took part in the survey: 74 girls and 26 boys. The majority
of the surveyed Internet users had blogs or profiles on social networks. Only one person was having music channel on YouTube. As part of their blogs and profiles, young authors undertook a number of activities requiring many different skills - they searched for knowledge from many sources, recorded and edited films, took and edited photos, wrote computer programs, wrote guides, manuals and reviews, gave professional advice to their recipients, etc. (translated by the coder)

## Implications For Parents About

Parenting guidance / support

## Implications For Educators About

* Digital citizenship
* School innovation
* Professional development
* School networking

## Implications For Policy Makers About

* High-quality content online for children and young people
* Stepping up awareness and empowerment
* Creating a safe environment for children online

## Implications For Stakeholders About

* Researchers
* Industry
* Healthcare

# Abstract

The Internet is nowadays an important medium of interpersonal communication, it accompanies people in everyday life, supports study, work and provides entertainment. Many people cannot imagine their lives today without access to the Internet and limitation of the possibility of using it in everyday activities. It is an invaluable medium of information that is used by almost everyone, regardless of age. The published report edited by prof. Jacek Pyżalski, the National Research Institute published by NASK illustrates the real experiences of network users. It summarizes the results of research conducted among adolescents for whom virtual reality is a natural educational and educational environment. The activities undertaken by teenage internet users were analyzed and the positive and negative aspects of using the Internet by young people were assessed. The report is a valuable qualitative study, it shows the bright and dark sides of being online and the way young people function in the virtual space. The results of the conducted research show what the web is for contemporary youth and how it influences personality shaping, building relationships, gaining experience and preparing for life in a dynamically changing reality.

# Outcome

- The online and offline spheres of young people's lives interpenetrate. The respondents perceive theirs in different ways functioning in these dimensions. There is no unified mindset here: for some of them it's one the world, for others - two completely different worlds. In turn, many believe that online activities inspire offline activity or vice versa.
- The surveyed teenagers indicate several different motives that prompted them to take up particular online activity. The most frequently mentioned ones include: the desire for self-education and self-development, and the encouragement of peers
from traditional environments and following the example of other Internet users who carried out similar activities.
- Online creativity and interaction with audiences can be, under certain conditions, a significant experience for the development of the personal resilience of young people. Most teenage creators, especially at the beginning of his activity, he encounters unpleasant comments, and sometimes even hate from the site part of internet users. A positive solution to this kind of difficult online situations, as long as they do not exceed the adaptability of young people, builds self-confidence, confidence in one's own skills, as well as a healthy distance to reality.
- Online creators treat their fans very professionally. Respect for the recipient, authenticity
in contact with it, responsibility towards people watching their profiles, websites and channels - in the opinion of teenagers running online business, it shapes the principles of relations with recipients.
- Interactions with audiences reflect existing ones social rules in the offline world. Personal culture, respect and authenticity in interpersonal contacts, respecting the rights and views of others and being accountable for your own actions are of the utmost importance
values indicated by the surveyed teenagers.
(Pyżalski J. (red.) (2019). Internet i jego młodzi twórcy – dobre i złe wiadomości z badań jakościowych, Warszawa:NASK, p.71-72).