

Abstract

The thesis is focused on the social interactions of online game players. The aim of the work is to map the social interactions that occur among players of online games, along with the factors that can influence the nature of these interactions. Part of the work focuses on whether, and in what way, the experiences of men and women differ in the online gaming environment, and how women are perceived and accepted in this environment. The last part is focused on establishing relationships within online games. The goal was to find out whether it is possible to establish long-term and meaningful relationships in this environment, what these relationships look like, and whether they can be compared to relationships formed in the real world. To achieve these goals, quantitative research was conducted using an online questionnaire. The results were then processed and interpreted using graphs and tables. The findings showed that interactions within online games have a diverse nature, which depends on many factors – the most significant in my research turned out to be the genre of games. Many women tend to hide their true identity within online games, even though the number of women who have experienced negative interactions does not differ much from the number of men who have also experienced them. The research also showed that it is possible to establish long-term relationships in the online gaming environment, which are often transferred to the real world, and for many players, these relationships are even more significant than those established in the real world.