In this work I am giving a point of view at the problematic of children in higher school age using computers. I describe both the positive and negative aspects that influents pubescent in the context of progress of information technologies. I focused on describing the term internet, virtual reality, virtual identity and the negative aspects of internet progress, especially cyber chicane and addiction. I dissected computer games – their origins, differences and description. Also I wrote about positives and negatives of playing computer games, and defined the term addiction on computer games. I described the specifics of communication through computers. I worked out the question how using computers for long time affects health. Also I made investigation at higher school age children regarding computer usage.
I obtained the research data through questionnaire which had 22 questions.