

This thesis deals with a relatively new, dynamically developing and unique environment that came into existence due to the global interconnection of computers into an international network - the Internet. Its ambition is to acquaint the readers with the circumstances of emergence and development of this phenomenon, which is the product of informational society as well as one of its creators. The thesis focuses primarily on the issue of cyberspace, the point of relative freedom and meeting of people from all over the world entering with all sorts of objectives. Its aim is also a general overview of the potential offered by cyberspace to its visitors and the ways it affects them. Special attention is paid to the fields of interpersonal communication and self-presentation within the frame of virtual reality. Last but not least, it offers an insight into the mutual agency of real world and cyberspace, taking place through its creators, users and diverse social movements.