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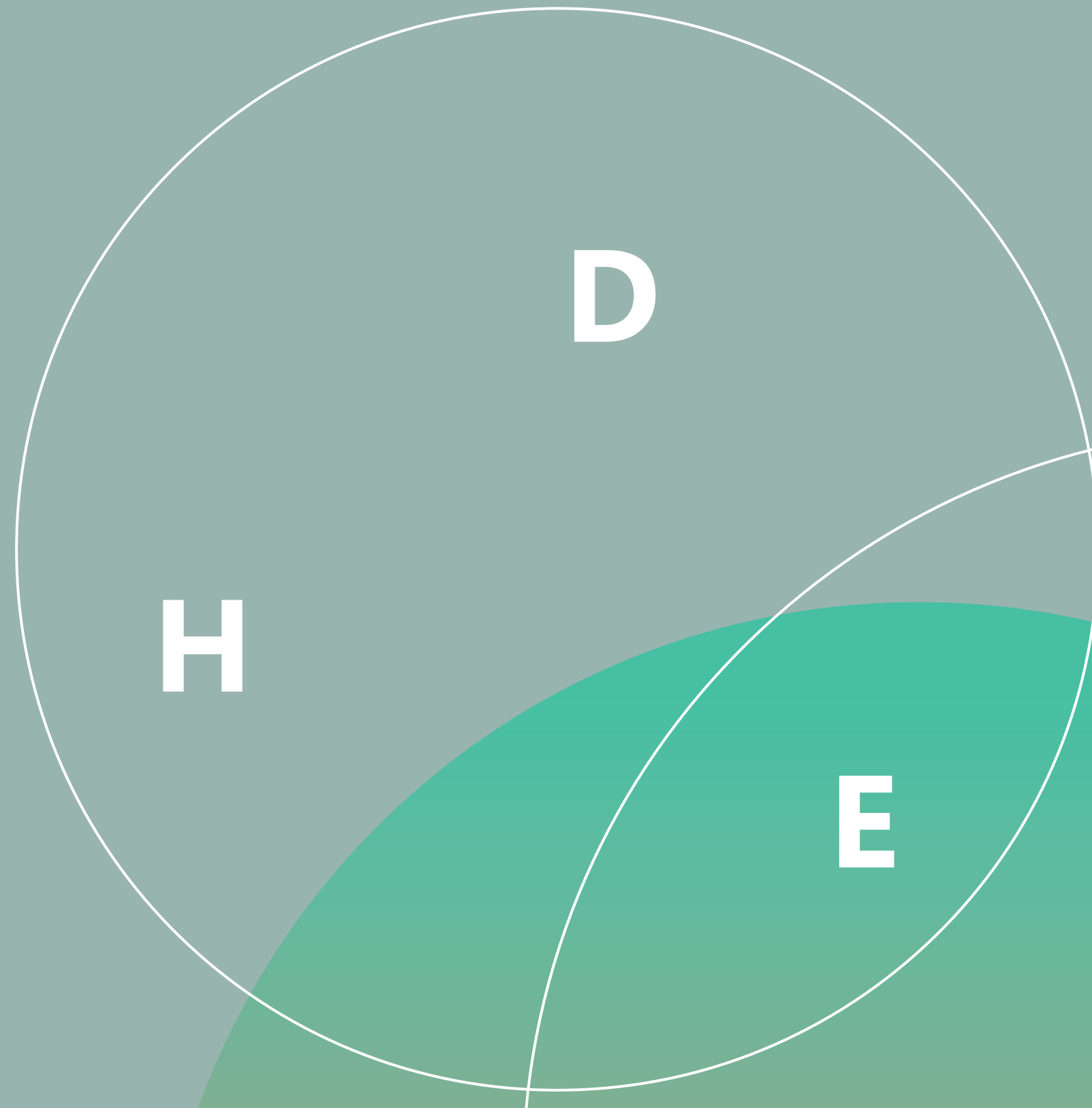
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THEORY
Developing new, integrative, and evidence-based theory

EFFECTS OF TECHNOLOGY USAGE ON ADOLESCENTS' WELL-BEING
Physical, psychological, and social well-being
Both short-term and long-term effects

DEVELOPING INNOVATIVE METHODS
Real-time data collection on smartphones
Software based on artificial intelligence



INTERNATIONAL COOPERATION
Included
Not included

ANALYZING EXISTING DATA
Understanding the associations of adolescents' online activities and well-being
Analyzing data from EU Kids Online project

INTERDISCIPLINARY RESEARCH
Communication and Media Studies
Informatics Psychology
Sociology

LONGITUDINAL DESIGN
Studying long-term impact of technology on well-being
3 waves of data collection

TARGET GROUP
Adolescents
11 - 18 years old

DEVELOPING NEW RESEARCH TOOLS CAPTURING EFFECTS IN REAL TIME
Software for recognition of adolescents' online activities in real time, complemented by questionnaires targeted on specific activity
Automatic detection based on machine learning and application of artificial intelligence that learns from patterns identified in the data

EXPERIMENTAL DESIGN
Studying short-term impact of exposure to diverse online content on well-being
Capturing patterns of eye movement using eye-tracking

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