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Summary of the doctoral thesis

"The Space of Polish Cities as a Place for Leisure Time Activities for Generation Z"

In contemporary times, increasing significance is attributed to modern technologies in shaping leisure time activities, especially among the youth, particularly representatives of Generation Z. For this generational group, the opportunity to use a smartphone connected to the internet, browse websites, and to engage in social media sets new frameworks for leisure behaviors and patterns of space usage.

From a geographical perspective, a crucial observation is that activities undertaken in leisure time are realized in space. However, the space of cities, depending on factors such as size and organization, is highly diverse. This, in turn, impacts the possibilities of spending leisure time, especially in the context of the demanding and highly individualized expectations of Generation Z. Hence, the question arises: How does Generation Z spend its leisure time? Where does it spend it? Do the development of the internet and new technologies influence the spatial diversity of these behaviors? Therefore, the thesis aims to determine and explain through research procedures how the space of Polish cities functions as a place where Generation Z spends its leisure time.

This work seeks to answer the above questions, considering that media or scientific communications present Generation Z as a generation inseparable from smartphones and constantly present on the internet, demonstrating a certain nonspatiality. The conducted study engages with this common discourse and, in a way, verifies the simplified message by presenting leisure activities undertaken by young people, indicating meaningful spaces in leisure time activities, and highlighting the relationships between them and the factors influencing them. The doctoral thesis addresses an important and current topic – the spatial aspect of Generation Z's leisure time activities in the face of changing realities, where social and virtual space holds significant importance alongside the classic physical space. The discussed issues are grounded in social geography, considering the examination of relationships between leisure time space and the leisure activities of Generation Z.

To explain these relationships, the thesis employs the concept of the social production of space, the framework of postmodernism, the concept of meaningful and third places, and

the concept of a sense of place. These served as an interpretive context for the obtained research results. In the course of a detailed analysis, it was possible to show that Generation Z prefers enclosed spaces (residential and domestic spaces) that allow complete immersion in forms of leisure time activities based on virtuality. Other spaces, especially public spaces like sports and recreational areas, lose in popularity. Furthermore, the analyses confirm the hypothesis regarding the influence of city size on the choice of a meaningful place for spending leisure time. However, there is no confirmation of the influence of socio-demographic factors on the choice of a meaningful place for leisure time activities.

In summary, the main characteristic of Generation Z is confirmed, based on a deep-rooted connection and immersion in the world of technology and the internet, mainly through smartphones. This is expressed in the presented characteristics of leisure activities and the activities themselves in a spatial context. Interestingly, leisure activities of Generation Z in virtual space dominate regardless of the physical space, which serves as a background. Generation Z is so strongly rooted in virtual space that regardless of the physical space they are in, the primary form of spending leisure time is virtual activity.