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## PROGETTO 1/ PROJECT 1

**Supervisore/Supervisor:** Brombin Chiara

**Titolo/Title:** Self-image perception in the digital era: exploring a multifaceted construct within a multidimensional framework involving individual characteristics, psychological traits and social environment

**Corso /PhD Course** Cognitive and Behavioral Sciences

**Curriculum:**

Link alla pagina personale OSR/UNISR/ <https://www.unisr.it/docenti/b/brombin-chiara>  
Link to OSR/UniSR personal page:

**Descrizione del progetto/Project description** (Tra i 2.000 e 3.000 caratteri spazi inclusi/ Number of characters, including spaces: 2.000 - 3.000):


The face is a very complex object to study as it is characterized by transient features and subtle (micro)expressions which make it resistant to objectification, it is a fascinating object to study, the most distinctive part of our body and the most exposed in virtual interactions.

Digital revolution has dramatically impacted not only the way people interact but also the relationship with the self-image. Advances in technology and increasing computing power have significantly improved face detection/recognition algorithms. Progresses in this field have been successfully applied to develop not only funny face filters for entertainment purposes but also beauty filters allowing to enhance self-portraits.

Recently TikTok's "Bold glamour" filter has received media attention as it implements real-time face beautification by exploiting innovative machine learning and Artificial Intelligence (AI) algorithms which allow to fully reconstruct and replace actual facial appearance. Potential of this filter has raised concerns not only among digital technology experts but also in health professionals as tools like this promote unrealistic beauty standards.

High accessibility of these editing tools associated with reduced awareness in the use of digital technologies may have a significant psychological impact especially on younger users in a developmental phase where they are already facing crucial identity construction processes. Easily manipulating self-image may produce a discrepancy between self-perception in real life and in virtual online world, increasing the distance between the real and the digital self and dissatisfaction for actual appearance. It seems that nowadays beauty canons are not more embodied by celebrities but the ambition, and the new trendy request to cosmetic/plastic surgeons, is to resemble the "filtered" version of oneself.

In this setting, the project aims at investigating the interrelationships among self-image management and control in virtual interactions, focusing just on the face, self-concept clarity, social networking sites (SNSs) use, the role of socialization agents (parents, peers, classmates

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and teachers) and the presence of internalizing problems in (pre)adolescents. The focus of the research on the face is a novelty aspect, as lots of previous research and psychometrics tools have explored body image perception and (dis)satisfaction in relation to psychological constructs (such as self-esteem and internalizing problems).

In this setting the project aims at

- improving theoretical psychological knowledge on how adolescent manage their digital-self in online settings, exploring the role of social environment and psychological traits and taking advantage of advanced statistical data-driven techniques to uncover hidden novel relationships
- realizing school-based intervention programs and promoting digital wellbeing by capitalizing on acquired knowledge also on risk/protective factors for (dys)functional use of social networks.

**Competenze che deve acquisire lo studente/skills to be acquired by the student** (Max 600 caratteri spazi inclusi/ *Number of characters, including spaces: max 600*):

The student will deepen knowledge in topics from both developmental and social psychology related to the (dysfunctional) SNSs use, the role of socialization agents and psychological constructs, such as self-concept clarity/authenticity, associated with identity construction in (pre)adolescents. She/he will be trained for analyzing data using R software, acquiring expertise to implement graphical models and latent class analysis in order to explore dependency structure in complex multivariate data while uncovering clusters of participants, possibly those more vulnerable to digital technologies.

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**Periodo di studio e ricerca presso Impresa /Centri di ricerca / Pubblica Amministrazione**

Il periodo per un minimo di 6 mesi fino a un massimo di 12 mesi è **obbligatorio**, anche non continuativi, per le borse attivate nell'ambito di investimento:

- Transizione digitali e ambientali
- Pubblica amministrazione
- Patrimonio culturale

*Sono esclusi quelle di Ricerca PNRR.*

Il dottorando svolgerà il periodo **OBBLIGATORIO** presso \_\_\_\_\_ per n\_\_\_\_\_ mesi

**Sede legale:**

Paese	
Città	
Indirizzo	

**Sede operativa principale**, se diversa dalla sede legale, presso cui è svolta l'attività di ricerca del dottorando

Paese	
Città	
Indirizzo	

**Periodo di studio e ricerca all'estero**

Il periodo per un minimo di 6 mesi fino a un massimo di 12 mesi, anche non continuativi, è **obbligatorio** per le borse attivate in tutti e 4 gli ambiti di investimento (Transizione digitali e ambientali, Ricerca PNRR, Pubblica amministrazione e Patrimonio culturale).

**Il dottorando svolgerà il periodo OBBLIGATORIO presso l'Università di Groningen (Faculty of Behavioural and Social Sciences) per n 6 mesi**

**Sede legale:**

Paese	The Netherlands
Città	Groningen
Indirizzo	Grote Kruisstraat 2/1

**Sede operativa principale**, se diversa dalla sede legale, presso cui è svolta l'attività di ricerca del dottorando

Paese	
Città	
Indirizzo	

***I periodi di cui sopra sono distinti e da svolgere presso soggetti distinti.***