

Literatura

- Akbari, M., Seydavi, M., Spada, M. M., Mohammadkhani, S., Jamshidi, S., Jamaloo, A., ... & Ayatmehr, F. (2021). The big five personality traits and online gaming: a systematic review and meta-analysis. *Journal of Behavioral Addictions, 10*(3), 611–625. <https://doi.org/10.1556/2006.2021.00050>
- Apter, M. J. (2001). An introduction to reversal theory. In Apter, M. J. (ed.). *Motivational styles in everyday life: A guide to reversal theory* (3–36). American Psychological Association.
- Ardelt, M. (2003). Empirical assessment of three-dimensional wisdom scale. *Research on Aging, 25*, 275–324.
- Ascher, M. S., & Levounis, P. (2015). *The behavioral addictions*. American Psychiatric Publishing.
- Atkinson, J. W. (1974). The mainstream of achievement-orientated activity. In Atkinson, J. W., & Raynor, J. O. (eds.), *Motivation and achievement*. Halstead.
- Atkinson, J. W. (1978). Motivational determinants of intellectual performance and cumulative achievement. In Atkinson, J. W., & Raynor, J. O. (Eds.), *Personality, motivation, and achievement* (221–242). Hemisphere.
- Bányai, F., Griffiths, M. D., Király, O., & Demetrovics, Z. (2018). The psychology of esports: a systematic literature review. *Journal of Gambling Studies, 35*(2), 351–365. <https://doi.org/10.1007/s10899-018-9763-1>
- Bányai, F., Zsila, Á., Griffiths, M. D., Demetrovics, Z., & Király, O. (2020). Career as a professional gamer: gaming motives as predictors of career plans to become a professional esports player. *Frontiers in Psychology, 11*. <https://doi.org/10.3389/fpsyg.2020.01866>
- Barcaj, M., Příhodová, T., Bolceková, E., Preiss, M., Maliňáková, J., & Raisová, M. (2018). *Krátká temná triáda*. Propsyco.
- Basler, J. (2016). Počítačové hry, jejich dělení, současné tendence vývoje a základní výzkumná šetření z oblasti počítačových her. *Trends in Education, 9*(1), 20–27. <https://doi.org/10.5507/tvv.2016.003>
- Batu, M., Kocaömer, C., Tos, O., & Kocaömer, N. (2022). Understanding Motivational Factors Influencing Intention to Play Esports Games in Türkiye. *TRT Akademi, 7*(16), 1032–1051. <https://doi.org/10.37679/trta.1141742>
- Baumann, A., Mentzoni, R. A., Erevik, E., & Pallesen, S. (2022). A qualitative study on Norwegian esports students' sleep, nutritional and physical activity habits and the link to health and performance. *International Journal of Esports, 1*(1). <https://www.ijesports.org/article/88/html>

- adults. *Dusunen Adam: The Journal of Psychiatry and Neurological Sciences*, 33(1), 79–86. <https://doi.org/10.14744/DAJPNS.2019.00063>
- F1Esports (n. d.). *About*. F1Esports. <https://f1esports.com>
- Fazey, J. A., & Hardy, L. (1988). *The inverted-U hypothesis: A catastrophe for sport psychology*. British Association of Sports Sciences Monograph no.1. The National Coaching Foundation.
- FIFA 23 [videohra]. (2022). EA Sports.
- Filipiak, S., & Łubianka, B. (2019). Locus of control in situations of successes and failures and personality traits in young athletes practicing team sports. *Health Psychology Report*, 8(1), 47–58. <https://doi.org/10.5114/hpr.2019.90917>
- Fortnite [videohra]. (2017). Epic Games.
- Freeman, G., & Wohn, D. Y. (2017). Social Support in eSports: Building Emotional and Esteem Support from Instrumental Support Interactions in a Highly Competitive Environment. *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*, 435–447. <https://doi.org/10.1145/3116595.3116635>
- Gabiilan (2024, 24. října). *FNC Gaax on Fnatic and Europe problems* [post na online fóru]. Reddit. https://www.reddit.com/r/leagueoflegends/comments/1gbe91a/fnc_gaax_on_fnatic_and_europe_problems
- Gajdušek, P. (2022). *Esport – Závěrečná zpráva z kvantitativního výzkumu*. STEM. https://www.esport.cz/sites/default/files/cae_stemmark_2021.pdf
- García-Lanzo, S., & Chamarro, A. (2018). Basic psychological needs, passion and motivations in amateur and semi-professional eSports players. *Aloma: Revista de Psicologia, Ciències de l'Educació i de l'Esport*, 36(2), 59–68. <https://doi.org/10.51698/aloma.2018.36.2.59-68>
- Gaudreau, P., Nicholls, A. R., & Levy, A. (2010). The Ups and Downs Of Coping And Sport Achievement: An Episodic Process Analysis Of Within-person Associations. *Journal of Sport and Exercise Psychology*, 3(32), 298–311. <https://doi.org/10.1123/jsep.32.3.298>
- Giakoni-Ramírez, F., Merellano-Navarro, E., & Duclos-Bastías, D. (2022). Professional Esports Players: Motivation and Physical Activity Levels. *IJERPH*, 4(19), 2256. <https://doi.org/10.3390/ijerph19042256>
- Gordon, T. (2014). *T.E.T. – Škola bez poražených*. Gordon Training International.
- Guttman, A. (1978). *From Ritual to Record: The Nature of Modern Sports*. Columbia University Press. <http://www.jstor.org/stable/10.7312/gutt13340>
- Hamari, J., & Sjöblom, M. (2017). What Is Esports and Why Do People Watch It? *INTR*, 2(27), 211–232. <https://doi.org/10.1108/intr-04-2016-0085>

- Hanin, Y. (1989). Interpersonal and intragroup anxiety in sports. In Hackfort, D., & Spielberger, C. D. (eds.) *Anxiety in sports: An international perspective* (19–28). Hemisphere.
- Harrolle, M. G., & Klay, M. (2019). „Understanding the Role of Motivation in Professional Athletes.“ *Journal of Applied Sport Management*, 11(1). <https://doi.org/10.18666/JASM-2019-V11-I1-8858>
- Himmelstein, D., Liu, Y., & Shapiro, J. L. (2017). An Exploration of Mental Skills Among Competitive League of Legend Players: *International Journal of Gaming and Computer-Mediated Simulations*, 9(2), 1–21. <https://doi.org/10.4018/IJGC-MS.2017040101>
- Hong, H. J., & Connelly, J. (2022). High e-performance: Esports players' coping skills and strategies. *International Journal of Esports*, 2(2). <https://www.ijesports.org/article/93/html>
- Hoskovcová, S., & Vašek, Z. (2017). *ISK Inventář sociálních kompetencí*. Hogrefe.
- Howarth, J. (2023). *26 Mind Blowing Esports Stats*. Exploding Topics. <https://explodingtopics.com/blog/esports-statistics#esports-viewers>
- Huth, E. J. (1987). Structured abstracts for papers reporting clinical trials. *Annals of Internal Medicine*, 106(4), 626–627. <https://doi.org/10.7326/0003-4819-106-4-626>
- Chen, Y. F., & Peng, S. S. (2008). University Students' internet Use and Its Relationships with Academic Performance, Interpersonal Relationships, Psychosocial Adjustment, and Self-Evaluation. *Cyberpsychology & Behavior*, 4, 467–469. <https://doi.org/10.1089/cpb.2007.0128>
- Jannthaman (n. d.). *Career*. Jannthaman. <https://www.jannthaman.com>
- Jenny, S. E., Manning, R. D., Keiper, M. C., & Olrich, T. W. (2016). Virtual(ly) Athletes: Where eSports Fit Within the Definition of “Sport”. *Quest*, 69(1), 1–18. <https://doi.org/10.1080/00336297.2016.1144517>
- Jones, D. N., & Paulhus, D. L. (2014). Introducing the Short Dark Triad (SD3): A Brief Measure of Dark Personality Traits. *Assesment*, 21(1), 28–41.
- Kanning, U. P. (2002). Soziale Kompetenz: Definition, Strukturen und Prozesse. *Zeitschrift fur Psychologie*, 210, 154–163. <https://doi.org/10.1026//0044-3409.210.4.154>
- Kanning, U. P. (2009). *ISK. Inventar sozialer Kompetenzen*. Hogrefe.
- Karnadi, Ch. (2022). Teens are rewriting what is possible in the world of competitive Tetris. *Polygon*. <https://www.polygon.com/23269073/competitive-classic-tetris-ctwc-jonas-neubauer-andy-michael-artiaga>
- Kasalová, V., Dolejš, M., Charvát, M., & Suchá, J. (2020). *Škála místa kontroly Zemanová a Dolejš (SMKZD)*. Univerzita Palackého v Olomouci.

- Kelly, P. (2023). *Best battle royale games on PC 2023*. PCGamesn. <https://www.pcgamesn.com/best-battle-royale-game>
- Kim, S. H., & Thomas, M. (2015). A Stage Theory Model of professional video game players in South Korea: The socio-cultural dimensions of the development of expertise. *Asian Journal of Information Technology*, 14, 176–186. <https://doi.org/10.3923/ajit.2015.176-186>
- Kim, S., Champion, K. E., Gardner, L. A., Teesson, M., Newton, N. C., & Gainsbury, S. M. (2022). The Directionality Of Anxiety and Gaming Disorder: An Exploratory Analysis Of Longitudinal Data From An Australian Youth Population. *Front. Psychiatry*, (13). <https://doi.org/10.3389/fpsy.2022.1043490>
- Kircaburun, K., Jonason, P. K., & Griffiths, M. D. (2018). The Dark Tetrad Traits and Problematic Online Gaming: The Mediating Role Of Online Gaming Motives And Moderating Role Of Game Types. *Personality and Individual Differences*, (135), 298–303. <https://doi.org/10.1016/j.paid.2018.07.038>
- Klier, K., Seiler, K., & Wagner, M. (2022). Influence of esports on Sleep and Stress. *Zeitschrift für Sportpsychologie*, 2–3(29). <https://doi.org/10.1026/1612-5010/a000368>
- Kokkinakis, A. V., Cowling, P. I., Drachen, A., & Wade, A. R. (2017). Exploring the relationship between video game expertise and fluid intelligence. *PLOS ONE*, 12(11). <https://doi.org/10.1371/journal.pone.0186621>
- Kou, Y., & Gui, X. (2020). Emotion Regulation in eSports Gaming: A Qualitative Study of League of Legends. *Proceedings of the ACM on Human-Computer Interaction*. 4. <https://doi.org/10.1145/3415229>
- Kožnarová, T. (2023). *Ověření dualistického modelu vášně v esportu* [bakalářská práce]. Jihočeská univerzita v Českých Budějovicích. <https://theses.cz/id/t6euug>
- Lambert, B. (2008). Brookhaven Honors a Pioneer Video Game. *The New York Times* (LI1). https://www.nytimes.com/2008/11/09/nyregion/long-island/09videoli.html?_r=2
- Lee, K., Ashton, M. C., Wiltshire, J., Bourdage, J. S., Visser, B. A., & Gallucci, A. (2013). Sex, Power, and Money: Prediction From The Dark Triad And Honesty-humility. *Eur J Pers*, 2(27), 169–184. <https://doi.org/10.1002/per.1860>
- Lee, S., Bonnar, D., Roane, B., Gradisar, M., Dunican, I. C., Lastella, M., Maisey, G., & Suh, S. (2021). Sleep Characteristics and Mood of Professional Esports Athletes: A Multi-National Study. *International Journal of Environmental Research and Public Health*, 18(2), 664. <https://doi.org/10.3390/ijerph18020664>
- Li, L., Abbey, C., Wang, H., Zhu, A., Shao, T., Dai, C., ... & Rozelle, S. (2022). The Association Between Video Game Time and Adolescent Mental Health: Evi-

- dence From Rural China. *IJERPH*, 22(19), 14815. <https://doi.org/10.3390/ijerph192214815>
- Lindberg, L., Nielsen, S. B., Damgaard, M., Sloth, O. R., Rathleff, M. S., & Straszek, C. L. (2020). Musculoskeletal pain is common in competitive gaming: A crosssectional study among Danish esports athletes. *BMJ Open Sport & Exercise Medicine*, 6(1). <https://doi.org/10.1136/bmjsem-2020-000799>
- Lima, S. F. d. (2015). The Dark Side Of Power: the Dark Triad In Opportunistic Decision-making. *ASAA Journal*, 2(8), 135–156. <https://doi.org/10.14392/asaa.2015080201>
- LoLFandom (n. d.). *World Championship*. *LoLFandom*. https://lol.fandom.com/wiki/World_Championship
- Llorens, R. M. (2017). eSport Gaming: The Rise of a New Sports Practice. *Sport, Ethics and Philosophy*, 11(4), 464–476. <https://doi.org/10.1080/17511321.2017.1318947>
- Macedo, T., & Falcao, T. (2019). Group Dynamics in Esports: Delving into the Semi-professional League of Legends Amazonian Scenario. In N. Zagalo, A. I. Veloso, L. Costa, & O. Mealha (Ed.), *Videogame Sciences and Arts* (s. 150–165). Springer International Publishing. https://doi.org/10.1007/978-3-030-37983-4_12
- Martucci, A., Gursesli, M. C., Duradoni, M., & Guazzini, A. (2023). Overviewing gaming motivation and its associated psychological and sociodemographic variables: a prisma systematic review. *Human Behavior and Emerging Technologies*, 1–156. <https://doi.org/10.1155/2023/5640258>
- Matuszewski, P., Dobrowolski, P., & Zawadzki, B. (2020). The association between personality traits and esports performance. *Frontiers in Psychology*, 11. <https://doi.org/10.3389/fpsyg.2020.01490>
- McClelland, D. C. (1961). *The achieving sociaty*. Free Press.
- Mezinárodní olympijský výbor (2024, 12. června). *IOC announces Olympic Esports Games to be hosted in the Kingdom of Soudi Arabia*. Mezinárodní olympijský výbor. <https://olympics.com/ioc/news/ioc-announces-olympic-esports-games-to-be-hosted-in-the-kingdom-of-saudi-arabia>
- Millington, R. (2005). All Games: Years of eSports. *Gotfrag.com*. <http://www.gotfrag.com/portal/story/29730/?spage=1>
- Nair, Y. (2022). *Best esports racing games*. DOT ESPORTS. <https://dotesports.com/general/news/best-esports-racing-games>
- Nagorsky, E., & Wiemeyer, J. (2020). The structure of performance and training in esports. *PLoS ONE*, 15(8), e0237584. <https://doi.org/10.1371/journal.pone.0237584>

- Nicholls, A. R., Madigan, D. J., Backhouse, S. H., & Levy, A. (2017). Personality Traits and Performance Enhancing Drugs: The Dark Triad And Doping Attitudes Among Competitive Athletes. *Personality and Individual Differences*, (112), 113–116. <https://doi.org/10.1016/j.paid.2017.02.062>
- Nicholls, A. R., Madigan, D. J., & Earle, K. (2022). Multi-wave Analyses Of Coping, Athlete Burnout, and Well-being Among F. A. Premier League Academy Players. *Front. Psychol.*, (13). <https://doi.org/10.3389/fpsyg.2022.979486>
- Nicholls, J. G. (1984). Achievement motivation: Conceptions of ability, subjective experience, task choice, and performance. *Psychological Review*, 91(3), 328–346. <https://doi.org/10.1037/0033-295X.91.3.328>
- Nieuwenhuis, S. (2024). Arousal and performance: revisiting the famous inverted-U-shaped curve. *Trends in Cognitive Sciences*, 28(5), 394–396. <https://doi.org/10.1016/j.tics.2024.03.011>
- Nuyens, F., Kuss, D., Lopez-Fernandez, O., & Griffiths, M. (2019). The Empirical Analysis of Non-problematic Video Gaming and Cognitive Skills: A Systematic Review. *International Journal of Mental Health and Addiction*, 17. <https://doi.org/10.1007/s11469-018-9946-0>
- Palomaki, J. (2013). *New perspectives on emotional processes and decision making in the game of poker* [disertační práce]. University of Helsinki.
- Parry, J. (2018). E-sports are Not Sports. *Sport, Ethics and Philosophy*, 13(1), 3–18. <https://doi.org/10.1080/17511321.2018.1489419>
- Parry, J. (2021). Esports Will Not Be at the Olympics. *Journal of Olympic Studies*, 2(2), 1–13. <https://doi.org/10.5406/jofolympstud.2.2.0001>
- Parsons, E. M., & Betz, N. E. (2001). The Relationship Of Participation In Sports and Physical Activity To Body Objectification, Instrumentality, And Locus Of Control Among Young Women. *Psychology of Women Quarterly*, 3(25), 209–222. <https://doi.org/10.1111/1471-6402.00022>
- Paulhus, D. L., & Williams, K. M. (2002). The Dark Triad of personality: Narcissism, Machiavellianism, and Psychopathy. *Journal of Research in Personality*, 36(6), 556–563. [https://doi.org/10.1016/S0092-6566\(02\)00505-6](https://doi.org/10.1016/S0092-6566(02)00505-6)
- PEGI (n. d.). *Pan European Game Information database*. PEGI. <https://pegi.info>
- Pereira, A. I., Brito, J., Figueiredo, P., & Verhagen, E. (2019). Virtual Sports Deserve Real Sports Medical Attention. *BMJ Open Sport Exerc Med*, 1(5), <https://doi.org/10.1136/bmjsem-2019-000606>
- Petráš, V. (2022). *Psychologie vítězství*. Portál.
- Piepiora, P., & Piepiora, Z. Personality Determinants of Success in Men's Sports in the Light of the Big Five. *Int. J. Environ. Res. Public Health*, 18, 6297. <https://doi.org/10.3390/ijerph18126297>

- PimpCSGO (2022, 12. prosince). *How to quickly get better at CSGO, Pimp Edition, part 1* [video]. Youtube. https://youtu.be/_ehJ7bYbXCw
- Plante, C. N., Gentile, D. A., Groves, C. L., Modlin, A., & Blanco-Herrera, J. A. (2019). Video Games As Coping Mechanisms In the Etiology Of Video Game Addiction. *Psychology of Popular Media Culture*, 4(8), 385–394. <https://doi.org/10.1037/ppm0000186>
- Portugal, E. M. M., Cevada, T., Monteiro-Junior, R. S., Guimaraes, T. R., Rubini, E. C., Lattari, E., ... & Deslandes, A. C. (2013). Neuroscience Of Exercise: From Neurobiology Mechanisms To Mental Health. *Neuropsychobiology*, 1(68), 1–14. <https://doi.org/10.1159/000350946>
- Poulus, D., Coulter, T. J., Trotter, M., & Polman, R. (2020). Stress and Coping In Esports And The Influence Of Mental Toughness. *Front. Psychol.*, (11). <https://doi.org/10.3389/fpsyg.2020.00628>
- Poulus, D., Coulter, T., Trotter, M., & Polman, R. (2022a). Longitudinal analysis of stressors, stress, coping and coping effectiveness in elite esports athletes. *Psychology of Sport & Exercise*, 1(60). <https://doi.org/10.1016/j.psychsport.2021.102093>
- Poulus, D., Coulter, T., Trotter, M., & Polman, R. (2022b). Perceived Stressors Experienced by Competitive Esports Athletes. *International Journal of Esports*, 1(1). <https://www.ijesports.org/article/73/html>
- Press Association (2014). *Red Bull snap up PlayStation champion Jann Mardenborough*. The Guardian. <https://www.theguardian.com/sport/2014/feb/17/red-bull-playstation-champion-mardenborough>
- Rocket League* [videohra]. (2015). Psyonix.
- Roháček, M. (2023). *Rok neomezovaných eventů a velkých projektů*. Česká asociace esportu. https://www.esport.cz/sites/default/files/rok_neomezovanych_eventu_a_velkych_projektu_2022_0.pdf
- Rotter, J. B. (1966). *Generalized expectancies for internal versus external control of reinforcement*. American Psychological Association.
- RoundHill Team (2020). *Esports Viewership vs. Sports in 2020*. RoundHill.com. <https://blog.roundhillinvestments.com/esports-viewership-vs-sports>
- Ruby, D. (2023). *44+ eSports Statistics for 2023 (Trends, Facts & Insights)*. Demand-Sage. <https://www.demandsage.com/esports-statistics>
- Ruisel, I. (1997). *Dotazník na měření úzkosti a úzkostnosti*. Psychodiagnostika.
- Russell, S., Jenkins, D., Rynne, S., Halson, S. L., & Kelly, V. (2019). What is mental fatigue in elite sport? Perceptions from athletes and staff. *European Journal of Sport Science*, 19(10), 1367–1376. <https://doi.org/10.1080/17461391.2019.1618397>
- Říčan, P. (2009). *Psychologie*. Portál.

- Sainz, I., Collado-Mateo, D., & Coso, J. D. (2020). Effect of acute caffeine intake on hit accuracy and reaction time in professional e-sports players. *Physiology & Behavior*, 11. <https://doi.org/10.1016/j.physbeh.2020.113031>
- Sanz-Milone, V., Yoshinori, P., & Esteves, A. M. (2021). Sleep quality of professional e-sports athletes (Counter Strike: Global Offensive). *International Journal of Esports*, 2(2). <https://www.ijesports.org/article/45/html>
- Schmidt, S. C. E., Gnam, J. P., Kopf, M., Rathgeber, T., & Woll, A. (2020). The Influence of Cortisol, Flow, and Anxiety on Performance in E-Sports: A Field Study. *BioMed research international*. <https://doi.org/10.1155/2020/9651245>
- Shan, D., Xu, J., Liu, T., Zhang, Y., Dai, Z., Zheng, Y., ... & Dai, Z. (2023). Subjective Attitudes Moderate the Social Connectedness In Esports Gaming During Covid-19 Pandemic: A Cross-sectional Study. *Front. Public Health*, (10). <https://doi.org/10.3389/fpubh.2022.1020114>
- Shulze, J., Marquez, M., & Ruvalcaba, O. (2023). The Biopsychosocial Factors That Impact eSports Players' Well-Being: A Systematic Review, *Journal of Global Sport Management*, 8(2), 478–502, <https://doi.org/10.1080/24704067.2021.1991828>
- Schuler, H., & Prochaska, M. (2003). *Dotazník motivace k výkonu – LMI*. Testcentrum.
- Singh, P., Sharma, M., & Arya, S. (2022). *Esports and Traditional Sports Players: An Exploration Of Psychosocial Profile*. Preprint. <https://doi.org/10.21203/rs.3.rs-1907986/v1>
- Smith, M. R., Birch, P. D. J., & Bright, D. (2019). Identifying Stressors and Coping Strategies Of Elite Esports Competitors. *International Journal of Gaming and Computer-Mediated Simulations*, 2(11), 22–39. <https://doi.org/10.4018/ijgms.2019040102>
- Sousa, A., Ahmad, S. L., Hassan, T., Yuen, K., Douris, P., Zwibel, H., & DiFrancisco-Donoghue, J. (2020). Physiological and cognitive functions following a discrete session of competitive eSports gaming. *Frontiers in Psychology*, 11, 1030. <https://doi.org/10.3389/fpsyg.2020.01030>
- SportsAdda (2022). *Three top-ranked football clubs in FIFAE Club Series 2022*. SportsAdda. <https://www.sportsadda.com/esports/features/football-clubs-with-esports-team>
- Staněk, J. (2018). *Vliv počítačových her na psychofyziologické aspekty agresivity* [diplomová práce]. Univerzita Palackého v Olomouci.
- Staněk, J. (2024). *Psychologie v kontextu profesionálního gamingu* [disertační práce]. Jihočeská univerzita v Českých Budějovicích.
- Staňková, M. (2023). *Mentální dovednosti úspěšných sportovců CrossFitu*. [bakalářská práce]. Jihočeská univerzita v Českých Budějovicích. <https://theses.cz/id/7zlhtd>

- Suchá, J., Dolejš, M., Pipová, H., Maierová, E., & Cakirpaloglu P. (2018). *Hraní digitální her českými adolescenty*. Univerzita Palackého v Olomouci.
- Szasz, R. (2014). Investigating e-Sport from a sport psychological perspective : A mixed method, cross-case, intervention study [disertační práce]. Halmstad University. <https://urn.kb.se/resolve?urn=urn:nbn:se:hh:diva-25606>
- Thomas, M. L., Bangen, K. J., Ardel, M., & Jeste, D. V. (2017). Development of a 12-item abbreviated Three-Dimensional Wisdom Scale (3D-WS-12): Item selection and psychometric properties. *Assessment*, 24, 71–82. <https://doi.org/10.1177/1073191115595714>
- Tod, D., Thatcher, J., & Rahman, R. (2012). *Psychologie sportu*. Grada.
- Trotter, M. G., Coulter, T. J., Davis, P. K., Poulus, D. R., & Polman, R. (2021). Social Support, Self-regulation, and Psychological Skill Use In E-athletes. *Front. Psychol.*, (12). <https://doi.org/10.3389/fpsyg.2021.722030>
- Tsai, J., Wang, C., & Lo, H. (2014). Locus Of Control, Moral Disengagement In Sport, and Rule Transgression Of Athletes. *Social Behavior and Personality an International Journal*, 1(42), 59–68. <https://doi.org/10.2224/sbp.2014.42.1.59>
- Vallerand, R. J. (2015). *The Psychology of Passion*. Oxford University Press. <https://doi.org/10.1093/acprof:oso/9780199777600.001.0001>
- Vallerand, R. J., Mageau, G. A., Elliot, A. J., Dumais, A., Demers, M.-A., & Rousseau, F. (2008). Passion and performance attainment in sport. *Psychology of Sport and Exercise*, 9(3), 373–392. <https://doi.org/10.1016/j.psychsport.2007.05.003>
- Vallerand, R. J., Salvy, S., Mageau, G. A., Elliot, A. J., Denis, P. L., Grouzet, F. M. E., ... & Blanchard, C. M. (2007). On the Role Of Passion In Performance. *Journal of Personality*, 3(75), 505–534. <https://doi.org/10.1111/j.1467-6494.2007.00447.x>
- Valorant [videohra]. (2020). Epic Games.
- Vavřichová, B. (n. d.). *Manuál duševního zdraví vysokoškolačka*. <https://www.elsa.cvut.cz/wp-content/uploads/2022/11/manual-dusevniho-zdravi-vysokoskolaka.pdf>
- Vaughan, R., Madigan, D. J., Carter, G., & Nicholls, A. R. (2019). The Dark Triad In Male and Female Athletes And Non-athletes: Group Differences And Psychometric Properties Of The Short Dark Triad (Sd3). *Psychology of Sport and Exercise*, (43), 64–72. <https://doi.org/10.1016/j.psychsport.2019.01.002>
- Voss, M. W., Kramer, A. F., Basak, C., Prakash, R. S., & Roberts, B. (2010). Are expert athletes 'expert' in the cognitive laboratory? A meta-analytic review of cognition and sport expertise. *Appl. Cognit. Psychol.*, 24, 812–826. <https://doi.org/10.1002/acp.1588>
- Výrost, J., & Slaměnik, I. (2008). *Sociální psychologie*. Grada.

- Wang, J., Sheng, J., & Wang, H. (2019). The association between mobile game addiction and depression, social anxiety, and loneliness. *Frontiers in Public Health*, 7. <https://doi.org/10.3389/fpubh.2019.00247>
- Weinberg, R. S., & Gould, D. (2019). *Foundations of Sport and Exercise Psychology*. Human Kinetics.
- Wolf, M. (2012). *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming*. ABC-CLIO.
- Yee, N. (2006). Motivations for Play in Online Games. *Cyber Psychology & Behavior*, 9, 772–775. <http://dx.doi.org/10.1089/cpb.2006.9.772>