

This bachelor's thesis deals with the analysis of the sound form of anglicisms among players of selected video games (*Among Us*, *Overwatch*, *World of Warcraft*). This thesis is divided into a theoretical part and a practical part. The theoretical part deals with the characteristics of the gamer community, the definition of anglicisms, the description of the adaptation principles, differences between the phonetic systems of both Czech and English and a short study of previous works. The practical part delves into the descriptions of the chosen video games, the description of the analysed group of speakers and the analysis of the terms excerpted from the video recordings. The conclusion then summarizes the overall results of the analysis of the excerpted terms.