

## **Abstract**

**Title:** Public funding of esport

**Objectives:** The main aim of this bachelor thesis is to focus on raising funds for sports organisations from public sources. I will focus here on a summary of where to find subsidies for esport association or sports organizations and what are the conditions.

**Methods:** In my thesis we used the method of analysis, the method of in-depth interviews and the subsequent comparison of the results. We applied the analysis method in the part of defining possible substitutions from which we could ask for subsidies. With the help of in-depth interviews, we made sure whether we can really apply for subsidies here or not. We used the comparison to compare the performance of other organisations and our esport organisation.

**Results:** The results of this bachelor thesis have shown that esport in the Czech Republic can be funded from a variety of public sources, including European funds, national programmes and local grant programmes. The identified funding sources include programmes such as Erasmus+, the European Social Fund, Horizon Europe, the National Sports Agency and the Czech Union of Sport. The study also found that esport can be supported not only by funds dedicated to sport, but also by funds focused on education, innovation and regional development. Public funding can make a significant contribution to technical skills development, social inclusion and economic benefits for local communities. These sources provide esport organisations with the information they need to make effective use of available funds.

**Keywords:** electronic sport, sport, subsidies, public finance, legislation, European Union, comparisons, public organizations, Czech Republic