

Abstract

This thesis focuses on creating a player typology questionnaire and its validation based on demographic data and gaming experiences. The questionnaire is based on the established *Dotazník hráčů online her*, created according to Bartle's typology from 1996, which divides players into 4 types: Socialiser, Killer, Achiever, and Explorer. The typology has not yet been empirically verified, and its structure is therefore hypothetical. The first half of the theoretical part of the thesis summarizes basic information about video games, their history, and gaming statistics, and describes various areas of human life affected by video gaming, including aggressive and prosocial behavior, physical health, and cognitive functions. Methodological shortcomings of studies and the issue of game genres are also mentioned. The second half of the theoretical part is devoted to game typologies, including the principles and examples of the most commonly used models. The empirical part describes methodological procedures, the creation of questionnaires, and the individual phases of data collection. The analysis of the first version of Bartle's 76-item questionnaire on data from 159 participants led to creating a shortened, forty-item questionnaire. This was re-administered to 55 people. Analyses of the second version of the questionnaire indicated that the model did not meet the required criteria and did not have ideal psychometric properties. Possible causes of the analysis results are discussed. The work concludes with considerations for future research, a list of limitations, and a summary of the entire research.

Keywords: videogames, gaming typologies, questionnaire, Bartle, factor analysis