

Abstract

This work focuses on the professionalisation of e-sport, where we watch the transition of playing video games to a professional competitive level. The work is specified in the Counter-Strike video game environment: Global Offensive, which is one of the most eminent e-sport disciplines in terms of number of players and time played by both amateur and professional players. In this work, e-sport is grasped in terms of the professionalization of free-time video game play, where professionalisation means an increase in the number of actors and their mutual influence forming the social network. The subject of the research is the attitude of players to transform the Counter-Strike Global Offensive, where the possibilities of the reactions that the players will choose for this transformation are grounded in A. Hirschman's Exit, Voice and Loyalty theory, which is applied to the Counter-Strike Global Offensive . The research data for this work is analyzed by semi-structured interviews with professional CS players: GO. The starting point of the work is the wider context of the attitudes of professional players and the choice of their strategy in response to the professionalisation of CS: GO.

