

Abstract

This thesis is about world of e-sports, which has become in few last years important theme in the field of sociology. The main goal of this thesis is to research relationships, which are created within online communities: relationship between a fan and e-celebrity and relationship within online communities. Results were accomplished by quality research and semi-structured interview with e-sports fans. With these interviews is then described evolution of fan relationship which was divided into three phases. The phases are: 1) Gamer relationship with close community of his friends, 2) Relationship between fan and e-celebrity, 3) Relationship between fan and a big community of fans. These phases explain how gamer becomes an e-sport fan.