Value system of cyber athletes representing various game archetypes

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Abstract
Objective of the study is to determine the value orientations of cyber athletes and identify relationships with the dominant gaming psychotype.
Methods and structure of the study. Diagnostics included filling out a portrait questionnaire of the structure of value orientations, a questionnaire of hardiness, a test to identify the dominant player psychotype. The obtained empirical data were subjected to correlation analysis.
Results and conclusions. Cyber athletes with the dominant psychotype of "careerist" show an orientation toward external achievements and a low level of involvement in terms of hardiness, "researchers" are focused on the process of cognition, "dominators" prefer to achieve superiority over other players, "socialists" are focused on local interpersonal interactions, with minimal emphasis on positive changes in society.

Keywords: computer sports, cyber athletes, player psychotype, value orientations, dominant gaming psychotypes.

Introduction. Preservation and protection of traditional spiritual and moral values are the most important task of strengthening national sovereignty [1]. Formation of high moral ideals and education of modern youth in the context of rapid digital transformation of society act as a complex and multi-component task of national scale. One of the urgent problems is also the assessment of the degree of formation of spiritual and moral qualities, which is especially relevant in the field of computer sports, where competitive activities are mainly implemented on foreign software in a virtual environment.

The need for an individualized approach to the education of e-sportsmen sets the task of finding criteria for assessing their spiritual and moral characteristics. In the framework of the study, the player's psychotype was proposed as a criterion, determined on the basis of Richard Bartle's theory, according to which players are divided into four psychotypes: "socialists", "researchers", "careerists" and "dominators" [2].

Each of the identified psychotypes is characterized by a set of behavioral patterns: for "careerists" this is the achievement of high results and the accumulation of achievements; For "researchers" – a detailed study of the mechanics of the game world; For "socialists" – a tendency to build social connections; For "dominators" – a desire for superiority over other participants in the game process. Each player can combine a certain ratio of different psychotypes. Some researchers emphasize that gaming behavior patterns are not limited to the virtual environment and can be reflected in everyday life [3]. Which emphasizes the importance of studying these characteristics for the development of an individualized approach to the spiritual and moral education of cyber athletes based on gaming psychotypes.

Objective of the study is to determine the value orientations of cyber athletes and identify relationships with the dominant gaming psychotype.

Methods and structure of the study. The study involved 10 men involved in computer sports (disciplines "combat arena" and "tactical three-dimension-

al battle"). The average age was 19.5±0.2, average MMP 5890±192, number of elo 1990±71.4, no significant outliers or deviations in distribution were found, which allows us to characterize the sample as homogeneous. The set of diagnostic measures included filling out a portrait questionnaire for diagnosing the structure of value orientations (methodology by S.S. Bubnova, 1995), S. Maddy's vitality questionnaire (adapted by D.A. Leontyeva) and a test to identify the dominant psychotype of a player according to R. Bartle's classification. The empirical data obtained were subjected to correlation analysis.

Results and conclusions. The results of the diagnostics of value orientations of 19-20 year old cyber athletes are presented in Figure 1. The studied contingent showed a low level of values of "social activity for positive change in society", "searching for and enjoying the beautiful", "learning new things in the world, nature, man", which may indicate the need to develop humanistic values of cyber athletes through an increase in the number of interactions with nature and society.

Figure 1. Results of diagnostics of value orientations of cyber athletes aged 19-20

Note: IP – indicators under study; MRZ – maximum reference values.

Table 1 presents a fragment of the correlation matrix of the results of diagnostics of the structure of value orientations of representatives of various psychotypes.

The value of pleasant pastime is more typical for "dominators" (0.572), a negative correlation is typical for "researchers" (-0.559).

Also, "researchers" showed average positive relationships with such values as "high social status and people management" (0.563) and "social activity for positive change in society" (0.514). For "socialists", an average negative correlation with "social activity for positive change in society" (-0.648) was found. Representatives of the game type "careerist" showed a positive relationship with value orientations related to communication (0.562), while "researchers" showed a negative relationship with this indicator (-0.625).

Differences in the value orientations of players can be explained in terms of their motivation for games. For "careerists", the high importance of communication is probably due to their desire to form and maintain a social status necessary for achieving career goals. At the same time, "researchers" demonstrate a negative correlation with communication indicators, since they focus on individual exploration of game worlds, minimizing social interaction.

The pronounced orientation of "dominators" to "pleasant pastime" may be associated with their desire for pleasure from domination and the competitive process, while for "researchers" this value gives way to cognitive processes. The opposite trend among "socialists" may reflect their focus on interpersonal connections and local initiatives, which are not always focused on solving social problems.

Statistical analysis revealed a negative average relationship (-0.565) for "careerists" with the "involvement" indicator in accordance with the method of assessing the resilience of S. Maddi. The motivational and value structure of "careerists" is characterized by

Table 1. Fragment of the correlation matrix of diagnostics of the structure of value orientations and psychotype of cyber athletes

Psychotype	Have a nice time and relax	High social status and management of people	Social activism for positive change in society	Communication	Engagement
Careerist				0,562*	-0,565*
Researcher	-0,559*	0,563*	0,514*	-0,625*	
Social worker			-0,648*		
Dominator	0,572*				

*Note: * – differences are reliable, at the significance level of p<0.05.*

a high focus on external achievements and social recognition, focusing on their own goals, which probably reduces the level of involvement, especially if the process does not bring immediate results.

Conclusions. Cyber athletes with the dominant "careerist" psychotype demonstrate an orientation towards external achievements and a low level of involvement in terms of resilience, "researchers" - on knowledge, "dominators" - on superiority over other players, "socialists" are focused on local interpersonal interactions, with less emphasis on positive changes in society.

The revealed level of development of value orientations of cyber athletes and the relationships between various indicators and the dominant game psychotype indicate the existence of a problem that requires a comprehensive solution and development of correction tools. Further in-depth studies can allow us to develop both general practical recommendations and those aimed at individualizing the spiritual and moral trajectory of development of cyber athletes, taking into account their current psycho-emotional characteristics.

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