

**Monograph, textbook, dictionary, encyclopaedia. DOI or URL is included (when available)**

**No specified authorship**

*Knowledge Encyclopedia Human Body!* (2017). DK Children.

In text: (*Knowledge Encyclopedia Human Body!*, 2017)

**Single author**

Pravdová, H. (2022). *From homo ludens to homo medialis: Cultural dimensions of game principles and media*. Wolters Kluwer.

In text: (Pravdová, 2022)

**At least two, up to twenty authors**

Radošinská, J., Točená, Z., & Macák, M. (2022). *Synergia odvetví globalizovaného mediálneho priemyslu*. Wolters Kluwer.

In text: (Radošinská et al., 2022)

**Publication in press**

Radošinská, J., Mináriková, J., & Višňovský, J. (in press). *Východiská mediálnych a komunikačných štúdií*. University of Ss. Cyril and Methodius.

In text: (Radošinská et al., in press)

**Second or other than first edition (specified only if a publication has multiple editions)**

Hartley, J. (2002). *Communication, cultural and media studies: Key concepts* (3rd ed.). Routledge.

In text: (Hartley, 2002)

**Publication with author(s) and editor(s)**

Janssen, J., & Stoyanov, S. (2012). *Online consultation on experts' views on digital competence* (A. Ferrari, & Y. Punie, Eds.). JRD Publications Repository.  
<https://publications.jrc.ec.europa.eu/repository/handle/JRC73694>

In text: (Janssen & Stoyanov, 2012)

**Edited volume – without referring to specific chapter/paper included in the publication**

Zillmann, D., & Vorderer, P. (Eds.). (2000). *Media entertainment: The psychology of its appeal*. Lawrence Erlbaum.

In text: (Zillmann & Vorderer, 2000)

**Electronic publication with no print version and no publisher**

Leeuwe, M. (2021). *How to create a portfolio*. No publisher.  
<https://www.scribd.com/document/648355126/How-to-create-a-portfolio-Mitch-Leeuwe>

In text: (Leeuwe, 2021)

**Chapter with author(s) in a publication, in which each chapter is written by specific authors (no editorship)**

Bôtošová, L. (2019). Rozhlasové vysielanie. In J. Proner, L. Bôtošová, & S. Mičová, *Ako na mediálne výstupy. Praktická príručka pre začínajúcich novinárov* (pp. 23-48). University of Ss. Cyril and Methodius.

In text: (Bôtošová, 2019)

**Conference paper, chapter in an edited volume, dictionary entry**

Jurišová, V. (2021). Architektúra značky. In P. Krajčovič, J. Radošinská, & J. Višňovský (Eds.), *Slovník vybraných pojmov z masmediálnej a marketingovej komunikácie* (pp. 10-12). University of Ss. Cyril and Methodius.

Zillmann, D. (2000). The coming of media entertainment. In D. Zillmann, & P. Vorderer (Eds.), *Media entertainment: The psychology of its appeal* (pp. 1-20). Lawrence Erlbaum.

In text: (Jurišová, 2021)  
(Zillmann, 2000)

**Scholarly study in an academic journal (print only, print and digital, digital with or without DOI). Titles of journals are capitalised, in italics (volumes as well).**

Deuze, M. (2020). The role of media and mass communication theory in the global pandemic. *Communication Today*, 11(2), 4-16.

Hudíková, Z., & Pravdová, H. (2022). Reality show as a controversial format of socialisation. *Communication Today*, 13(2), 24-47.

[https://communicationtoday.sk/wp-content/uploads/02\\_HUDIKOVA\\_PRAVDOVA\\_CT-2-2022.pdf](https://communicationtoday.sk/wp-content/uploads/02_HUDIKOVA_PRAVDOVA_CT-2-2022.pdf)

Radošinská, J., Rusňáková, L., Točená, Z., & Schwarz, M. (2023). The blockbuster biopic Bohemian Rhapsody as an expression of cinema/music synergy. *Communication Today*, 14(1), 4-20.

<https://doi.org/10.34135/communicationtoday.2023.Vol.14.No.1.1>

In text: (Deuze, 2020)  
(Hudíková & Pravdová, 2022)  
(Radošinská et al., 2023)

**Online article, which does not have a print version (not necessarily journalistic content)**

Coombs, C. (2021, June 18). Gen Z 'most problem-solving generation ever' survey finds.

<https://thred.com/hustle/gen-z-most-problem-solving-generation-ever-survey-finds/>

In text: (Coombs, 2021)

**Websites (continuously updated)**

Gemius Audience. (n.d.) *Websites*. Retrieved May 30, 2024, from <https://e-public.gemius.com/sk/rankings/14345>

Similarweb. (n.d.). *Chat.openai.com*. Retrieved May 30, 2024, from <https://www.similarweb.com/website/chat.openai.com/#overview>

In text: (Gemius Audience, n.d.)  
(Similarweb, n.d.)

### Review

Šašalová, V. (2023). From homo ludens to homo medialis: Cultural dimensions of game principles and media [Review of the monograph *From homo ludens to homo medialis: Cultural dimensions of game principles and media*, written by Hana Pravdová, 2022]. *Communication Today*, 14(1), 210-212.  
[https://communicationtoday.sk/wp-content/uploads/13\\_REVIEWS\\_TO\\_DAY\\_CT-1-2023.pdf](https://communicationtoday.sk/wp-content/uploads/13_REVIEWS_TO_DAY_CT-1-2023.pdf)

In text: (Šašalová, 2023)

### Graduation thesis

Macák, M. (2023). *Vývojové tendencie a znaky priemyslu digitálnych hier* [Doctoral dissertation]. University of Ss. Cyril and Methodius.

In text: (Macák, 2023)

**Digital game (its hosting platform or version included). No difference between digital games in physical and digital-only distribution. A digital game is authored by its developer(s). The game's publisher is also declared.**

Naughty Dog. (2022). *The Last of Us Part I*. (PS5 version) [Digital game]. Sony Interactive Entertainment.

In text: (Naughty Dog, 2022)

**Digital game available online, via mobile apps, social media, etc. A digital game is authored by its developer(s). The game's publisher is also declared.**

Zynga. (2021). *Farmville 3* [Digital game]. Zynga. <https://zynga.social/Fv3FB>

In text: (Zynga, 2021)

**Digital game series including different titles, possibly developed and published by different entities. A digital game series is authored by the developers of specific titles. The individual titles' publishers are also declared.**

Core Design, Crystal Dynamics, Eidos-Montréal, & Square Enix Montréal. (1996–2023). *Tomb Raider* (series) [Digital game]. Eidos Interactive; Square Enix; Microsoft Studios.

In text: (Core Design et al., 1996–2023)