

Summary of doctoral dissertation  
"Passion. About the game in the journalistic field"

The narrative of a crisis in journalism and journalists is evident in media and academic discourse, which is the starting point for the research problem. The dissertation aims to explore the relationship between objective working conditions in the media and their subjective perception.

I place the problem of working conditions in the media in three contexts. The first is the expansion of market logic (Polanyi 2010). Through the commodification of knowledge, it leads to the emergence of cognitive capitalism, changing the specificity of the mental and creative professions. The second context is the transformation of media imposed by the digital revolution occurring under the conditions of a new iteration of the capitalist process. The third context captures journalists as part of the middle class, which is most strongly affected by the changes in the conditions of intellectual work, digitisation and the commodification of knowledge. I point to parallels between the representation and understanding of the middle class and journalists. I portray the middle class as a technology of government, an instrument of power in the sense of Foucault (2011).

The conceptual framework of the dissertation is Pierre Bourdieu's theory of social fields (2005; 2009). I thus treat the media as a field in which players play a game according to set rules. I extend this theory with elements of the sociology of work (Örnebring et al. 2018) and the concept of quality of life (Cummins 1996). For the project, I conducted 50 semi-structured interviews with a narrative component.

In the analytical part of the thesis, I describe the structure of the journalistic field. Its framework is composed of two axes. The professional ethos forms the symbolic axis. The economic axis is related to influences external to the field. I explore the autonomy of the field through the political and economic pressures affecting the players. I describe the doxa, the rules of the game in the field. All this helps to outline the symbolic order of the field, and its hierarchy, which has a fundamental impact on the course of the game and the players themselves.

I then look at the objective positions on the field and how they are perceived and experienced by journalists. I describe the timing and pace of work, safety, financial conditions, stress, fatigue and burnout, and the impact of work on health and family life. I attempt to establish how journalists negotiate working conditions in the context of the other dimensions of quality of life. I also analyse the dynamics of the game through the strategies chosen by the players and their trajectories in the

field. I examine journalists' attitudes towards the field using concepts of loyalty, voice and exit (Hirschman 1995).

I pay particular attention to *illusio*. It is about the players' engagement with the field, which I consider the key to answering the research questions and the primary mediating mechanism between the objective and subjective dimensions of the field. I propose the notion of passion as an attachment to the symbolic pole of the field and simultaneous resistance to pressures external to the field. It is the passion that I consider to be the socially generated energy of the field, the motor of the player's actions and the basis for the reproduction of the field, especially its symbolic order.

I analyse the journalistic field and its game to show how individuals internalise market logic and how social structures are affected by that logic. I point to the mechanisms of subordination and resistance. I see in the player's agency the potential for structural change.