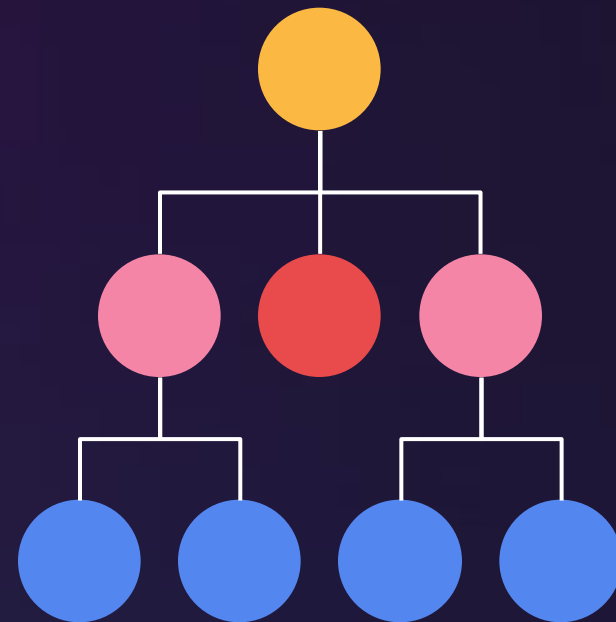


# NÁSTROJE AI VYUŽITELNÉ PRO REŠERŠI LITERATURY





# Struktura prezentace



K čemu slouží  
rešerše?



Jak jste na tom Vy?

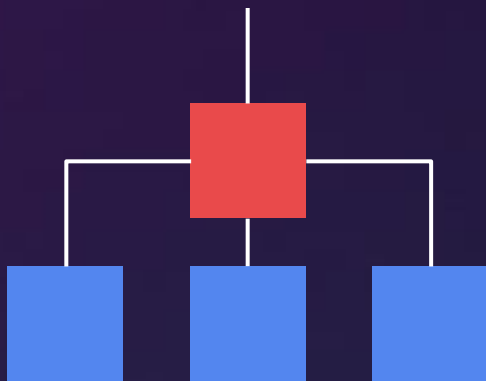


Představení  
jednotlivých nástrojů



DDÚ +  
budoucnost?

# K čemu řešerše?



# K čemu je to dobré

- Výzkumný záměr zpravidla není zcela izolovaný od současného zjištění; jedná se jen o kousek skládačky (Ridley, 2012)
- Literature reviews should be succinct and (...) give a picture of the state of knowledge and of major questions in your topic area. (Bell, 2010: 112)
- [In a literature review a writer] extracts and synthesises the main points, issues, findings and research methods which emerge from a critical review of the readings. (Nunan, 1992: 217)

# K čemu je to dobré

Byl to podivuhodný člověk. Vystřídal překvapující množství povolání z toho důvodu, že považoval za nedůstojné, aby někoho poslouchal. Teta tomu říkala vrozená hrdost. O postavení, které si nakonec získal, se mnění rozcházejí.

Teta Kateřina říká, že byl vědeckým pracovníkem. Já jsem toho názoru, že měl malou továrničku na nějaké čisticí prostředky, a Saturnin jednou řekl, že podle toho, co slyšel, to byla továrna na katastrofy. Skoro bych řekl, že máme pravdu všichni.

Saturninovo tvrzení je jako obvykle poněkud přehnané, ale nelze upřít, že ve strýcově továrně se opravdu udála celá řada nehod, a je téměř neuvěřitelné, že při nich nikdo neztratil život. Na to tedy Saturnin narážel, když prohlásil, že strýc měl továrnu na katastrofy. Aspoň se domnívám, že to tak bylo myšleno, protože čisticí prostředky, které strýc vyráběl, byly sice velmi špatné, ale přece k jejich označení nelze dobře užítí slova katastrofy.

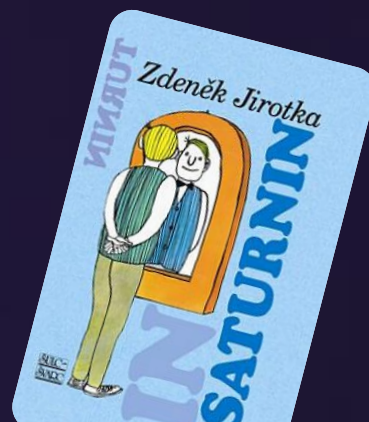
Názor tety, že strýc byl vědeckým pracovníkem, také není možno úplně vyvrátit. V určitém smyslu slova byl člověkem, který objevil celou řadu chemických pouček a pravidel nejrůznějšího druhu. Všechna tato pravidla už před ním objevili jiní, ale strýc o tom nic nevěděl, a nelze proto jeho zásluhy přehlížet.

Protože chemii vůbec nerozuměl, byly cesty jeho objevů posety trny a zkropeny potem, ale tím větší byla jeho radost ze získání zkušeností. Nebylo mu lze upřít sportovního ducha. Podobal se člověku, který po ovládnutí malé násobilky prohlásil svým učitelům: "Dál už mi nic neříkejte. Nechci nic slyšet o tom, že pan Pythagoras, Eudoxus, Euklides, Archimédes a tak dále vymysleli to a to. Nepotřebuji týž z toho, co objevili jiní. Dejte mi papír, tužku a kružidlo a nechte mne na pokoji. Však já na to přijdu sám."

A strýček opravdu na leccos přišel. Tak například zjistil při pokusu, který měl velmi vzrušující průběh, že lít vodu do kyseliny je blbost, a vůbec mu nevdalo, že tento poznatek, korektněji vyjádřený, mohl získat z učebnice chemie pro nižší třídy škol středních, aniž by si byl při tom popálil prsty a zánovní vestu.

Chemie byla mu panenskou pevninou, roztočeným větrným zámekem, plným dveří, které se otvíraly tajemnými formulami. Neznal názvosloví, ignoroval valenční koncovky a žasl, když mu ve zkumavkách a křivulích šuměly prudké chemické reakce.

Podoben středověkému alchymistovi pachtil se za přeludem, padal a zase se zvedal, jenže na konci jeho cesty nezářil kámen mudrců, nýbrž univerzální mýdlo. Mýdlo, vyrobené z bezcenného svinstva nepatrnými výrobními náklady, ale výsledkem: skvost.



Na oltář tohoto svého snu kladl strýc František oběti v podobě nejrůznějších zranění a popálenin, vysypaných oken v laboratoři a nebezpečných nehod v továrně. Jednou byl dokonce ztlučen rozzuřenými dělníky, kteří na jeho rozkaz smíchali dvě suroviny a nestačili pak skákat okny ven.

Těmito stálými nehodami byl personál nakonec donucen žít ve stálém střehu, a tak se stalo, že jednou došlo ke zbytečnému poplachu. Dělníci míchali v kádi jakousi podivnou směs, a dílovedoucí se ptal strýce Františka, co z toho vlastně bude. Strýc byl zachmuřen a v záchvatu náhlé upřímnosti řekl: "Ví bůh." Byl velmi překvapen, když po této lakonické odpovědi jeho spolupracovníci propadli panice a dali se na zběsilý útěk. Domnívali se, že strýc řekl: "Výbuch."

Saturnin tvrdí, že starší dělníci říkali, že mají povinnosti ke svým ženám a dětem, a odcházeli ze strýcovy továrny, aby dali přednost bezpečnější práci v blízké továrně na třaskaviny.

Po každé nehodě ležel strýček na starodávném divanu ze zeleného plyše a tiše sténal. Tu přicházeli přátelé a známí a s vyčítavým výkřikem "Pane továrníku!" nebo "Kamaráde!" usedali na židle s rákosovým výpletem a ptali se, co se vlastně stalo.

Strýček unaveným hlasem naznačil, že prováděl pokus dalekosáhlého významu, zapletl do řeči několik technických výrazů a s ledabylostí odborníka mluvícího před laikem říkal strašlivě chemické nesmysly.

Poté mu známí potřásli rukou, projevíli přesvědčení, že co nevidět bude zase všechno v nejlepšímu pořádku, a odcházeli po vzrajících dřevěných schodech s myšlenkou: "Vzácný to muž!"

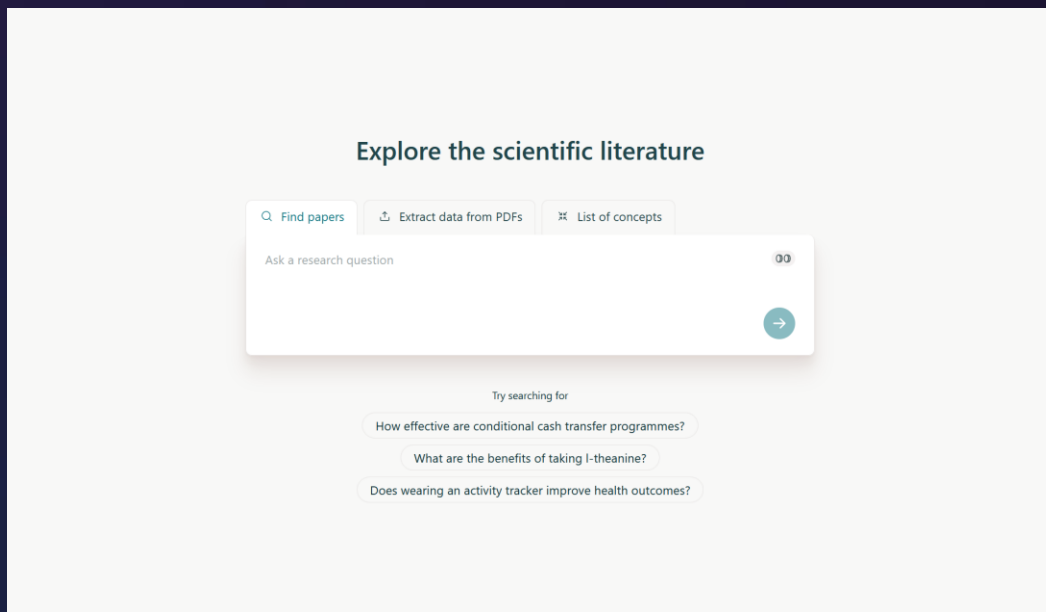
# Jak to máte s rešerší Vy?

Join at [menti.com](https://www.menti.com) | use code 1575 7605



# Elicit

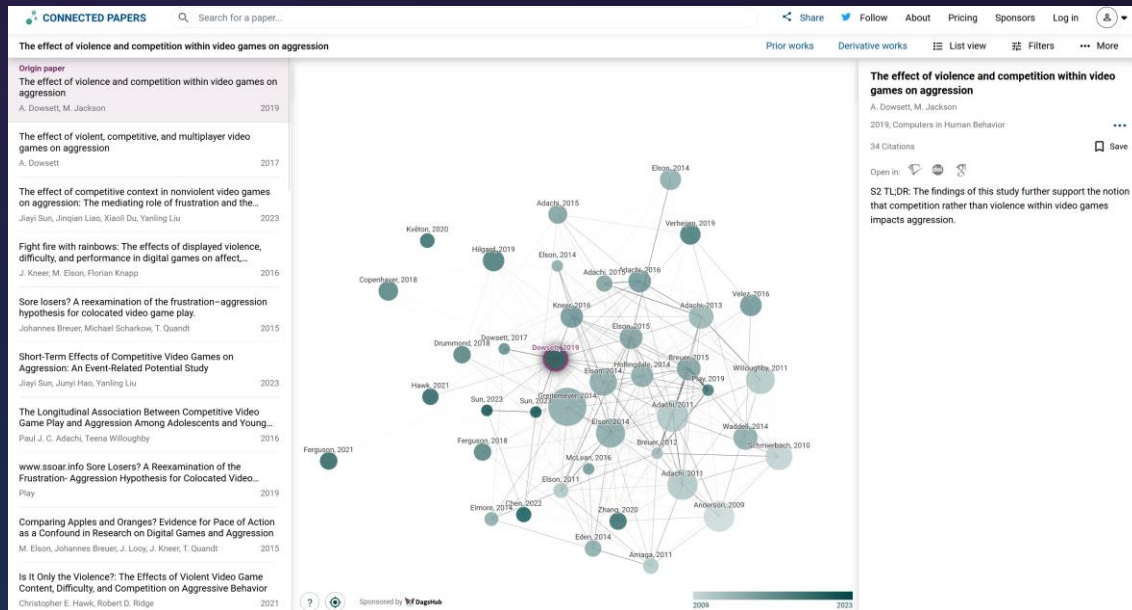
- AI vyhledávač napříč vědeckými publikacemi
- Concept list
- Find papers





# Connected Papers

- V jakém kontextu jsou dané studie citovány?
- Dohledá práce navazující na naši publikaci



# Litmaps

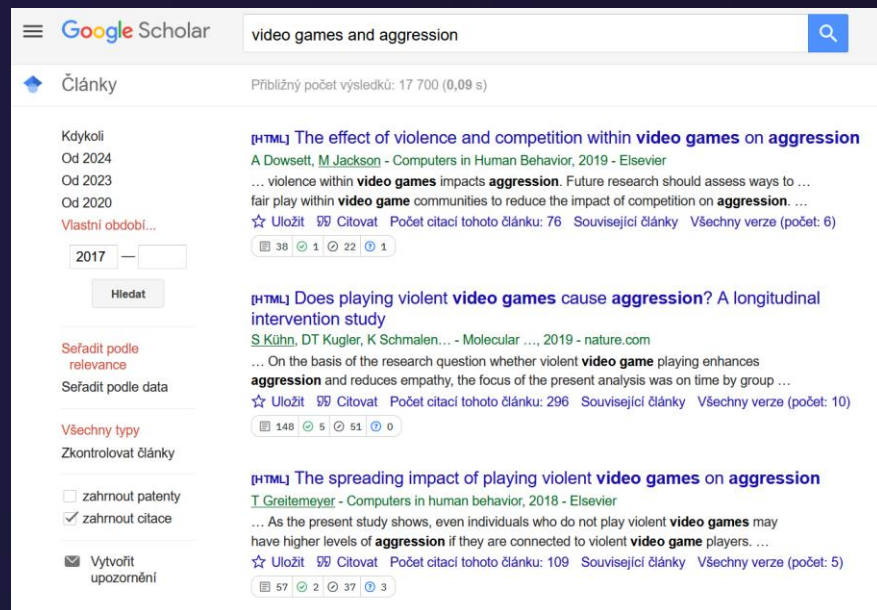
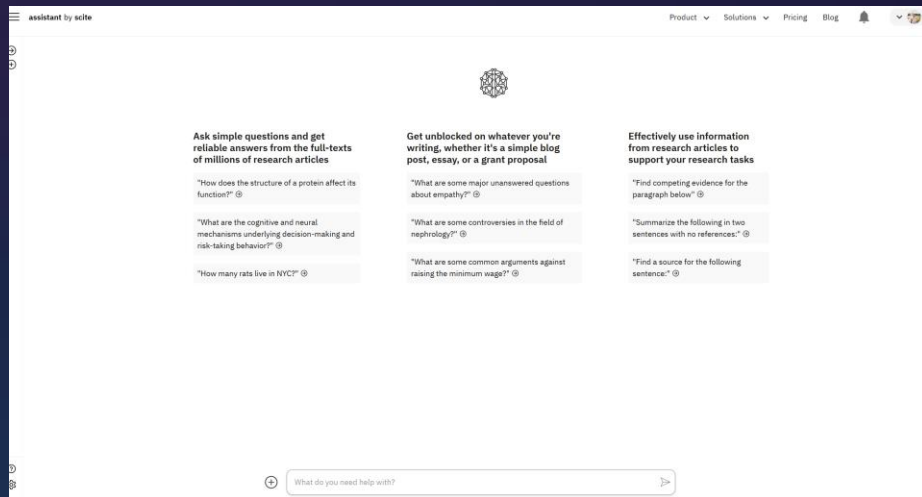
- Obdobné jako Connected Papers
- Dohledá navazující studie a doporučí kontextuálně podobné

The screenshot displays the Litmaps web application interface. On the left is a navigation sidebar with options: Seed, Discover, Map, Your Library, and Recent Activity. The main content area is titled 'Seed Map' and features a 'Seed Article' section with the title 'The effect of violence and competition within video games on aggression' by Dowsett, 2019. Below this, there are sections for 'What's this?' and 'Seed Map Articles' with a list of related papers, including 'The Myth of Media Violence: A Critical Introduction' (Trend, 2007), 'References' (Trend, 2021), 'Internet gaming disorder and aggression: A meta-analysis of teenagers and young adults' (Li, 2023), 'Frustration-aggression hypothesis: examination and reformulation.' (Berkowitz, 1989), 'Understanding disruptions to children's patterns of occupation and forms of occupational engagement during COVID-19 in Greece: An exploratory study' (Zogogianni, 2022), 'Can a video game company tame toxic behaviour?' (Maher, 2016), and 'Further evidence for the validity of the Taylor Aggression Paradigm.' (Berkowitz, 1989).


On the right side, a network map visualizes the relationships between these articles. Nodes represent individual papers, and lines (edges) connect them, showing a dense network of related research. The central node is 'Dowsett 2019', which is connected to numerous other papers, including 'Berkowitz 1989', 'Giancola 2008', 'Eilson 2014', 'Trend 2007', 'Maher 2016', 'Kaye 2012', 'Adachi 2015', 'Breuer 2012', 'Eilson 2014', 'Dowsett 2017', 'Play 2019', 'Trend 2021', 'Fang 2023', 'Olejárník 2023', and 'Li 2023'. At the bottom of the map, there are two error messages: 'Couldn't duplicate map' and 'Couldn't create map'.

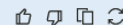
# Scite\_

- V jakém kontextu jsou dané studie citovány?
- Assistant



# Scite\_ a jeho limity

write a paragraph about Impact of manipulative messages on mental health on several examples 



The impact of manipulative messages on mental health can be profound, as evidenced by various studies. For instance, research has shown that time spent using social media, including exposure to manipulative content, can have a significant impact on mental health, with effects comparable to those of dietary factors [Coyne et al. \(2020\)](#). Additionally, the use of highly-visual social media has been linked to internalizing symptoms in adolescents, highlighting the potential negative impact of visual manipulative content on mental health and body satisfaction [\(Marengo et al., 2018\)](#). Furthermore, the dissemination of misinformation and coercive persuasion through online platforms can lead to psychological distress, cyberaggression, and victimization, exacerbating mental health issues among vulnerable individuals [\(Cénat et al., 2018; Ruiz et al., 2019\)](#). The COVID-19 pandemic has also brought to light the reciprocal impacts of digital inequalities, with the absence of traditional rituals and the burden of not being present for the last moments of loved ones contributing to unqualified impacts on mental health and grief processes [\(Beaunoyer et al., 2020\)](#). These examples underscore the multifaceted ways in which manipulative messages in the online environment can detrimentally affect mental health, emphasizing the need for critical evaluation and regulation of online content to safeguard individuals' well-being.

▼ View searches run to ground this response 

▼ View publications consulted

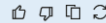
Jak rozumíte prvním dvěma větám?

# U čeho bychom se mohli pozastavit?

write a paragraph about Impact of manipulative messages on mental health on several examples ✓ ✕



The impact of manipulative messages on mental health can be profound, as evidenced by various studies. For instance, research has shown that time spent using social media, including exposure to manipulative content, can have a significant impact on mental health, with effects comparable to those of dietary factors [Coyne et al. \(2020\)](#). Additionally, the use of highly-visual social media has been linked to internalizing symptoms in adolescents, highlighting the potential negative impact of visual manipulative content on mental health and body satisfaction ([Marengo et al., 2018](#)). Furthermore, the dissemination of misinformation and coercive persuasion through online platforms can lead to psychological distress, cyberaggression, and victimization, exacerbating mental health issues among vulnerable individuals ([Cénat et al., 2018](#); [Ruiz et al., 2019](#)). The COVID-19 pandemic has also brought to light the reciprocal impacts of digital inequalities, with the absence of traditional rituals and the burden of not being present for the last moments of loved ones contributing to unqualified impacts on mental health and grief processes ([Beaunoyer et al., 2020](#)). These examples underscore the multifaceted ways in which manipulative messages in the online environment can detrimentally affect mental health, emphasizing the need for critical evaluation and regulation of online content to safeguard individuals' well-being.



View searches run to ground this response



View publications consulted



What do you need help with?



manipulative religious messages.

58 8 42 1

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## Reference #12

"...For example, a number of reviews and a recent meta-analysis suggest that the link between social media and mental health is mixed or tenuous at best (e.g., Best, Maktelow, & Taylor, 2014; [Huang, 2018](#)). Indeed, a recent analysis found that the effect of screen time (including social media) on mental health was as large in effect size as the impact that eating potatoes has on mental health ([Orben & Przybylski, 2019](#)) . ..."

See less context

Section: Adolescent Social Media Use Anxiety and Depression

"...Indeed, a recent analysis found that the effect of screen time (including social media) on mental health was as large in effect size as the impact that eating potatoes has on mental health ([Orben & Przybylski, 2019](#))...."

See full context

Section: Adolescent Social Media Use Anxiety and Depression

## Does time spent using social media impact mental health?: An eight year longitudinal study

[Sarah M. Coyne](#)<sup>1</sup>, [Adam A. Rogers](#)<sup>2</sup>, [Jessica D. Zurcher](#)<sup>3</sup> et al. 2020  
[Computers in Human Behavior](#)

316 | 17 | 229 | 3



ELSEVIER

Contents lists available at [ScienceDirect](https://www.sciencedirect.com)

## Computers in Human Behavior

journal homepage: <http://www.elsevier.com/locate/comphumbeh>



Full length article

### Does time spent using social media impact mental health?: An eight year longitudinal study



Sarah M. Coyne<sup>\*</sup>, Adam A. Rogers, Jessica D. Zurcher, Laura Stockdale, McCall Booth

*Brigham Young University, USA*

SNSs and heightened levels of adolescent depression and anxiety (Banjanin, Banjanin, Dimitrijevic, & Pantic, 2015; Barry, Sidoti, Briggs, Reiter, & Lindsey, 2017; Pantic et al., 2012; Woods & Scott, 2016), particularly among girls (Viner et al., 2019). The link between social media time use and mental health is also evidenced by high profile news articles with headlines such as “Have Smartphones Destroyed a Generation?” (Twenge, 2017b) and “Social Media Linked to Rise in Mental Health Disorders” (Charles, 2019). However, other studies contest connections between adolescent social media time use and associations with anxiety and depression. For example, a number of reviews and a recent meta-analysis suggest that the link between social media and mental health is mixed or tenuous at best (e.g., Best, Maktelow, & Taylor, 2014; Huang, 2018). Indeed, a recent analysis found that the effect of screen time (including social media) on mental health was as large in effect size as the impact that eating potatoes has on mental health (Orben & Przybylski, 2019).

# The association between adolescent well-being and digital technology use

Amy Orben<sup>1\*</sup> and Andrew K. Przybylski<sup>1,2</sup>

The widespread use of digital technologies by young people has spurred speculation that their regular use negatively impacts psychological well-being. Current empirical evidence supporting this idea is largely based on secondary analyses of large-scale social datasets. Though these datasets provide a valuable resource for highly powered investigations, their many variables and observations are often explored with an analytical flexibility that marks small effects as statistically significant, thereby leading to potential false positives and conflicting results. Here we address these methodological challenges by applying specification curve analysis (SCA) across three large-scale social datasets (total  $n = 355,358$ ) to rigorously examine correlational evidence for the effects of digital technology on adolescents. The association we find between digital technology use and adolescent well-being is negative but small, explaining at most 0.4% of the variation in well-being. Taking the broader context of the data into account suggests that these effects are too small to warrant policy change.

For results see Table 3, Fig. 5 and supplementary Figs. 10–12.

For the YRBS the association of mean technology use with well-being (median  $\beta = -0.049$ , median  $n = 62,166$ , partial  $\eta^2 = 0.002$ , median standard error = 0.004) was exceeded by the association of well-being with being bullied (median  $\beta = -0.212$ , median  $n = 50,066$ , partial  $\eta^2 = 0.044$ , median standard error = 0.004), getting into fights (median  $\beta = -0.179$ , median  $n = 62,106$ , partial  $\eta^2 = 0.031$ , median standard error = 0.004), binge-drinking (median  $\beta = -0.144$ , median  $n = 62,010$ , partial  $\eta^2 = 0.021$ , median standard error = 0.004), smoking marijuana (median  $\beta = -0.132$ , median  $n = 62,361$ , partial  $\eta^2 = 0.018$ , median standard error = 0.004), having asthma (median  $\beta = -0.066$ , median  $n = 60,863$ , partial  $\eta^2 = 0.004$ , median standard error = 0.004) and perceived weight (median  $\beta = -0.050$ , median  $n = 62,752$ , partial  $\eta^2 = 0.002$ , median standard error = 0.004). There is a smaller negative association for eating potatoes (median  $\beta = -0.042$ , median  $n = 61,912$ , partial  $\eta^2 = 0.002$ , median standard error = 0.004), eating vegetables (median  $\beta = -0.013$ , median  $n = 62,034$ , partial  $\eta^2 < 0.001$ , median standard error = 0.004) and eating fruit (median  $\beta = -0.005$ , median  $n = 62,436$ , partial  $\eta^2 < 0.001$ , median standard error = 0.004). There is a smaller positive association for drinking milk (median  $\beta = 0.014$ , median  $n = 60,021$ , partial  $\eta^2 < 0.001$ , median standard error = 0.004). Lastly, there is a larger positive association for eating breakfast (median  $\beta = 0.116$ , median  $n = 34,010$ , partial  $\eta^2 = 0.013$ , median standard error = 0.006) and getting enough sleep (median

write a paragraph about Impact of manipulative messages on mental health on several examples 



The impact of manipulative messages on mental health can be profound, as evidenced by various studies. For instance, research has shown that time spent using social media, including exposure to manipulative content, can have a significant impact on mental health, with effects comparable to those of dietary factors [Coyne et al. \(2020\)](#). Additionally, the use of highly-visual social media has been linked to internalizing symptoms in adolescents, highlighting the potential negative impact of visual manipulative content on mental health and body satisfaction [\(Marengo et al., 2018\)](#). Furthermore, the dissemination of misinformation and coercive persuasion through online platforms can lead to psychological distress, cyberaggression, and victimization, exacerbating mental health issues among vulnerable individuals [\(Cénat et al., 2018; Ruiz et al., 2019\)](#). The COVID-19 pandemic has also brought to light the reciprocal impacts of digital inequalities, with the absence of traditional rituals and the burden of not being present for the last moments of loved ones contributing to unqualified impacts on mental health and grief processes [\(Beaunoyer et al., 2020\)](#). These examples underscore the multifaceted ways in which manipulative messages in the online environment can detrimentally affect mental health, emphasizing the need for critical evaluation and regulation of online content to safeguard individuals' well-being.

▼ View searches run to ground this response 

▼ View publications consulted



# Papers (by ReadCube Papers)

- Správce a anotace PDFek
- Metriky přímo v aplikaci
- Citační manažer

The screenshot shows the ReadCube Papers application interface. The main window displays a list of research papers with columns for Authors, Title, Journal, Year, and Date Added. The selected paper is "The association between adolescent well-being and digital technology use" by Orben, Amy, and Przybylski, Andrew K. The right sidebar shows the article's title and a brief abstract. The bottom of the screen displays a preview of the article's title page, including the journal name "nature human behaviour", the article title, authors' names, and a short abstract snippet.

| Authors           | Title                    | Journal   | Year | Notes                            | Date Added   |
|-------------------|--------------------------|---|------|----------------------------------|--------------|
| Howard et al.     | Vision, Troy             | Do action video games make safer drivers? T...    | 2023 |                                  | Feb 25, 2024 |
| Bessat et al.     | Faubert, Jordan          | The neuropsychological profile of professional... | 2020 |                                  | Feb 27, 2024 |
| Vicen et al.      | Przybylski, Andrew K.    | The association between adolescent well-being...  | 2019 |                                  | Feb 27, 2024 |
| Coyne et al.      | Booth, McGill            | Does time spent using social media impact...      | 2020 |                                  | Feb 27, 2024 |
| Vallat            | Vallat, Raphael          | Pingouin: statistics in Python                    | 2018 |                                  | Feb 17, 2024 |
| Bányai et al.     | Demetrovics, Zolt        | The Psychology of Esports: A Systematic...        | 2019 |                                  | Feb 17, 2024 |
| PukomyPC          | PukomyPC                 | 1spella32.indd                                    |      |                                  | Feb 12, 2024 |
| Sweller           | Sweller, John            | CHAPTER TWO Cognitive Load Theory                 | 2011 |                                  | Jan 27, 2024 |
| Leppink et al.    | Morikibara, Jensen J. G. | Development of an instrument for measurin...      | 2013 |                                  | Jan 20, 2024 |
| idSoftware        | idSoftware               | Wolfenstein 3D                                    | 1992 |                                  | Jan 8, 2024  |
| Stark, Craig E.L. | Stark, Craig E.L.        | Virtual Environmental Enrichment throug...        | 2015 |                                  | Dec 11, 2023 |
| Boal et al.       | Charness, Neil           | Video Games as a Means to Reduce Age-Rel...       | 2013 | gemeyt newidid ke zylsler, dakt. | Dec 11, 2023 |
| Guerrero et al.   | Huter, Raphael           | Club Foot: Identifying brain extreme communi...   | 2022 | arKw                             | Dec 11, 2023 |
| Lin               | Lin, Tang-Cheng          | Effects of Gender and Game Type on Autonom...     | 2013 |                                  | Dec 1, 2023  |
| Gong et al.       | Yao, Dushong             | A Reduction in Video Gaming Time Predu...         | 2019 |                                  | Nov 23, 2023 |
| Krapav et al.     | Nagyon, H.T.T.           | Effects of long computer gaming sessions o...     | 2022 |                                  | Nov 23, 2023 |
| Nuyens et al.     | Griffiths, Mark D.       | The Empirical Analysis of Non-problemati...       | 2019 |                                  | Nov 22, 2023 |
| Dale et al.       | Green, C. Shaan          | Cognitive Abilities of Action Video Game an...    | 2020 |                                  | Nov 21, 2023 |

**nature human behaviour** ARTICLES  
The association between adolescent well-being and digital technology use  
Orben, Amy, Przybylski, Andrew K.  
The widespread use of digital technologies by young people has spurred speculation that their regular use negatively impacts psychological well-being. Current empirical evidence supporting this idea is largely based on secondary analyses of large-scale...

**The association between adolescent well-being and digital technology use**  
Amy Orben<sup>1\*</sup> and Andrew K. Przybylski<sup>1,2</sup>  
The widespread use of digital technologies by young people has spurred speculation that their regular use negatively impacts psychological well-being. Current empirical evidence supporting this idea is largely based on secondary analyses of large-scale social datasets. Though these datasets provide a valuable resource for highly powered investigations, their many limitations and observations are often explored with an analytical flexibility that masks small effects as statistically significant leading to potential false positives and conflicting results. Here we address these methodological challenges by applying...

# Research Rabbit

- Komplexní řešerše bez „překlikávání“ mezi službami

The screenshot displays the Research Rabbit interface, which is a research discovery tool. It is divided into several sections:

- Left Panel:** A sidebar with a search bar and filters. A collection named "TEST" is selected, containing one paper: "The effect of violence and competition within video games on aggression" by Andrew Dosssett and Merylyn Jackson (2019).
- Center Panel:** The selected paper's abstract is displayed. The abstract discusses the impact of video game competition on aggression, comparing competitive and non-competitive conditions. It notes that competitive conditions led to higher levels of aggression.
- Right Panel (Top):** A "Similar Work" section lists related papers, such as "Violent Video Game Effects on Aggression, Empathy, and Prosocial Behavior in Eastern and Western Countries: A Meta-Analytic Review" and "Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life".
- Right Panel (Bottom):** A network graph titled "Connections between your collection and 50 papers". The graph shows nodes representing authors and papers, with lines indicating connections between them. Key authors like Anderson, Dosssett, and Ferguson are visible.
- Bottom Panel:** A navigation bar with buttons for "Zoom Out", "Fit All", and "Zoom In".

# Scispace

- Alternativa k Research Rabbit
- Chatování s článkem
- AI detektor
- Úprava textu

The screenshot displays the Scispace web interface. At the top, there is a search bar and navigation links for 'Pricing' and 'My Library'. The main content area shows a journal article titled 'Panorama: A Study Technique' by Peter Edwards, published in 'The Journal of Reading' in January 2016. The article's abstract describes the SQ3R method, an organized approach to study-type reading tasks. To the right of the article, there is a sidebar with 'Ask Copilot' and a list of related papers, references, authors, and topics. Below the article, a list of AI-generated questions is shown, such as 'Explain Abstract of this paper in 2 lines' and 'Conclusions from the paper'. On the far right, a 'Copilot' chat window is open, displaying a list of generated conclusions from the paper, including points about the SQ3R method's benefits and its role in enhancing understanding and retention.

rešerše

# DDÚ

Bez  
AI

S AI

1. Zpracujte rešerši na libovolné, Vám odborně blízké téma na cca ½ strany nebo delší. Využívejte standardních vyhledávačů (G-scholar atp.)
2. Na stejné téma zpracujte rešerši za pomoci AI nástrojů (cca ½ strany) – je povoleno ctrl+c, ctrl+v. Pod text napište nástroje, které jste využili vč. přesných promptů.
3. Do třetího odstavce sepište krátkou reflexi. Zohledněte rozdíly mezi těmito dvěma postupy, výhody/nevýhody, kvalitu atd.

# Využívat nebo ne?

Co bychom jako absolventi VŠ měli umět?  
K čemu je nám to dobré?

Čteno AI, psáno AI, konceptualizováno AI...  
Nevytrátí se z toho zajímavost?

Meta-Analysis | J Pers Soc Psychol. 2017 Sept;113(3):402-511. doi: 10.1037/pspp0000102. pub 2016 Jun 16.

**Much ado about grit: A meta-analytic synthesis of the grit literature**

Marcus Crede<sup>1</sup>, Michael C. Ryan<sup>2</sup>, Peter D. Haines<sup>2</sup>

Affiliations → expand  
PMID: 27945531 DOI: 10.1037/pspp0000102

**Abstract**

Grit has been presented as a higher order personality trait that is highly predictive of both success and performance and distinct from other traits such as conscientiousness. This paper provides a meta-analytic review of the grit literature with a particular focus on the structure of grit and the relation between grit and performance, retention, conscientiousness, cognitive ability, and demographic variables. Our results based on 184 effect sizes from 88 independent samples representing 66,807 individuals indicate that the higher order structure of grit is not confirmed, that grit is only moderately correlated with performance and retention, and that grit is very strongly correlated with conscientiousness. We also find that the perseverance of effort facet has significantly stronger criterion validities than the consistency of interest facet and that perseverance of effort explains variance in academic performance even after controlling for conscientiousness. In aggregate our results suggest that interventions designed to enhance grit may only have weak effects on performance and success, that the construct validity of grit is in question, and that the primary utility of the grit construct may lie in the perseverance facet. (PsychINFO Database Record © 2017 APA, all rights reserved.)

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**Fantastic yeasts and where to find them: the hidden diversity of dimorphic fungal pathogens**

Marley C Caballero Van Dyke<sup>1</sup>, Marcus M Teixeira<sup>1,2</sup>, Bridget M Barker<sup>1</sup> 

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Spoléhat se na „automat“, když nevíme, jak funguje?