

Abstract

The bachelor thesis *Videogame media and ethical aspects of the videogame, the case of This War of Mine*, pursues the way it is referred to the videogame This War of Mine by online videogame media. This War of Mine is a war-themed videogame narrated from the civilians' perspective. This videogame builds its success on the implementation of moral and ethical issues. The results of this thesis should answer the question of how the ethical aspects of the game were reflected by online media that are focused on videogames primarily. For this purpose the theoretical part of the thesis will be built around videogames and videogames in the context of ethics. In the later chapters the ethical aspects of videogames will be defined alongside with the topic of emotional impact on the players. The practical part of the thesis will include description of the research, which will be done via frame analysis of articles which were published by online videogame media in the span of one year after the date This War of Mine was released. The ethical aspects of the videogame This War of Mine will be an element of interest.

Klíčová slova (anglicky):

Ethics, computer games, frame analysis, This War of Mine