

Abstract

In my thesis I focus on analysing the representations and images in historical digital games. I base my thesis upon methods and works from the *game studies* field. Those texts research games based on principles of mechanics and rules, narrative, aesthetics, and simulation. All those aspects of games come under my analysis of chosen set of digital games. I connect this methodology with theory of history, which focuses on means of historical representation and ways of construction of the historical image, just as it notes role of historians and history in nowadays society. Further I build upon work of Jean Beadrillard on simulation and simulacra, who takes on the topic of production of images in our culture. I confront my analysis with work of Adam Chapman *Digital Games as History*, which offers me not only a basic terminology but also serves me as an inspiration for comparison of the games' images with the historians' epistemology. My thesis results in comparison and attempted junction of the methods of *game studies* with those of historiography on the material of digital games. Apart from deeper analysis of selected games I come to more general conclusions, which could in my opinion, add to further analysis of the past and its digital representations, just as they could help to think through the role of history and historical representations in current culture.

key words:

game studies, history, representation, theory of history, digital games, simulation