

Abstract

The thesis deals with studies of fictional worlds in videogame. It uses a literary theory of fictional worlds which is based on philosophical and logical theory of possible worlds. There are used three main definitions of fictional worlds which provide a base for an understanding the term within literary science alongside with a characterization of its many attributes. The thesis poses a question if fictional worlds maintain their characteristics when applied on videogames. Moreover, the thesis aims to analyze the form of fictional worlds in videogames with a utilization of combining a formal analysis of gameplay and a textual analysis. For this purpose, the findings of other ludologists are researched, used, and summarized in a detailed literature review. Therefore, by comparing their findings with the literary theory the thesis defines characteristics and basic structure of fictional worlds in videogames. Finally, these findings are demonstrated on examples. The thesis is concluded by suggestions for other utilizations of research of fictional worlds in game studies.