Abstract

The thesis, entitled *Representations of the Bible in Video Games*, deals with video games as loci theologici. In the introductory section, it outlines the possible relationships between Christian theology and video games understood as part of popular culture. The second part, compiled from the results of the analysis, consists of descriptions and comments on representations of the Bible in selected video games. The types of representation are summarized under the symbolically named categories of *Struggle, Darkness, Creation and Creating, Narrative, Key, Puzzle*, and *Ideology*.