

Relations and actions between literature and computer games were examined. Study contains theoretical analysis of game as an aesthetic artefact. To play a game means to leave practical world for sake of a fictional world. Artistic communication has more similarities with game communication than with normal, practical communication. Game study can help us understand basic concepts of art communication (game rules - poetic rules, game world – fiction, function in game – meaning in art).

Computer games are interpreted in the study using naratological and ludological approach. Computer is tracted as a narrative medium (to narrate means to demonstrate, to present any content, not only epic content). Computer games are interesting phoenomena for its specifical aspects: interactivity, self-narration and computer simulated narration.

Main attention in this study is focused on phoenomena of computer generated literature (prose and poetry). The main purpose of this area is in study considered for literary analysis of „belles lettres“. Author examines and demonstrates plausible computer generated fiction analysis of narrative texts. Two such analysis are proposed in a study, one of them (prose analysis – fabule generation) is detailly manifested on concrete literary text.