The goal of thesis is to analyze agrements and diferences, which originate in fields of movies and computer games, in case of use of similar technical instruments. The text describes historic developement of both of media and its expressive instruments. This thesis is simultaneously focused on points of contact of movies and games – its technical instruments and its utilisation. Thesis also refers to mutual inspiration between both medias and also analyses crucial diferences in specific methods of movie a and computer games naration.