Abstract

The bachelor thesis *Analysis of the media coverage of computer game This War of Mine* addresses the way of referring about the game This War of Mine in online media of different orientation and in the English language. For their players, computer games focused on war present an important source of information about the given conflict. However, the presentation of the conflict is way too often very simplifying, and sometimes it even suppresses the moral and ethical questions related to it. This War of Mine has become the first commercially successful computer war game which is, on the contrary, based on these moral and ethical questions, and it offers the war conflict from a civilian’s point of view. This thesis aims to analyse how these facts were reflected in media that wrote about this game. In the theoretical part, there are basics of computer games’ ethics outlined, briefly the most famous games of this genre are introduced, and there is also a discussion about the influence of graphical violence on players. The next chapter brings detailed information about the game This War of Mine which is then analysed by applying the concepts which were explained in previous chapters. The practical part of the thesis uses the frame analysis to clarify the way of referring to the game on the game-oriented servers on the one side and on the servers which are not specialised to computer games on the other side. The analysis is focused primarily on the question of how the articles reflected the ethical dimension of the game.