

Abstract (in English):

In videogames we frequently come across religions created by game designers for the sole purpose of game development. In these cases religious rituals, symbols and other elements invented for certain needs of videogames are implemented into game design. Those fictional religions differentiate from each other in how they are manifested in narrative structures, audiovisual elements and most importantly in videogame mechanics. This diploma thesis uses formal analysis in order to find out what role do fictional religions play in the context of ten chosen videogames. Game theoretics believe that integration of religion into various layers of game design can create more immersive game experience and richer game world. The analysis confirms and expands upon their findings about the function of religions in world building, ingame architecture and related mechanics. It discovers repetitive motifs like healing, defense, resource production and even punishments which can affect a player's character as a result of interaction with fictional religions.