

## 11. Abstract in english

### Protection of computer games and videogames

This diploma thesis pursues to assess on legal protection of computer games and videogames, foremost the protection via copyright law due to it being the most significant legal branch in protection of computer games and videogames. The thesis aims to explore the options for qualification of videogames in the system of copyright law and the consequences of such classification. The main goal of this thesis is to assess whether the Czech legal system offers alternatives to protection of videogames other than protection as computer programs while highlighting one alternative-protection as audiovisual works. This approach is inspired mainly by foreign literature and it aims to discuss the opinions therein in the context of the Czech legal system.

First three chapters of this thesis serve as introductory chapters and are used to explain the content of this thesis and the motivation of the author for choosing such topic. Furthermore they are used to explain the phenomenon of videogames and provide a brief excursion to the history of protection of videogames.

Chapter four and five are the vital part of this thesis and aim to provide explanation of copyright law terms connected to videogames and in the fifth chapter those terms are used to provide a possible solution to classification of videogames and explain what might be the consequences of such classification.

Sixth chapter deals with doctrines limiting legal protection of intellectual property and aims to explore the impact those doctrines have on protection of videogames in the context of their abovementioned classification. The doctrines in question are *Merger doctrine*, *Scènes a faire doctrine* and *Fair use doctrine*.

The seventh chapter foreshadows the problems there are with videogame content, in particular the problems with rights to virtual avatars and items in virtual worlds and attempts to discuss what kind of rights could players have to their virtual „property“.

The last chapter summarizes all the partial conclusions of this thesis.

**Key words:** videogames, copyright law, legal protection