

ABSTRACT

The Master's thesis focuses on the issue of children and adolescents betting in computer games. It presents a fundamental terminology and principles, which can be found in computer games with elements of betting. It describes systems used for age rating of games and principles of their functioning. It uses a qualitative research method - a form created in Google Forms and distributed via the link. The main research sample consisted of pupils of elementary and secondary schools. There were 255 participants, and their age was between 11 – 18 years. The Master's thesis presents the numbers of gambling children.