

## **Abstract**

Cloud gaming, also known as Gaming as a Service or GaaS is a quickly developing service with significant economic potential. Author follows this trend and focuses on the topic of providing videogames as a service through cloud environment. The goal of this work was to analyse and describe legal relations between authors of videogames, providers, and users of GaaS in the context of Czech copyright and to present practical consequences of these relations, mainly in contrast to SaaS.

Firstly, the reader is acquainted with basic aspects of videogames with emphasis on classification and description of videogames and its parts, i.e. computer program and other elements, as a work of authorship. Author describes possible theoretical views on the protection of audio-visual components of videogames. It is then pointed out that no satisfactory classification of video game as a singular work of authorship can be provided under the Czech Copyright Act. Videogame legislation is also proposed.

Subject of the second section of this thesis is cloud gaming technology. This segment is written as to be understandable even for non-experts in the field. At first basic types of cloud services are presented. Then, the technology behind cloud gaming is described, along with business models one can come across nowadays. Benefits and risks of the technology, both legal and technical ones are presented as well.

Final part of the work combines conclusions of the first section with technological aspects as described in second section and gives a complex summary of copyright relations when providing GaaS. It focuses on provider and user, respectively. It is then concluded, that under Czech law both provider and user need permission from copyright holders to use a videogame provided through GaaS in form of a licence. In accordance with that recommendations considering the contents of the licencing provisions are made.