

Abstract

Main topic of this thesis is to gather information how videogame journalists approach writing about videogame difficulty for the readers, given the wide skill range of the players. In the theoretical part the thesis deals with topics that results from difficulty of videogames and methods how developers approach it, accessibility options and influence of reviews not only for their authors but also for the developers. In the empirical part is a practical research consisting of the interviewing few videogame reviewers whom were given half-structured questions on topics included in the theoretical part of the thesis.