

**Abstract:**

This thesis is focused on researching options of analysis in electronic videogames, using the concept of interactive narrative. In analysis, the electronic videogame is always encountered as an individual piece of work. The thesis describes the model of interaction between the player and the electronic videogame based on existing psychological literature. The interactive narrative is used to describe the structure of the electronic videogame. The analysis happens on two levels. The first level is based on the game code, which is seen as the sum of options which may be actualized in the process of interaction. The thesis refers to this as the predisposed narrative. The second level lies in the moment of interaction itself, where the result of player's activity leads to representation of some of the aforementioned options and disregard of others. This concept helps solve the question of narrativity in electronic videogames by differentiating the fabula, which is the work of the original game maker from the interactive narrative, which encompasses both the predisposed narrative and its actualization.