

SUMMARY

The bachelor thesis with the topic "Computer game – a peculiar literal creation?" consists of two parts. The first part introduces computer games in general and takes up the RPG genre, which is the closest one to literature due to its large content of text. It shows that for playing computer games similar abilities are needed as for reading books (mainly reading and information literacy). The term "flow-experience while playing computer games" is mentioned as well. Further, different scientific approaches, which can be applied to research about computer games can be found. The last topic of the first part describes fictional worlds, where different stories can take place. These stories are created by the different narrative categories - narrator and tale, time, space and characters. The second part of the thesis is dedicated to analysis and interpretation of the computer game "The Elder Scrolls IV: Oblivion". This part verifies that for playing computer games it is necessary to know special types of literacy. Besides that, the game shows one type of fictional world, where all the narrative categories create a specific world with its own rules.