

Abstract:

This bachelor thesis discusses the topic of body in video games in philosophical perspective. The main issues are: What is happening with the body of player during the play? How does this „works“? The essay itself contains definition of game as well, definition of video game provided by Juul and roots of video game itself as cyber culture (Levy) and technical image (Flusser). It shows the history and present of video gaming. The question whether the body will or will not play important role in the future of gaming is being discussed in Hansen's, Virilio's and Deleuze and Guattari's definition of body itself. The essay claims there are two ways of playing the video games through our body: active playing and passive playing.

Key words: video game, body, active/passive, visual semiotics