Abstract

The text deals with gender differences in MMORPG games. They are studied in four areas: historical evolution, game development job market, gender differences of avatars and players in virtual reality, and the impact of these differences on the actual reality of players. By combining these areas the author strives to achieve a complex view of gender differences in a computer world. The game world and the real world join to create the computer world in which players and game developers are the bridge between those two worlds. The first two parts of the text deal with computer games in general while the following parts deal specifically with MMORPG games. Above all, the research observes the narrative and graphical portrayal of female characters in game environment. This portrayal is analysed from the point of view of gender consequences.