Abstract

Diploma thesis *The Relationship between the Computer Game and its Audiovisual Pattern* deals with the similarities and differences between the computer games and audiovisual works. The thesis presents some theories reflecting different points of view to the influence and blending of these media forms. Those theories are the base for a suggestion of typology of games and movies adaptations that were made according to a pattern. In each of three suggested categories, there are mentioned some particular examples of computer games that were inspired by movie or series and also examples of movies that were inspired by computer game. The final chapter is a case study which compares the computer game *Lost: Via Domus* to its audiovisual pattern – series *Lost.*