

Glitch is becoming an important topic both in popular culture and academia. In 2012, Disney cast a glitch as a major character in its movie homage to arcade video games *Wreck-It Ralph*. More and more studies about glitch are emerging across various disciplines, from media studies to aesthetics. So far, researchers were focusing mostly on theoretical and technological aspects of the glitch. This Master's thesis aims to analyze the "everyday" glitch and the roles it plays in the video game culture, conducting a qualitative content analysis of online discussion forums of three recent hit video games: *The Elder Scrolls V: Skyrim*, *Mass Effect 3* and *Star Wars: The Old Republic*. The first part of the thesis reviews the literature connected to the glitch and explains its connection to similar scientific concepts: error, noise and emergence. It also introduces different aspects and roles of the glitch, ranging from cheating and metagaming to humor and aberrant use. The second part consists of the analysis of online discussion forums concerning the player definition of the glitch, the process of finding and sharing the glitch and about the main aspects of the glitch from the viewpoint of active participants in online discussions: glitch as an error or a feature, patching the glitch, cheating, metagaming and humor. As a result, I summarize players' viewpoints on the main aspects of the glitch and propose a new definition of the glitch emphasizing the role of context and excluding the faultiness as a defining factor.