Diploma thesis „Progress of representation of the LGBT minority in RPG-story-based PC games and accepting the homosexual themes by gamers and game developers” deals with new way of representation of LGBT minority via videogames. While traditional media as film or literature are able to narrate only by the linear way, with the development of RPG genre the new ergodic literature appeals. This style of narration has many ways which you can follow – and one of them is also the way of playing with LGBT character – the way which can be close for some other players. Work combines a few views on this problem – how does the language of videogames support such ideas? How game developers are interested in this matter? And what about the homosexual gamers – what do they want? This works also include the analysis of the video games, which changed the view on the representation of LGBT minority in videogames (Mass Effect I-III, Dragon Age I-II). The goal of this work is to offer the first compact text on this topic in Czech but even also in world context.