

This work focuses on a gender analysis of female characters in video games, specifically the action genre of computer games in which players play from the perspective of a third party (ie see a playable character on canvas). Pays attention to very specific situations in which the female figure is markedly ambivalent status - show clearly feminine characteristics, it moves but clearly masculine space and pay the archetypal clearly masculine activities. Working with so anlyzou konrkétních computer games and playable characters trying to determine whether computer games as a new medium for his portrayal of female characters contribute to gender stereotypes and whether, therefore, become another medium, that these stereotypes produces and reproduces that deconstructs these stereotypes and changing, or whether it even creates new stereotypes. The analysis is the analysis itself as a representation of female characters in visual, narrative or folder of computer games and interactive component analysis itself - that is playing. In this sense, the work seeks to determine how the female characters look if they present archetypal feminine or masculine characteristics and what pleasure playing them can offer both male and female players. In conclusion, the work also attempts to describe the transformations which individual characters underwent a series of computer and computer subversive reading of characters and implications in the context of queer studies that offers such a reading.