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**Obraz počítače jako prostředku zábavy a
komunikace v časopisech ABC a Věda a
technika mládeži v letech 1980-1990**

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Abstract

The computer is a phenomenon of modern times. Nowadays, we probably can not even imagine our lives without having a one. The beginnings of computer technology dates back to the 50s of the 20th century , which is many years before our examined period . It naturally took some time to move the computer occupying a whole room to a „box“ that fits on a desk. 80s of the 20th century was the era of computer technology immense development. Desktop computers slowly began appearing in ordinary households. But for the former Czechoslovakia it was also a time of political problems . How were the Czechoslovak magazines for children and youth dealing with the computer oriented themes? I will try to map the image of the computer on the example of two popular scientific periodicals of that time. In what aspects was the computer presented. Was it rather a means of entertainment, or just a tool for educational purposes? Have the computer games been available? My aim is to answer these and some other questions by applying a method of the quantitative content analysis. The research sample covers all years of the decade, 1980 -1990. The results of the analysis should therefore provide a relevant picture of how the magazines ABC mladých techniků a přírodovědců and Věda a technika mládeži processed the computer as a topic.

Keywords

computer, computer games, ABC mladých techniků a přírodovědců, Věda a technika mládeži, 80s of the 20th century, quantitative content analysis