

Abstract

The diploma thesis deals with the subject of video games heroes. The goal of this thesis is to analyze the image of a video game hero and the components of which this image consists. Another focus of this thesis is to compare the images of video game heroes of the RPG (role-playing game) genre with the FPS (first person shooter) genre and to find out which aspects the images have in common and which are different. Content analysis of the games is applied in this thesis, based on predefined criteria and field notes gathered during playing top 100 rated games (50 games of the RPG genre and 50 games of the FPS genre) by Metacritic for 30 minutes each. The selection of the research sample is limited by the main character of the games; analysed games are such in which the hero is determined by the game and the player can't adjust him in any way, for example by choosing the character's gender, their physical predispositions and their occupation. The analysis of the games proved that the main hero was mostly an adult Caucasian human male. This characteristic was registered in the FPS genre more frequently.