

**ABSTRACT:**

This bachelor thesis examines how playing MMORPG game influences mood of the player. The main goal of research is to experimentally verify if there is some mood boost caused by playing MMORPG game. This possible effect is examined via the BMIS questionnaire, which measures actual emotional state of player. BMIS questionnaires were administered right before and after activity, to find out the difference caused by the activity. According to findings of this experiment playing MMORPG game significantly improves the mood, in comparison with watching documentary film. Some additional measures support the theory, that mood improvement during the game could be linked with development of the flow experience, which has, as some previous studies found out, higher probability to develop during playing MMORPG game then during other non-virtual leisure time activity such as watching documentary film.