

Abstract

This thesis examines the topic of representation of totalitarianism in videogames. It aims to show how the totalitarianism is depicted in selected games and whether the videogame as a medium has some influence on this depiction. Theoretical part introduces and examines all sorts of different approaches, based on which one can study videogame as a medium. An argument about the videogames as a medium of control is presented further on and is also discussed in relation with totalitarianism. Second half of theoretical chapter focuses on definition of totalitarianism which is used in the case studies later on. Empirical part analyzes four games – Half-life 2, Papers, please, Wolfenstein: the New Order and BioShock with focus on representation of totality or dystopia. The games are analyzed both with regards to their rules and fiction. The conclusion shows that totalitarianism was represented mostly by its outer activities rather than ideology which were usually represented rather marginally. However, in all cases there could be found some examples of how was the representation of totalitarianism used to merge with system of control in games.