

## **Abstract**

This thesis is a case study analysis of the visualization of history in computer games. The analyzed game, *Valiant Hearts: The Great War*, was published by the French company *Ubisoft* in 2014. The game is set in The First World War and was developed in cooperation with *The Centenary Partnership Program*. The main goals of the thesis are following: First, determine if the vision of history in the game reflects the current paradigms of French historiography of The First World War. Second, to identify and to interpret particularities and deformations in the way the game recreates history. The first, theoretical chapter presents the phenomenon of The First World War in the French context, the study of computer games and the methodology of the analysis. For the analysis I have created my own methodology which combines various approaches used elsewhere. Chapter 2 contains the analysis, which is further structured into the analysis of the story from the perspective of the main characters and locations (2.1), analysis of the object inventory and the in game minencyclopedia (2.2), and the analysis of game's style and form –the graphic and audio style, along with the issue of player freedom (2.3). For greater clarity, the parts of the game are referred to through its subchapters. The results of the analysis confirm that the vision of history in the game reflects the current historiography. The main points that the depiction of history is based on in this game can be summed up as: internationalism, emphasis on education, micro view and antimilitarism. There are two attachments to the thesis: 1) Screen shots from the game and 2) List of chapters and subchapters.