

## **Abstract**

The main goal of this thesis is to explain the relationship of literature and computer games. The first part deals with the definition of computer RPG genre and literary fantasy genre. It considers aspects which leads players to play computer games and connect between the literary work and the computer game. It deals also with the experience: the experience of the game and reading while specifically dealing with the flow effect and concept of immersion. A central part of this work examines both media through narrative approach. Interpretation and literary analysis of *The Witcher Saga* by Andrzej Sapkowski and computer game *The Witcher 3: Wild Hunt* follows the specifics of the construction of the story in two different media through narrative figures (events, characters and space) and their possible modifications. Furthermore, it tracks purposes and methods for these variations and their impact on the recipient.