

## **Abstract**

This bachelor thesis deals with selected language aspects of contemporary discourse on computer games. The analyzed material comes from game magazines *Level* and *Score*. The first part of the thesis deals with the delineation of the topic and the summary of the knowledge from the professional literature concerning the language of computers, computer games and internet communication. This includes a characteristic of the collected material. The second part is an analysis of game texts focusing on vocabulary of computer game players, expression in game texts, intertextuality, elements of humor, phraseology, comparison, rhymes, irony and self-irony. In addition, the work focuses on the communication situation in game reviews. The last part summarizes the knowledge gained from the analysis of game magazines and formulates conclusions about the language used in the discourse on computer games.