

This thesis explores a specific form of fan-content creation namely videogame modding. The goal is to explore and compare these forms of content and its communities which are present around selected videogames: The Elder Scrolls V: Skyrim and Cities: Skylines. The theoretical part of this thesis firstly describes media audiences and their functions in contemporary new media environment. Concern is then shifted to problematic of fandom and fan-content production. Theme of the next part is mainly modding itself, its essence is then described, various aspects of modding research are presented and modding communities and aspects of their functions are introduced. The analytic part firstly describes selected videogames and their mechanics. Later, thesis explores the forms of modifications and corresponding communities, for both games, while also concerned with feedback of other players presented in discussions. It has come to light, that this particular type of fan-content is in general very diverse and very popullar among other players, while, for both games, approach to modifications by gamers and developers is in some aspects slightly different.