

## Annotation

The thesis is a comparative case study, that applies the typology of deployments of history of S. A. Metzger and R. J. Paxton on the World War I video games *Battlefield 1* and *Valiant Hearts*. The objective of the thesis is to compare the studied games and to evaluate the usefulness and limitations of the applied typology as an analytical tool. A. Chapman's analytical framework for the formal analysis of historical video games is used as a methodological guideline. The "texts" of the video games serve as the main data source, complemented by the use of Let's Play videos, that allow a deeper level of analysis in certain areas and offer a glimpse of how historical representations and narratives are being consumed. Results show that both games present a rich and critical view of the World War I history and that they offer space for representation of marginalized groups. The game *Valiant Hearts*, unlike the game *Battlefield 1*, has a strong anti-war message and tells its story from a transnational perspective, emphasizing the Franco-German reconciliation. The game *Battlefield 1* celebrates the combat heroism of the soldiers of individual nations and avoids completely the portrayal of civilians and the impact of the war on their lives. The World War I in this game is likened to the Second World War and it is presented in a dominantly Anglo-American perspective. The Metzger - Paxton typology was found to be useful in identifying various aspects of historical video games, that might not be visible at first sight. The shortcomings of this typology include vagueness and inner inconsistency of some of the types of deployments and inability to analyze dominant aspects in a video game as a whole.