Abstract

Progression of human civilization in fields of technology, culture and media is closely tied to the creation of remains known as a cultural heritage. These artefacts and knowledge are testimonies of human cultures of distant and recent pasts. In last two decades, a trend of creating and living in synthetic worlds has emerged with social media and vast digital games being prime examples of such synthetic worlds. To better understand human culture, a new, yet undeveloped and academically unestablished (even though suggested by texts in past 30 years) interdisciplinar field has emerged: archaogaming. Its mission is researching distant and recent past through cultural heritage in and of digital games, connecting archaeology, game and media studies, using methods and tools inspired by archaeological practice. Among such methods belongs digital ethnography and on-site research, methods used in this Master's thesis' research. Its aim was to describe artefacts used and left in game worlds by gamers of three chosen digital games: *GTA Online*, *Fortnite Battle Royale* and *Soul Calibur VI*. Moreover, other goals of this research were to identify factors influencing such relics and their lifespan. Analysis of data collected during 60 gaming sessions throughout the trio of synthetic worlds suggests that artefacts left out and created by gamers can have utility and/or cosmetic meaning and both of these meanings are influenced by the interaction with either synthetic and natural world. One of the main findings is also an influence of metagame (knowledge of the game, its most efficient strategies and other more subtle information passed on from gamer to gamer) and (pop)culture of both worlds. However, the most common remainings are not a universal to all gamers as they can be divided into groups for every level of gamers' experience or in-game progress. The amount of such common artefacts can be further extended by the post-release game development (patches, updates, DLCs and also lifespan of the game itself), progress and game cycle, all of which create environment for residual artefacts, older remainings that are not used by gamers anymore due to upgrading to more efficient solutions provided by game updates.

Klíčová slova

Archeogaming, kulturní dědictví, digitální hry, digitální etnografie, herní artefakty, metahra, syntetické světy