# Abstract

Using the method of qualitative content analysis, my research is focused on the visual and ideological representation of antagonists in eight PC games of first-person shooter genre (FPS), released between 2007 and 2019. The analysis is based on the identification of the stereotypical antagonistic representations. Its main attention is devoted to the ethnic and national stereotypes, because antagonists are ethnic and national Others in relation to protagonists. I aimed to define another summarizing and defining criterion of antagonistic representation, apart from the categories of othering already mentioned. In my thesis, I also describe ideological aspects which frame antagonistic representation. For the analysis of ideological content, I use Pötzsch's selective realism, which, by means of the four filters (violence, consequence, character and conflict) excludes negative and controversial aspects of war from FPS games. Not only does selective realism presents war selectively, it represents antagonistic actions selectively, too. In the text, I identify the stereotypical representations of three ethnic-national groups – orientalism and Cold War stereotypes in the case of Russians, neo-orientalism in the case of Middle Eastern antagonists and techno-orientalism in the case of East Asians. The ideology of religious nationalists and radicals is discovered common criterion between antagonists. War conflicts in the given games are subject to the aforementioned filters, with the partial exception of Call of Duty: Modern Warfare reboot from 2019, which presents the impact of the war in the Middle East on local citizens and, in contrast to the remaining titles, defined by the frame of masculine characters, it introduces the perspective of a woman and a child, represented by one playable character.