

## **Abstract**

This diploma theses focuses on the issue of game studies and examines its connection with the news media. The relationship between these areas is analysed on the case study of the computer game Kingdom Come: Deliverance that reached international success. This study uses content analysis to identify the presence and way of presentation of this game project in the Czech Television news since 2014 to 2019. Regarding the international success of the game, I presume that not only the game itself but also the gaming industry as such might been more captured in the news. In addition to the analysis of media mentions of the game, the work also focuses on their contextual framework and context in which the Czech project was discussed. In addition to quantitative research on Czech Television news, the work is supplemented by a comparison of Czech and foreign reviews, which provides a broader view not only of a different approach to the game in the Czech Republic and the world, but also outlines the importance and relevance of the game itself.

## **Key Words**

Kingdom Come: Deliverance, Game studies, Czech PC Games, media analysis, quantitative research