

## **ABSTRACT**

This bachelor thesis focuses on a type of computer games called interactive fiction and the multimedia that can be incorporated into them. The first part of the thesis focuses on the definition of interactive fictions and their different characteristics. These properties include story, interactivity, and multimedia. Next, interactive fiction is characterized in terms of its control and story structure. This type of computer game is also described with its possible use in education, either by teacher, or a student. The last part of this theses focuses on various developer tools which can be used to create this type of computer game.