Abstract

The vast majority of videogames is consisting of fiction. One of the ways of approaching fiction is the literary theory of fictional worlds. However, this begs a question if we would be able to use this theory. The purpose of our thesis is to determine how literary theorists define fictional worlds. Furthermore, we will look at the way that this concept is used by ludologists and how they work with it. If our hypothesis, that we can apply this theory to videogames, will be confirmed, then we investigate how those worlds are different from the literary ones. Then, with the help from the acquired knowledge, we will conduct case studies on selected games. Finally, we will demonstrate how researching of fictional worlds can be profitable for game studies and how to utilize the theory more.