

Abstract

Video games today represent very widespread medium, which has a huge potential. Majority of games uses for its stories and building of their world rearranged and commodified elements inspired by vernacular folklore. Thanks to that kind of games, they were able to preserve and spread some manifestations of oral tradition, mainly representation of oral literature, specifically the representatives of demonological legends, not only in collective memory of certain group, but also in the general population thanks to the mass culture of popular culture.

Based on the identification, processing, study and documentation of these manifestations in a selected sample of video games with folklore themes and subsequent research among players and developers about the knowledge of these manifestations, it can be determined whether is the manifestations or folklore, or whether these manifestations are related with folklorism or folkloresque. The thesis aims to examine these statements and to explore the possibilities of preserving the manifestations of oral literature in the collective memory of the subculture of computer game players with an overlap to the general population.

Keywords

oral tradition, oral literature, storytelling, popular culture, demonological legends, video games, case study, folkloresque, collective memory