

## **Abstract**

This thesis examines the RPG game Dungeons & Dragons (D&D) and its players in the Czech Republic. Although, D&D is primarily a game that uses physical components such as paper character sheets or dice, technology has also found its way to it, which is no surprise because current world is full of new technologies. The aim of this work is to examine the motivation of players to play, what role mediation plays, what technologies are used in playing and what are the main differences players perceive in the case of face-to-face session and in the case of online session. Many different technologies are used in both cases. Research questions dealing with these topics are answered through semi-structured interviews with a total of eight players and two participant observations of a player group's session.

The most important reasons to play are the social and creative aspects of the game - players play with others, with whom they often form long-term friendships, and enjoy creating and using their imagination to create unique characters, narratives and worlds. D&D is also a source of inspiration for them. The main differences in offline and online game are especially in sociality and opportunities for communication, which is related to the atmosphere and experience, which in the case of face-to-face game are simply better and incomparable. Technologies and mediation mainly contribute to the better availability of the game thanks to the resources available on the internet and to the growing awareness of D&D, which is due, among other things, to representation in (popular) media. Respondents use many types of technology for their games, both offline and online, whether for actual playing or in preparation - from generators to programs for their own creation (e.g. maps) and virtual tabletops to a 3D printer to print their own miniatures.