

The presented thesis is focused on the Role Playing Games (RPGs). These games developed from strategic war games in 70's in the USA, where they immediately gained a huge popularity and expanded to other countries. In the Czech Republic the first RPG called Draci doupe was published in 1990. In spite of robust expansion of these games, there is just a few scholarly papers about them, especially in the Czech Republic. Here, we find mainly students' papers, which are enthusiastic and well-oriented in RPGs but not enough interested in science. This thesis aspires on scientific framing of RPGs. There are many appealing topics in the RPGs - e.g. cooperation between players, collective construction of game world and events, personality traits of heroes played by players and their relationship to players' identities. In our research we adopt the approach of cultural-historical psychology from Vygotskij, Leontjev and Engestrom, and therefore we focused on the interactions between game participants and on the artifacts which modulate these interactions. Due to the specific structure of the investigated game group we revealed an educational relationship between the players and Game Master, we concentrated on this relationship and tried to analyze it. We revealed the meaning as the main topic in RPGs. We describe the playing as a process of decoding the game objects' meanings that have been encoded by Game Master. For the proper decoding players use artifacts, which are shared with Game Master. We identified three types of artifacts using in RPGs: rules, metagaming and genre.