Abstract

The thesis deals with the historical development of computer adventure games in the Czech Republic. It focuses on the period that started in 1994 with the production of the first commercial PC game Tajemství Oslího ostrova (The Secret of Donkey Island), and ended in 1998. It also touches an earlier period and factors that influenced the production of the adventure genre in the nineties. Researched titles belong to the genre of 2D point-and-click adventure. The paper brings the analysis of the games according to the theories of game studies, context of their production, information about their producers and analysis of the feedback in the press that focused on computer games. The thesis tries to identify the common features of the first commercial PC games thanks to which the games became very popular in the nineties and also describes the obstacles that the first producers had to overcome in the post socialistic country. At nearly twenty titles the paper tries to reveal the new elements that showed in the historical development of the adventure games and also to describe the differences among monitored titles. The sources of information for the thesis were both the literature, which dealt with computer games, and the interviews with the developers, game designers and distributors who focused on the production of the adventure genre.