

## **Abstract**

The main objective of this thesis is the description and characterization of media content generated within the community around the game *League of Legends* inside the phenomenon of e-sports. The central issue is the definition of metagame term and anchoring its functions in different types of media content rising in the community around the game *League of Legends*. The output of this work is analysis of different types of media content, in which the term metagame is designed, interpreted and transmitted to the audience.