

ABSTRACT

This paper tries to characterize relation between narrative of novels and computer games. In its first part it points out specifics of the narrative of videogames, but also shows how narrative used in literature reacted in a form of multiform stories. It defines the possible kinds of relations between these two media (genetical influence, influence of structural analogy, influence of functional similarity, influence of shared contextual functioning, metatextual relation and changes caused by shared influences of perception), shows possible directions in which they can be used and finally it shows some of the prominent examples from both media to make these relations clearer. The main interest of the paper is then influence of structural analogy because of comparison of possibilities in both kinds of narrative.

KEYWORDS

narratology – narrative – fictional worlds – comparatistics – literature – computer games