

## **Abstract**

The purpose of this thesis is to analyse storytelling in Korean online games, mainly represented by MMORPG genre. The first chapter introduces five essential Korean MMORPGs that will be subjected to the analyses throughout the thesis. Next chapters research storytelling in MMORPGs and its instruments, which are used to anchor the story inside the game. Main practical part then analyses mentioned online games and searches for motives based on Asian mythology, history and culture. For better comprehension a technical vocabulary related to gaming industry is also included at the end of the thesis. Because of technical reasons, all mentioned games are analysed in their European versions.

## **Key words**

Korean online games, MMORPG, storytelling, mythology, multiplayer, asian motives, Heterocosmica