

Abstract

Diploma thesis "Representation of historic events in the game series Total War" describes commercial games. Focused on their correspondence with presented historical events and educational opportunities. Origins of this thesis are 2017 on theoretical basis of Bogost, Chapman, Juul and others works and own research with survey. At the beginning author focuses on the theory and knowledge available both in teaching through games and game studies. The following section describes the methodology of the thesis, process of research and questionnaires. The author tries to describe the specifics of commercial games, external influences that shape their form and approach of the players to this genre of games. At the same time tries to answer following questions: "In which way are Total War games educational and what is relationship between player and game?" The penultimate part of the thesis author works with history presented by academic experts. Then compares game version and study representation of history in other types of media. In conclusion, the author presents the results of its own survey, answers the questions and suggests possible solutions in the field of education through the popular games. Last but not least, the author presents the relationship and influence of selected games to players.