

Annotation

This diploma thesis are describing the evolution of audio commentary in sports computer games since 1998. As the subject for the research was selected the FIFA game series, currently the best-selling game of virtual sports category. The objective of the analysis is to find out under which circumstances could this game includes the Czech version of audio commentary. Structurally this diploma thesis is divided into theoretical and research part. The first part describes the theoretical aspects of the researched issue. Describes the evolution in the video game industry from its beginnings to the present time, including the phenomenon of the eSports that is described in the second chapter. The theoretical part concludes with an analysis of methods, elements and specifics, for commentating of a sporting events. At the beginning of the research, this analysis is confronted with the specifics of the word algorithm for audio commentary used in the FIFA game series. Final SWOT analysis describe evaluation of the current state of evolution in the video game industry with the focus on the subject of this diploma thesis, audio commentary in the FIFA game series and possible return of the Czech version of audio commentary into the game.

Keywords

Commentating, FIFA, pc games, videogames, word algortihm, eSports, sport

Title

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