

# **Image of religion in Bioshock: Infinite computer game**

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Few mainstream computer games have caused such controversy as Bioshock: Infinite (Irrational Games, 2013). The third installment of the Bioshock series is set in the fictional city of Columbia in an alternate history of early twentieth century, which at first glance appears to be a perfect social utopia. After a while, however, the narrative begins to uncover the multilayered problems of society oppressed by a fraction of the white elite and religious fanaticism embodied by the character of Z.H. Comstock, the charismatic leader of the whole community.

The popularity of the game and its stable position at the top of the various popularity charts are not only due to the attractive audiovisual processing and complex game mechanics. It is primarily a story that uses (for a mass audience product) an unprecedented amount of religious symbolism - especially Christian, historical references, polysemic story elements and the story based on the concepts of Frontier myth and American exceptionalism. This work deals with the analysis of narrative and religious-social phenomena appearing in the game, especially those that are directly related to the religious and nationalistic topics in the United States.