

Drakan: Order of the Flame – between the Video Game and the Fairy Tale

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(Summary)

The paper focuses on the video game Drakan, analyzed in the context of the fairy tale based on Vladimir Propp. The author's main objective is to demonstrate how traditional narrative structures are applied to syncretic narrative in the cyberspace. The characters, the storyline and the setting are dissected and analyzed, based on traditional folklore. Special attention is given to the plot unfolding in the context of its openness, concerning the player's freedom of interaction, and closeness, regarding the fixed framework of the space.

Keywords: video games, cyberspace, fairy tale, folklore, Vladimir Propp

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