**Jakub Šindelář**

The Ph.D. thesis aims to contribute to the understanding of how new forms of digital media shape and impact the way the First World war is remembered. It examines a selected case study of relevant video games of different genres with a WW1 setting published around the time of the centenary commemorations. To explore the reception of this widely popular interactive medium, it relies on the analysis of Let’s Play videos, an important genre of videos on video-sharing platforms like YouTube or Twitch, where people record themselves while playing and commenting on video games.