

## **Abstract**

This dissertation examines the video game, as a medium for story telling, and discusses how the narrative methods and styles in video games have changed and evolved over time. Also discussed, are the methods used for including narrative in video games and some popular narrative styles are examined. Video game studies is a relatively new area of study and many aspects of the field have not yet been analysed in an academic manner. The area of video game narrative lacks a great deal of definition, and this dissertation attempts to define video game narrative and to discuss how it has changed and developed over time. Due to the fact that it is sometimes argued that video games either do not or should not contain narrative the criticism towards video game narrative is also briefly discussed.