**To be a S.T.A.L.K.E.R. On architecture, games and tourist experience in the Chernobyl Exclusion Zone**

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The paper covers one of the specific cases of the role of simulacra in tourist experience. The following research seeks to explore the relationship between growing popularity of trips to the Chernobyl Exclusion Zone (CEZ) and its image as “post-apocalyptic site”, which has been recently significantly empowered by different media (Goatcher and Brundsen 2011, Briukhovetska 2016). The f architecture of the abandoned city of Prypyat’ and Chernobyl, as well as the power plant itself, serve as an exquisite tool for creating different narratives (Dobraszczyk 2010, Stone 2013) which become a source of inspiration for tourist industry. One among them is the first-person shooter survival horror video game “S.T.A.L.K.E.R.”, and other games such as “Call of Duty 4” or “Fallout 4”. They have gained a spectacular interest of game players worldwide, thereby contributing to the development of tourism in the CEZ. The research aims predominantly at answering how the game reflects the real architecture of the CEZ, and consequently stimulates motivations and experience of people who visit or wish to visit the site. The analysis will be based mainly on the data collected from the questionnaires and in-depth interviews with game players, who have visited or plan to visit the Zone.

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