

## **ANNOTATION**

The idea of a game as a limited space used mainly for fun, leisure or a purposeful instrument is quite limited. From this definition of the vast phenomena of games and play, it is impossible to recognize what else playfulness can offer. By differentiating the subject of the game from the gaming process itself, allows perceiving the general concept of game in a new light. Such a deviation from the generally accepted interpretation of what game is and what playing is, enables the perception of playfulness as a principle in the same way as Greek and modern philosophers described the principle of being. Utilizing this new view we can change the perception of values in everyday life and transform the way we perceive own being.

## **KEY WORDS**

Game, play, processuality, paidia, world, being