

This master's thesis aims both to present empirical criticism of the published case studies of gambling, in particular the *Deep Play* by Clifford Geertz, which is the most cited one, and to propose such a methodology which would enable us to derive more meaningful data from the ethnographic material on gambling. In this context it is also needed to question the conventional conceptual categories which are internally conflicting as appears both in common speech and in the works of the social science scholars such as Johan Huizinga, Eugen Fink, Roger Caillois, Gerda Reith and Jackson Lears.