ABSTRACT

This diploma thesis focuses on the issue of human game, from several points of view, namely philosophical, pedagogical and didactic. The work is structured into three parts. The theoretical part deals with the philosophical considerations concerning the game phenomenon, where the game is based mainly on the ontological principle and the game theory, which is analyzed by selected authors. The second part then deals with the game used in the pedagogical processes, or the game as a teaching method in the field of social science and its importance in teaching at primary and secondary schools. The practical part is focused on simulation games implementation within the social science - education.