

Abstract

- Title:** Multidisciplinary approach to the phenomenon of a game
- Objectives:** The objective of this thesis is to pursue an explanation of a game as a term and to demonstrate via multidisciplinary approach the scope and impact of a game. Sectional objectives are conceptual clarification of a game, description of its basic characteristics, determination of eligible classification, and analysis of historical development of games.
- Methods:** There are progressive, diachronic, and probe methods applied in this thesis. The interpretation of text also utilized the hermeneutic method.
- Results:** The first part of the thesis provides basic information regarding a game. It aims to explain a game as a term via selected definitions. It also contains the classification of games and characteristics of a game. Furthermore, the first part includes a chapter describing the history of a game from their origin all the way to the present. The main goal of this thesis is fulfilled in the second part. Utilizing analysis of particular disciplinary approaches, it proves the remarkable scope and impact of the phenomenon called a game.
- Keywords:** game, culture, homo ludens, sportive games, kinanthropology, experience, temporality