

Abstract

This work deals with the phenomenon of role-playing games with emphasis on social action and dramatic games of the larp. Introduction explains the basic anthropological and sociological ideas of game theory from the works of several leading theorists of the game theory. The following section deals with the game and non game predecessors of LARP, especially the theme of history and social significance in society. LARP itself is defined and described in terms of gaming and its history in the world and in the Czech Republic. Part of it is dedicated to larp subculture whose existence may not be obvious at first glance. In another part the classification of different types of games in the CR is done and well-known and most significant associations are listed that have contributed to the Czech larp community. In the research section is a compilation of data and observations from three different games. The aim of this case study is to understand the meaning of these games and their importance for the life of the player. In conclusion the work summarizes the findings from the previous text.