Abstract

This text is presenting the new phenomenon called larp and it is trying to describe its fundamental characteristic attributes and acquaint reader with its structure. The goal of this text is to define larp in the company of other types of media, describe the unique relationship between larp and its audience and in the same time bring larp community to kontext of active audience theories. For better understanding of this medium this text is also trying to clarify terms like role-playing, immersion or diegesis and their role in the enviroment of this phenomenon.