

The thesis focuses on defining and classifying LARP (Live action role-playing games). It then compares the concept of LARP with the theory of games and studies sources of inspiration for LARP in fantasy literature, film and computer games. Further, it captures the development of LARP in the Czech republic, its types, and puts it in a culturological context. The empirical section portrays the typical LARP player by means of qualitative and quantitative research and in conclusion summarizes the effect of LARP and the fantasy community as a whole on the individual player.