

This diploma thesis “New urban games and their players” treats the new phenomenon of urban games. The text is based on the classical games theory joined with the latest developments in the area and some relevant concepts of urban sociology. From a sociological point of view this thesis explores urban games as a new leisure time phenomenon and clearly states its characteristics as well as its definition. The main focus lies in examining the recent developments in Czech urban games and describing the variety present in urban games today. Other related topics of urban activities are also explained. The mechanics of urban games is explored in the case study of Compagnie, an urban game that took place in Prague in 2010. In the case study, the urban game basics are shown in order to help the general public to understand it. This work is concluded with a socio-demographic analysis of urban game players based on an enquiry done with the participants of the game. The whole text mixes theoretic approach with practical study of urban games, sociological analysis and participatory observation.