

## **Abstract**

In the course of 20<sup>th</sup> century, various subcultures became important part of our society. They were formed by mutual belief and shared interest in values often dissonant to those of majority. This paper describes larp community, fellowship that creates and organizes theatre-like role playing sessions. Live action role playing is about establishing new fictional worlds and retriating legendary tales with main focus on joy experienced during the game. A radio documentary „Fenomen larp“ (i.e. Phenomenon LARP) complementing this paper provides detailed insight.

Main goal of the work is to put together the overview of the means of communication within larp community with accent on zines, webzines and Facebook. It also describes the way mainstream media covers the topic and what is the public opinion towards larp together with content analysis of texts published in „Pevnost“ (i.e. Citadel) magazine.

In appendix there are photographs from documentary shooting, interview with Helena Jiskrova (creator of Common sign social network) and overview of media outputs on larp in Czech Republic during 2014.