

Hamplová, K.; Transformations of roles and significations of object and material in a visual game. [Diploma thesis] Prague 2014 – Charles University, Faculty of education, 99 pages

In my thesis I examine the process of transformation of roles and significations of object and material in visual games. I focus on the game as the experiment with characteristics of objects. I explore using objects and materials as the instruments for opening fictional worlds. A brief outline of the theories of perception of objects and their significations and theories of games and fictional worlds illustrates the base of the theme. Various views on the alterations of significations in creative process are illustrated with a selection of works of contemporary artists. In the didactic part I examine the characteristic position of the make-believe games in the development of a child and possible applications of those characteristics in art education. I also describe the design and realization of my didactic project dealing with this issue there. The applied part of my thesis is a natural extension and application of the thoughts delineated in the theoretic part.