

## Abstract

The bachelor thesis *Principles of fun in collectible card games and their influence on the players life* is about a hobby game discipline called Collectible Card Games or Trading Card Games. Basic rules of collectible card games are described in the introduction. Theoretical block describes game in a different way, than people usually thought about it. Important part of thesis is empirical research which conducted in March 2014. This research was performed using the method called interview with manual which belongs under the qualitative methods. Research is focused on long-term *Magic the Gathering* players and took place in Prague game centre. Results of this research are divided to two major sections. First section is *Fun and collectible card games* and second section is *Influence of community on player's life*. First section is focusing on what is fun about gaming, why competition is important, factor of luck in games and what having a collection means for them. Second section is about relationship between the players, formation and maintenance of community and also about traveling and friendship. Whole research procedure is summarized in conclusion. Also, there are several ideas arising from the answers of the interviewed informants.