

Abstract

Title: Impact of skills and probabilities for poker

Objectives: The aims of this bachelor thesis are to find out what are poker skills and how they affect the results in poker; to show the nature of relationship between coincidence and probability; to find out what influences have an impact on the game of poker and what factors significantly affect the players' actions; to introduce some formulas, by which one can find a profitable solution concerning both the number of chips or the financial profitability in a particular poker game; to show the amount of deviation from the potential profitability or the loss rate of chips in a long period of playing a high number of games; to present the development of legislation in the Czech Republic, the European Union and some selected countries; and last but not least based on the development of poker to outline the current problems, which have resulted in poker heading increasingly towards a gambling game.

Methods: In this thesis the method of statistical deviation and probability is used. The data were gained from a poker player's game history using mathematical and statistical software and web applications designed for the game of poker.

Results: It was found out that the poker skills have a not inconsiderable influence on the game. Similarly not inconsiderable influence has coincidence. Nevertheless, by the player's skills and the long-term probability can the element of coincidence be cut down to a minimum. Due to the development of poker and the related legislation of the individual states, poker increasingly tends to fall under the category of a gambling game, whether it is a live game or an online game.

Key words: Game, gambling, chance, statistics