

ABSTRACT

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Randomness in contemporary graphic art

imaginative picture card game

ANNOTATION

This (bachelor) thesis concerns itself with a connection between verbal and visual character system within the topic of Randomness in contemporary graphic art – imaginative picture card game. The thesis is mainly based on the practical part – exclusively created card game Piktim. The card game uses association and imagination to tell stories. The theoretical part summarizes the knowledge of terms: game, chance and story. The didactical part presents possible usage of the cards for education especially in the field of expression and imagination.

KEYWORDS

graphic art, graphic design, illustration, randomness, game, education, narrative graphics, fantasy, rules to card games