

This dissertation IS focusing on human personality In relation to phenomenon of game. In the first part, game is being defined by recognizing its main traits and categories, which correspond with major aspects of human nature. Next, sport is presented as a demonstration of one of these categories - agon. The first part is dosed by contemplation of Eugen Fink on the meaning of game. In the second part, the impacts of human personality on game are discussed, on the bases of psychological categories of action and situation. Last part presents a practical research on personal qualities of a sports player (player of "five aside football"), that are relevant for his success.