

The bachelor thesis discusses possible applications of the experiential learning method in adult education, mainly in professional training. The thesis defines the experiential pedagogy concept and covers the history of this area of pedagogy. It focuses on games as an important experiential learning tool as well as on conditions of their application in the development of adults. It explains how to prepare a game for adults and how to work with it to make it a real developmental tool. One section of the text focuses on outdoor trainings as a form of experiential pedagogy. It describes what principles the outdoor training is based on and which specific conditions the outdoor training must comply with in order to become an efficient and safe tool for the development of professional competences, and not only the means for entertainment and/or active relaxation for the course participants. The text mentions several types of programmes used, i.e. games and exercises that may be included in outdoor courses as well as possible objectives that may be achieved through these programmes. Not only benefits but also limitations that are not negligible are mentioned. The final part of this bachelor thesis shows the outline of current trends in the application of experiential pedagogy and/or outdoor development.