

Abstract

Bachelor's thesis on the theme „Geolocation services and games a their use in libraries“ is focused on geolocation services and games, which can have positive impact for libraries. First chapter is dedicated to present geolocation services and games and briefly describes their principle and function. Next chapter is focused closely on specific game, which is Geocaching. Describes its principle, history and also presents examples of caches and their individual types. Third chapter is focused on specific use of geocaching in libraries. Presents existing examples of libraries with experience in geocaching and describes more ideas about its use in libraries. Last chapter contains model design of cache placement in library.