

Abstract

The intention of my thesis *Hopscotch* by Cortázar – a game in many games was to analyze the novel in its ludic dimension. I tried to see the game as a multiplicative element and, at the same time, as an element that provides unit to the work. Therefore, I use as an interpretative instrument the *semantic gesture* of Jan Mukařovský. However, I do not intend to utilize this term in his whole meaning, I wanted to study the multiplicity and unit of the game, exploring some of the aspects of the semantic gesture. Despite the game has dynamic features, it also has two concrete forms in the novel. *Hopscotch* is many games, but especially is two: esthetic and moral game.

When I speak about the esthetic game, I refer to the formal aspects of the novel. I tried to study the esthetic game in its multiplicative dimension, as well as an element that creates unit in the dynamics of the novel. Therefore, I my research went through the formal aspects of the work. I observed the problem of the name, genre, structure and the relations between characters, readers and the author. On one hand, the novel is presented, thanks to the game, as an open, infinite book. The ludic element also provides to the author an instrument to *play* with the structure of the novel, creating infinite possibilities of lecture.

At the third place, I tried to observe the language of the novel that is both multiplicative and unified. Due to the multiplicity of the games with the language, the author may recreate it. However, the ludic element unifies it as well.

Eventually, I discussed the theme of the moral game that takes place in the aspect of looking for a Heaven. The moral game problematizes the seeking and it appears in all of the thematic subjects. However, it is also and unifying element among the themes of the novel.

To sum up, the game in the novel does not appear as a playful element. It has a face of a labyrinth that problematizes the formal and thematic aspects of the work. But the game is also what unifies the novel and it converts into a nit that passes through the whole novel.

