

Abstract

The bachelor thesis is focused on the aspect of the inclusion of board games in the offer of public library services. The introductory theoretical part is devoted to the issue of board games. Next, there is a focus on the use of games in Czech libraries, all seen in the context of the shift of libraries to their community model. The case study describes the game program realized in the Municipal Library in Dobříš. Attention is paid to all aspects of this service: financial support, organization, marketing, feedback, and efficiency gains. The research methods used are literary analyses of academic texts and semi-structured interviews with the staff of the Municipal Library in Dobříš. In conclusion, there is a summary of the facts collected and design of the good practice for public libraries that consider the introduction of these services.