

This thesis tries to come up with the explanation if the goals set for experience educational course organized by Jabok students were met. In theoretical section the basic methods and principles in experience education are described, such as the history of education experience, game, Kolbs learning cycle, feedback, dramaturgy, voluntary, groups and others. The work contains a detailed description of experience course setup. First in theory and then in practical and specific way, based on real course process. In practical part is the evaluation of the course goals based on questionnaires. Participants received these papers three months after the course. This thesis can serve as a manual for weekend experience course because it contains a theory each instructor should know when developing a course. Practical part describing detailed the course preparations process in detail. There are all games with rules and effects to participants described as well. That is the answer to goals meeting question.