

Abstract

The presented thesis seeks to clarify Weiner's concept of the game as a specific experience of the world. The concept of the game is correlated to several related concepts, primarily to the artistic conception of the Le Grand Jeu and wider philosophical context, especially the Surrealist project. The aim of the work is not to assign Weiner's works to existing literary creations, orientations and tendencies (even its fragmented parts), but rather to define its uniqueness in contrast to them. It is not limited to one plane in the text, but takes into account all the poetic devices to reveal the author's concept of the game and the world in general. The subject of investigation is the author's last work Hra doopravdy.

Keywords

Richard Weiner

Hra doopravdy

Le Grand Jeu

surrealism

surrealist game