

The main theme of this bachelor thesis is a reception of the czech improv theatre through game principles categories as Roger Caillois, the french sociologist, has defined them. The author of the thesis discover every single principle (mimicry, alea, agon, ilinx) in creations of some important personalities and subjects of czech improv theatre (Vlasta Burian, V+W, Ivan Vyskočil, Jaroslav Dušek, Improliga). Despite of strict qualification made by Caillois, she finds those principles functional together in a harmony. In the early chapters she tries to define the game phenomenon using various conception of the game from philosophical and sociological aspect. In addition, she distinguish the improvisation concept between improv in author's theatre and improv as the theatre sport. In the end of the thesis, she pays attention also to the role of entertainer which is the connecting character among all examined ways of improv theatre.