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[: 4, 654 ,d,e].

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” [1, .128].

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” [5, .25].

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” [4, V 796 d].

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“aristos” (),

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” [6, .115],

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” [1, .7-15].

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[: 1, .10].

homo ludens

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” [1, .121].

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: “Panem et circensem” (“ ”).

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” [7, .25].

[:2, 257- 895].

” [3, 606].

” [6 .115],

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... [4, V 803 d].

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... “ ... ”

1. ... Homo ludens / ... ; [...] .- .: ... ,1994. – 250 .
2. ... / ... ; [...] .- .:
3. ... : ... : 3 ./ ... ; [...] .- .: 3. – ...
4. ... : ... : 3 ./ ... ; [...] .- .: ... ,1971. – .91-454.
5. ... : [...] .- .: ... ,1972. – .85-478.
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8. ... : ... / ... ; [...] .- .: ... ,2001. – 191 .

Summary

Bednarskiy O. The Game Aspect of the Cultural Process in Ancient Greece. The article proven that the game was a vital part of everyday life of ancient Greeks civilization; it was a manifestation of varions physical and spirituel needs of a city state citizen and a way of self-expression as an active and vivacions person. The game with its competitive spirit became dominant in the cultural process and gadually established itself as an independent and peculiar phenomenon of human activities. Keywords: free time activities, sport, moral, ethic, education.