

Abstract

The bachelor's thesis focuses on escape-room games as a part of the teaching of chemistry. The theoretical part defines the basic concepts such as didactic game, gamification, LARP, eduLARP and escape-room games. Furthermore, the principle of escape-room games and the principles of safety when playing them are described in this part of thesis. Additionally, the list of companies from the Czech Republic offering escape-room games with an educational goal is included at the end of the theoretical part as well as a description of three escape-room games which were used in education abroad. In the practical part, two proposals for escape-room games are presented. The first game is designed for pupils in the second year of a high schools and the second game is designed for pupils in primary schools or lower grades of general high schools.