

Abstract

This master's thesis focuses on the influence of computer games with historical themes on the interest in contemporary history and history in general. It explains basic concepts such as game, digital media, computer game and educational game and introduces the main aspects of computer games. It also focuses on their benefits in education, but also draws attention to possible pitfalls of playing computer games and their impact on health and development of a young individual. Furthermore, the thesis describes game genres in which the most played games with historical themes can be found and introduces the game *Attentat 1942*. The next part of the thesis examines whether and how computer games with historical themes affect the interest in contemporary and general history through empirical research based on a questionnaire survey of 150 respondents aged 15-30. The results show that playing computer games with historical themes has an impact on young people's interest in contemporary and general history, and this influence is positive. Furthermore, the results show that the most popular game genres for games with historical themes are strategies, RPGs (role-playing games) and action games, and that players pay attention mostly to the story, gameplay and graphics in these games. The results also show that the majority of respondents (98.7%) believe that playing computer games with historical themes can help students with learning history at school, specifically by showing history in a more interesting way, improving the general overview and provoking spontaneous discussions among students.