

ABSTRACT

The diploma thesis deals with the topic of board games. It is divided into three parts, the theoretical, practical and didactic part. In the theoretical part, the author describes iconography of board games and playing board games from the Middle Ages to the present time. The use of board games is interpreted on specific works of art in painting, sculpture and crafts. The practical part was focused on the creation of an art history educational board game, which develops knowledge in the form of a quiz with questions and answers. The game was redesigned as a digital / online version and a mobile application. Versions of the game were created in a unified author's design. In the didactic part, the author examines whether the game is a suitable teaching material for teachers, students and a group of respondents from the general public. It also includes a methodology for secondary school teachers on how to deal with play in teaching.