Abstract

This bachelor thesis deals with the testing process in the context of the development of educational game applications in the field of media education. It focuses not only on the ways of assessing the quality of these titles, but more importantly on the criteria that a quality media education video game title must meet.

The first two chapters introduce the basic concepts associated with the topic. The first one deals with the theory of the use of video games in education and the theoretical scheme of their testing. The second one describes the issues of media education and deals with its current state in the Czech Republic. The third chapter deals with the current offer of media literacy educational digital games at the world and Czech level and describes the process of testing two selected foreign titles.

The remaining chapters are then devoted to the practical part of the work, which is the testing of a yet unreleased game title, Solve the Pizza Mystery, from the non-profit organization Choose Info, which aims to educate about information bubbles in the world of social media. The aim of the practical part was to identify the strengths and weaknesses of this title and to assess whether it fulfils its objectives and the characteristics of a quality educational game. Qualitative research was used to achieve these objectives through input and output questionnaires, observation of game sessions and focus group discussions. The research was conducted with a total of four different groups. The research findings revealed that Solving the Pizza Mystery offers a visually appealing, entertaining and somewhat authentic gaming experience with broad educational potential. However, the main weakness of the title is its inconsistency in meeting its educational objectives, which may pose a significant barrier to the inclusion of the game in the classroom. The author then presents in the discussion possible steps to overcome the identified shortcomings. The findings can be used not only in the context of modifying the tested title, but also as inspiration and lessons learned when creating or testing other similar titles.

Keywords: media education, media literacy education, media literacy, serious games, playtesting, game-based learning, digital game-based learning