Abstract

Thesis was developed as a model specification for a design of historical simulation applied in formal education. The text is divided into two main parts:

The theoretical part summarizes findings about the role of new media in e-learning and its potential enrichment for gamification elements. Also mentions computer game as a research subject and points to the game mechanics that can be used in formal education to a successful application DGBL - Digital Game-Based Learning in this process.

Practical part presents case study of a model specification that is based on the real project: 'Stories from the History of Czechoslovakia: Research and experimental development of software simulations to teach the history of the Czech lands in the 20th Century", solved by Faculty of Arts and Facility of Mathematics and Physics of Charles University and Institute of Contemporary History of Academy of Sciences of Czech Republic in Prague in 2011-2014. In this section are addressed by specific examples of model applications of gamification elements with a view to achieving the educational goals of teaching simulation.