ABSTRACT

This diploma thesis examines the impact of playing RPG on the development of players’ creative thinking. Our aim was to analyze the development of creative thinking in relation with RPG playing. This development was observed in the group of beginners and advanced players and in the control group during six months using creative thinking tests (Torrance Tests of Creative Thinking – Figural, Urban’s Test for Creative Thinking-Drawing Production). Tests were administered three times, in the beginning, after 3 months and after 6 months. During the second measurement the experimental group was also assigned a Creative Personality Scale (CPS). The obtained values were processed using descriptive statistics, correlation analysis and t-tests. Overall, it has not been conclusively proved that playing RPG influenced the creative thinking development of players, but a certain trend of improved creativity, especially in RPG-beginners was observed. We found out that the gaming intensity (hours per week) and the creativity are not related. A positive relation between the CPS score and the creativity improvement and also relation between the age and the creativity improvement was established.

KEYWORDS

RPG, creative thinking, Torrance Tests of Creative Thinking – Figural, Urban’s Test for Creative Thinking-Drawing Production, Creative Personality Scale