ABSTRACT:

This diploma thesis focuses on a didactic game and its usage within an educational process. The subject of the thesis is, on the basis of the study of the expert literature and expertly focused primary resources from various fields, to create and test a functional web computer game with didactic content. The theoretical part focuses on the very phenomenon of a game; from a historical and philosophical point of view as well as from the current interpretation of electronic games and a game in the context of didactic methods. In the empirical investigation, the thesis contains the whole development of the game, possibilities of its modification depending on users and the implementation of the didactic game in teaching. In the conclusion, the results of the research are given and recommendations for the research area of the development of other educational tools using Web applications as games are made.