

Abstract

This 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 Faculty 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.