

This diploma thesis compares (through the method of action research) the impact of using video tutorials with text manuals. The chosen content represented the programming by means of KODU Game Lab with text manuals and MINECRAFT Education Edition with the instructions in the form of video tutorials. At the end of each issue, students were assigned two tasks to work out. Their success rate results were subsequently evaluated. The influence of video tutorials was related to secondary school students: to those with special educational needs, long-term ill pupils and gifted athletes with extensive absence from school. The research in empirical part has proved that video tutorial is preferred learning tool rather than text materials; therefore, it should be considered as an important potential method for the individualization of teaching process. The implementation of video tutorials has obviously helped to make the learning outcomes of SEN students better. It can therefore be stated that video has a potential to serve as a prospective tool for the efficient inclusion of these pupils.