

## Abstract

This dissertation investigates whether video games are able to affect players' attitudes and information behaviour towards depicted historical topics in games over the short- and long-term. We collected data from a sample of 148 young adults. As far as we know, there is currently no study of such a scale focused on historical games. We used, as an intervention tool, a modification of the serious game *Czechoslovakia 38-89: Borderlands* that deals with the expulsion of the Sudeten Germans from the former Czechoslovakia after WWII. The game is based on historical research providing players with multiple perspectives on the depicted topics. Our control group played a similar game, but where the narrative was unrelated to any depicted historical event from *Czechoslovakia 38-89: Borderlands*. In the empirical part of the study, we measured explicit and implicit attitude change and information behaviour change towards the expulsion of the Sudeten Germans. Results showed more negative pretest-posttest explicit attitude changes towards the expulsion on a general level ( $d = -0.34$ ;  $p = .022$ ) and a specific level ( $d = -0.53$ ;  $p = .001$ ) in the experimental group compared to the control group. Over the long-term, group differences in attitude change remained significant for the specific level ( $d = -0.44$ ;  $p = .014$ ), but not for the general one ( $d = -0.16$ ;  $p = .226$ ). Our results did not demonstrate any short-term or long-term implicit attitude change in the experimental group. Also, information behaviour and information seeking were not affected by the video game intervention. Our study is the first study to confirm empirically the potential of historical video games to affect the formation of society's historical awareness in relation to the specific level of explicit attitudes.