

Abstract

The diploma thesis is concerned with the subject of video game education. The goal of this thesis is to confirm or to disprove the following research hypothesis: "Using new media in formal education has positive or at least neutral impact on student's motivation for learning in comparison to conventional educative methods" by using both qualitative and quantitative empirical methods. For practical research within the thesis I have chosen Czech educational digital game Europe 2045. The theoretical part introduces current use of new media in education, interactive learning and digital game-based learning and theories of motivations for learning as well as analysis of current digital game-based learning research.