

# GAMEBOOK AS AN INTERACTIVE TEACHING AID

## GAMEBOOK JAKO INTERAKTIVNÍ VZDĚLÁVACÍ POMŮCKA

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### **Abstract**

The thesis addressed the topic of the use of interactive fiction, specifically gamebooks, in modern education. The theoretical part described how the gamebooks work in general and focused on their history in both entertainment industry and education. The main, practical part of the thesis was divided into two sections. The first section contained the gamebook created as a part of the thesis, while the second section focused on testing in practice and gathering feedback from the respondents via a questionnaire.

A total of 42 respondents participated in the questionnaire. The gamebook was in general accepted very well and proved to be a valuable teaching aid.

**Keywords:** *Gamebook, interactive fiction, teaching aid*

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