

Abstract

This thesis examines the Dobble card game and its possible use in psychodiagnostics. The main goals are to present this game, to find out what properties of the cards affect the performance in this game, to compare the performance in Dobble with the results of selected commonly used psychological tests and possibly to present an alternative psychodiagnostic tool. The theoretical part describes the use of social games outside the game context, explains the phenomena of visual search, which is applied when playing Dobble, and discusses selected psychological tests. The empirical part presents quantitative research conducted on 50 volunteers who played three rounds of Dobble and completed several psychological tests as part of the research. The results show that the individual cards do not differ in difficulty. The time it takes to find a matching image is influenced by the repetition of the searched symbol. Dobble performance is related to the d2 attention test Concentration Performance score and the result of the Vienna Matrix Intelligence Test. Conversely, no relationship was found between performance in this game and the reproduction of the Taylor Complex Figure or the Trail Making Test. This research is the first of its kind dealing with the card game Dobble and shows that it would be appropriate to develop a special variant of the game that the test subjects will not know beforehand. According to the obtained data, this could serve as an alternative method for measuring attention or intelligence, which the test subjects will also enjoy.

Key words: board games; gamification; game Dobble; alternative psychodiagnostic tool