

Title: Games for understanding of the basic principles of the quantum description of the world

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Abstract: The aim of this thesis was to choose and to explore appropriate quantum games/activities based on a recherche. Out of 68 games, that were found in the framework of the recherche, four games were chosen and pursued in detail in this thesis. The applicability of chosen games in education was vetted by testing them on a sample of high school students and by consequential evaluating of the questionnaire survey. The result of this testing was confirming these games as appropriate resources for the raising of awareness about basic principles of quantum physics.

Keywords: Quantum Physics, Teaching and Learning Physics, Games in Classroom