Defence of Master's Thesis of Digital Learning Games on the 2nd June 2023

Room A-447

Time	Name	Title of Master's Thesis	Supervisors	Reviewer
10.15-10.30	gathering, testing of technical resources			
10.30-11.15 (via Zoom)	Zhenyu Wang	Gamified Crowdsourcing: Detect Censorship Manipulation in Soviet Estonian Literary Translation	Mikhail Fiadotau Daniele Monticelli	Martin Sillaots
11.15-12.00	Kristjan Suluste	The Possibilities of Maintaining the Quality and Expression of Speech in Game Translation With Limited Resources: Studying the Shortcomings of Speech Synthesis in Comparison to Voice Acting	Peadar Callaghan	Mikhail Fiadotau
12.00-12.45	Safia Khatun Sashe	The Impact of SuperBetter Game on Mental Health: A Case Study of a Social Media Group Using a Game Named SuperBetter for Improving Mental Health	Peadar Callaghan	Triinu Jesmin
break				
13.15-14.00	Ivan Varava	The Development of the Polish and Finnish Gaming Industries: A Comparative Perspective	Jaagup Kippar	Martin Sillaots
14.00-14.45	Julie Morgan Morin	A Study of Actual Game Use in Classrooms in International Schools in Estonia	Peadar Callaghan Triinu Jesmin	Manisha Khulbe
14.45-15.15	discussion of defence committee			
15.15	announcing results			