

Defence of Master's Thesis of Digital Learning Games on the 31st of January 2024

Room A-402

Time	Name	Title of Master's Thesis	Supervisor	Reviewer
10.15-10.30	gathering, testing of technical resources			
10.30-11.15 (via Zoom)	Syeda Ghazal	Use Of Game-Based Learning Environment To Educate Pakistan's Children About Cleanliness	James Sunney Quicoe	Manisha Khulbe
11.15-12.00	Yoshio Yamasaki	Using VR Rock Climbing Games for Exposure Therapy for Anxiety Disorders	Martin Sillaots	Peadar Callaghan
break				
13.00-13.45 (via Zoom)	Artyom Grigoryan	CyberTycoon – Serious Game With a Focus on Cyberattacks on Roblox: Design and Development	Peadar Callaghan	Martin Sillaots
13.45-15.00 (via Zoom)	Ruziye Afife Öрге Hünkar Edgü and Shireen Imran	The Roles of Games in Supporting Speech and Mathematics Learnings for Autistic and Dyscalculic Children: A Case Study in Turkey and Pakistan	James Sunney Quicoe	Mikhail Fiadotau
15.00-15.45	discussion of defence committee			
15.45	announcing results			