

Defence of Master's Thesis of Digital Learning Games on the 31st of January 2025

Room A-402

Time	Name	Title of Master's Thesis	Supervisor	Reviewer
9.45-10.00	gathering, testing of technical resources			
10.00-10.45	Guzalkhon Khamidova	Game-Based Learning in Montessori Education	Martin Sillaots	Manisha Khulbe
10.45-11.30	Hamza Najeeb	Impact of Using VR in Language Learning Games on Student Engagement and Learning Outcomes	Jaagup Kippar	Martin Sillaots
11.30-12.15 (via Zoom)	Mykhailo Stavrovskiy	Attitudes Towards Video Games in Music Therapy: A Survey	Mikhail Fiadotau	Nuno Correia
break				
13.00-13.45 (via Zoom)	Vinayak Babu Rao	Using Video Games to Promote Agricultural Sustainability: A Case Study of Agricultural Practices in Kerala	Martin Sillaots	Triinu Jesmin
13.45-14.30	Sarthak Chandra Gautam	Designing a Prototype of a Learning Game Aimed to Enhance Chemistry Learning for Middle School Students	Martin Sillaots, Katrin Soika	Mikhail Fiadotau
14.30-15.15	Khizar Hayat	Designing a Serious Game to Enhance Emotional and Social Skills for Students with Special Educational Needs	Martin Sillaots	Peadar Callaghan
15.15-15.45	discussion of defence committee			
15.45	announcing results			