

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

in A-447 and Zoom: <https://zoom.us/j/91992934453?pwd=ODhlZjMwWHpyWURmKzdJOE1xZVhRZz09>

Time	Name	Title of Master's Thesis	Supervisors
9.45-10.00	gathering, testing of technical resources		
10.00-10.45	Anthony Gbolahan Femi - Oke	Design of a Gamified System Aimed at Motivating Software Developers	Martin Sillaots
10.45-11.30	Alisa Feklicheva	Exploring Key Factors for the Heuristic Evaluation of Digital Educational Games	Mikhail Fiadotau, Mustafa Can Özdemir
11.30-12.15 via Zoom	Pjotr Surkov	Enriching Self-Management Health Apps with Adaptive Social Gamification	Vladimir Tomberg
break			
13.00-13.45	Anamika Sampath	Improving Playability and Usability in Learning Games by The Example of Methodyca	Martin Sillaots
13.45-14.30	Ahmed Pasha Faisal	Integrating Humor Into the Design of a Political Game About Media Censorship	Mikhail Fiadotau, Anastasiya Fiadotava
break			
14.45-15.30	Nail Türkoğlu	Assessing How Eduventure's Feedback Affects Learner Independence and Teacher Flexibility	Triinu Jesmin
15.30-16.15 via Zoom	Moiz Asghar	Digital Learning Games and Early Childhood – Attitudes and Taboos	Martin Sillaots
16.15-17.00	discussion of defence committee		
17.00	announcing results		