Defence of Master's Thesis of Digital Learning Games on the 30th of May 2024

in A-402 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	Siim Soonsein	Exploring the Relationship Between Video Gaming Behaviour and the Development of Collaborative Problem-Solving Skills Among Students	Martin Sillaots
10.45-11.30	Merli Lall	Case Study of the User Experience in a Hybrid 2D and 3D Game-Like Solution in the Field of Commercial Products	Peadar Charles Callaghan, Martin Sillaots
11.30-12.15	Yogini Devi Mauree	Adapting a Physical Educational Escape Room Into a Digital 3D Adventure Game	Mikhail Fiadotau, Peadar Charles Callaghan
break			
13.00-13.45 via Zoom	Ziqian Chen	A Case Study of Playing the Ring Fit Adventure Exergame in a Sedentary Workplace	James Sunney Quaicoe
13.45-14.30	Shao Chieh Chang	Breaking the Stigma: A Game-Based Approach to Educating Teenagers and Young Adults on Depression Through 'Mimi, the Black Dog' Narrative Game	Vladimir Tomberg, Farhat-ul-Ain
break			
14.45-15.30	Fifi Arisandi	Exploring Player Experience in Traditional and Blockchain Mobile Casual Gaming Through the EGE Model	Peadar Charles Callaghan, Mikhail Fiadotau
15.30-16.15 via Zoom	Oksana Bykova	Exploring the Role of Cognitive Load in Completion Metrics: Insights from Game Learning Analytics	Peadar Charles Callaghan
16.15-17.00	discussion of defence committee		
17.00	announcing results		