

**Defence of Master's Thesis of Digital Learning Games on the 30th of January 2026**

in Zoom: <https://eu01web.zoom.us/j/67043433893?pwd=SGp1RMMCKAdklywCcC9SveL5aMU.1>

| Time        | Name         | Title of Master's Thesis  | Supervisors                      | Reviewer         |
|-------------|--------------|---|----------------------------------|------------------|
| 9.45-10.00  |              | gathering, testing of technical resources   |                                  |                  |
| 10.00-10.45 | Erich Brutus | Scoping Review of Design Guidelines for Making Location-Based Learning Games With Authoring Tools           | Martin Sillaots                  | Mikhail Fiadotau |
| 10.45-11.30 | Ammad Zafar  | Analysing the Effect of Civic Engagement Games on Political Awareness and Participation Among Youth         | Jaagup Kippar,<br>Manisha Khulbe | Martin Sillaots  |
| 11.30-12.15 | Khizar Hayat | To Enhance Learning Through Digital Game-Based Strategies: A Case Study on Grade Two Classroom for a School | Maria Khan                       | Peadar Callaghan |
| 12.15-12.45 |              | discussion of defence committee   |                                  |                  |
| 12.45       |              | announcing results  |                                  |                  |