## Defence of Master's Thesis of Digital Learning Games on the 29th - 30th of May 2025

## **Room A-346**

## 29th of May

| Time        | Name                                      | Title of Master's Thesis  | Supervisor                       | Reviewer           |  |
|-------------|---|---|----------------------------------|--------------------|--|
| 9.45-10.00  | gathering, testing of technical resources |   |                                  |                    |  |
| 10.00-10.45 | Raluca Maria Manaila                      | Reskinning a Board Game Through Co-design: A Design-Based Study on Music Venue Operations                 | Mikhail Fiadotau                 | Peadar Callaghan   |  |
| 10.45-11.30 | Mohammed Mahmood<br>Ibrahim Ockba         | The Design and Implementation of a Speech Therapy Game  | Martin Sillaots                  | Danial Hooshyar    |  |
| 11.30-12.15 | Jelizaveta Šapoval                        | Marketing and Monetization Challenges for Niche<br>Educational Games: A Case Study of the Art Puzzle Game | Martin Sillaots,<br>Nebile İşler | Suhaib Rehman Khan |  |
| break       |   |   |                                  |                    |  |
| 13.00-13.45 | Man Cheung Yiu                            | Designing a Location-Based Game About Cultural Heritage<br>Conservation in Hong Kong                      | Mikhail Fiadotau                 | Manisha Khulbe     |  |
| 13.45-14.30 | Lucija Filipović                          | DoNotOpen.exe: Designing and Evaluating a Board Game for Non-technical University Students                | Peadar Callaghan                 | Mikhail Fiadotau   |  |
| 14.30-15.15 | Haseeb Mubashir                           | Impact of Cyberbullying on Engagement in MOBA Games   | Peadar Callaghan                 | Martin Sillaots    |  |
| 15.15-16.00 | discussion of defence committee           |   |                                  |                    |  |
| 16.00       | announcing results                        |   |                                  |                    |  |

## 30th of May

| Time        | Name                                      | Title of Master's Thesis                            | Supervisor      | Reviewer         |  |
|-------------|---|---|-----------------|------------------|--|
| 9.45-10.00  | gathering, testing of technical resources |   |                 |                  |  |
|             |   |   |                 |                  |  |
| 10.00-10.45 | Zike Tang                                 | Designing a Video Game to Teach the Process of Game | Martin Sillaots | Peadar Callaghan |  |
|             |   | Development With the Scrum Framework                |                 |                  |  |

| 10.45-11.30 | Nikita Dolgov                   | Contribution of Sound to the Delivery of Narrative in "Walking Simulator" Games              | Mikhail Fiadotau | Nuno Correia    |  |
|-------------|---------------------------------|--|------------------|-----------------|--|
| 11.30-12.15 | Yiqi Huang                      | Enhancing the Learning Experience Through a VR Escape<br>Room in KGB Prison Cells Museum     | Martin Sillaots  | Triinu Jesmin   |  |
| break       |                                 |  |                  |                 |  |
| 13.00-13.45 | Akemi Hashimura                 | A Storytelling Serious Game "How Is Your Life Journey?" to Support End-Of-Life Conversations | Triinu Jesmin    | Martin Sillaots |  |
| 13.45-14.30 | George Allen Boyle              | Gamers vs. Non-gamers: How Realism Affects Motivation in Immersive Virtual Reality Training  | Peadar Callaghan | John Nietfeld   |  |
| 14.30-15.00 | discussion of defence committee |  |                  |                 |  |
| 15.00       | announcing results              |  |                  |                 |  |