

Digitaalsete õpimängude magistritööde kaitsmine 8. juunil 2018 ruumis N-416

Jrk nr	Kaitsmise kellaaeg	Nimi	Lõputöö pealkiri	Juhendaja
1.	14.00-14.45	Indrek Kaine	Conceptual Design and Development of a Serious Game for Learning Topographical Maps	Martin Sillaots
2.	14.45-15.30	Manisha Khulbe	Embedded Assessment in Learning Games. Addressing the Gap between Theory and Practice	Mikhail Fiadotau
3.	15.30-16.15	Vladyslav Sviatetskyi	The Impact of Engaging Game Mechanics on Learning Experience: A Study of Educational Game About XX Century Art	Mikhail Fiadotau
4.	16.15-17.00	Jeroen Bosch	The Effects of Music on Gameplay in Video Games	Mikhail Fiadotau
17.00-17.30 PAUS				
5.	17.30-18.15	Serena Obert	Designing a Propaedeutic Game for Children with Speech and Communication Impairments	Mikhail Fiadotau
6.	18.15-19.00	Sandra Taimre	Conceptual Design of a Digital Reading Diary	Triinu Jesmin
7.	19.00-19.45	Marieh Sayadchi	Process of Participatory Game Design as a Catalyst for Reflection on Experience of Immigration	Mikhail Fiadotau

