

Review report of a final thesis

Czech Technical University in Prague

Faculty of Information Technology

Student: Vladimír Vorobyev
Reviewer: Ing. Filip Křikava, Ph.D.
Thesis title: Wireless Software System for Quiz Competition Game and Information System for Game Community
Branch of the study: Information Systems and Management

Date: 1. 6. 2016

Evaluation criterion:	<i>The evaluation scale: 1 to 5.</i>
1. Difficulty and other comments on the assignment	<i>1 = extremely challenging assignment, 2 = rather difficult assignment, 3 = assignment of average difficulty, 4 = easier, but still sufficient assignment, 5 = insufficient assignment</i>
Criteria description: Characterize this final thesis in detail and its relationships to previous or current projects. Comment what is difficult about this thesis (in case of a more difficult thesis, you may overlook some shortcomings that you would not in case of an easy assignment, and on the contrary, with an easy assignment those shortcomings should be evaluated more strictly.)	
Comments: The assignment consists of an application for playing multi-user quiz games over a local network. Additionally, it includes a design of a system that will support building a community around this type of game and connect it to social networks.	
Evaluation criterion:	<i>The evaluation scale: 1 to 4.</i>
2. Fulfilment of the assignment	<i>1 = assignment fulfilled, 2 = assignment fulfilled with minor objections, 3 = assignment fulfilled with major objections, 4 = assignment not fulfilled</i>
Criteria description: Assess whether the thesis meets the assignment statement. In Comments indicate parts of the assignment that have not been fulfilled, completely or partially, or extensions of the thesis beyond the original assignment. If the assignment was not completely fulfilled, try to assess the importance, impact, and possibly also the reason of the insufficiencies.	
Comments: The required functionality has been implemented, yet in a fairly basic way (in comparison with other theses).	
Evaluation criterion:	<i>The evaluation scale: 1 to 4.</i>
3. Size of the main written part	<i>1 = meets the criteria, 2 = meets the criteria with minor objections, 3 = meets the criteria with major objections, 4 = does not meet the criteria</i>
Criteria description: Evaluate the adequacy of the extent of the final thesis, considering its content and the size of the written part, i.e. that all parts of the thesis are rich on information and the text does not contain unnecessary parts.	
Comments: The textual part is rather extensive for the requirements of a bachelor thesis.	
Evaluation criterion:	<i>The evaluation scale: 0 to 100 points (grade A to F).</i>
4. Factual and logical level of the thesis	<i>90 (A)</i>
Criteria description: Assess whether the thesis is correct as to the facts or if there are factual errors and inaccuracies. Evaluate further the logical structure of the thesis, links among the chapters, and the comprehensibility of the text for a reader.	
Comments: The thesis is written in English. While there are some typos, in general it is easy to read and well structured.	
Evaluation criterion:	<i>The evaluation scale: 0 to 100 points (grade A to F).</i>
5. Formal level of the thesis	<i>90 (A)</i>
Criteria description: Assess the correctness of formalisms used in the thesis, the typographical and linguistic aspects, see Dean's Directive No. 12/2014, Article 3.	
Comments: There are few formal mistakes, but in general the report is well prepared.	
Evaluation criterion:	<i>The evaluation scale: 0 to 100 points (grade A to F).</i>
6. Bibliography	<i>95 (A)</i>
Criteria description: Evaluate the student's activity in acquisition and use of studying materials in his thesis. Characterize the choice of the sources. Discuss whether the student used all relevant sources, or whether he tried to solve problems that were already solved. Verify that all elements taken from other sources are properly differentiated from his own results and contributions. Comment if there was a possible violation of the citation ethics and if the bibliographical references are complete and in compliance with citation standards.	
Comments: There is an extensive number of references (57 in total). References to well known companies such as Facebook can be omitted.	

<i>Evaluation criterion:</i>	<i>The evaluation scale: 0 to 100 points (grade A to F).</i>
7. Evaluation of results, publication outputs and awards	70 (C)
<i>Criteria description:</i> Comment on the achieved level of major results of the thesis and indicate whether the main results of the thesis extend published state-of-the-art results and/or bring completely new findings. Assess the quality and functionality of hardware or software solutions. Alternatively, evaluate whether the software or source code that was not created by the student himself was used in accordance with the license terms and copyright. Comment on possible publication output or awards related to the thesis.	
<i>Comments:</i> The application itself is fairly basic for what it could have been. Especially the user interface does not meet today's standards. On the other hand it has some good underlying foundations such as a finite automata that drives the game and a communication protocol. A lot of effort has been put into experimental testing of the resulting prototype among different users, while more time should have been spent on the prototype itself. The analysis of the additional system supporting the game community is quite extensive, yet without a prototype it is difficult to assess properly.	
<i>Evaluation criterion:</i>	<i>No evaluation scale.</i>
8. Applicability of the results	
<i>Criteria description:</i> Indicate the potential of using the results of the thesis in practice.	
<i>Comments:</i> The result is a basic platform that can be used to design a more solid system that can be actually fun to use (which is important when designing a game).	
<i>Evaluation criterion:</i>	<i>No evaluation scale.</i>
9. Questions for the defence	
<i>Criteria description:</i> Formulate any question(s) that the student should answer to the committee during the defence (use a bullet list).	
<i>Questions:</i> 1. Why have you chosen to implement the system as a desktop application in Java? What are the advantages and disadvantages? 2. The proposed information system for the game community is quite extensive, could estimate how much effort would there be to actually realize it?	
<i>Evaluation criterion:</i>	<i>The evaluation scale: 0 to 100 points (grade A to F).</i>
10. The overall evaluation	70 (C)
<i>Criteria description:</i> Summarize the parts of the thesis that had major impact on your evaluation. The overall evaluation does not have to be the arithmetic mean or any other formula with the values from the previous evaluation criteria 1 to 9.	
<i>Comments:</i> My impression is that the assignment had too many parts and the student got a bit lost. Eventually, he managed to do something for each one of the requirements, yet the result could have been better. This is particularly true for the application itself, which leaves much to be desired. On the other hand, the foundations are good and something that a further work can be based on.	

Signature of the reviewer: