

I. IDENTIFICATION DATA

Thesis title:	Design of story line for serious educational game
Author's name:	Oleksii Afanasiev
Type of thesis :	bachelor
Faculty/Institute:	Faculty of Electrical Engineering (FEE)
Department:	Computer Science
Thesis reviewer:	Daniel Novák
Reviewer's department:	Cybernetics

II. EVALUATION OF INDIVIDUAL CRITERIA

Assignment	ordinarily challenging
<i>How demanding was the assigned project?</i>	
The work was moderately demanding, involving programming, UI design and graphics.	

Fulfilment of assignment	fulfilled with major objections
<i>How well does the thesis fulfil the assigned task? Have the primary goals been achieved? Which assigned tasks have been incompletely covered, and which parts of the thesis are overextended? Justify your answer.</i>	
All the assignment tasks have been fulfilled; however, I would appreciate more elaborated games, a greater scope of integration of minigames into story line concept and demonstration of the testing with users.	

Activity and independence when creating final thesis	F - failed.
<i>Assess whether the student had a positive approach, whether the time limits were met, whether the conception was regularly consulted and whether the student was well prepared for the consultations. Assess the student's ability to work independently.</i>	
The student is not a team player. frequent consultations were necessary for further progress in the work. The student did not pass his first state exam, which provided him a valuable opportunity to improve the bachelor thesis. Unfortunately, he did not reach out to me and submitted the thesis only 12 hours before the deadline. As a result, I had no opportunity to provide feedback or work with him to improve the first version of the thesis.	

Technical level	E - sufficient.
<i>Is the thesis technically sound? How well did the student employ expertise in his/her field of study? Does the student explain clearly what he/she has done?</i>	
The student's programming and documentation skills are below the expected level. The outcome is quite naive, and in my opinion, high school students could achieve similar results with the assistance of current AI tools.	

Formal level and language level, scope of thesis	E - sufficient.
<i>Are formalisms and notations used properly? Is the thesis organized in a logical way? Is the thesis sufficiently extensive? Is the thesis well-presented? Is the language clear and understandable? Is the English satisfactory?</i>	
The scope of the work is of average length, the graphics are of standard quality. I would appreciate more examples of the code in the thesis.	

Selection of sources, citation correctness	B - very good.
<i>Does the thesis make adequate reference to earlier work on the topic? Was the selection of sources adequate? Is the student's original work clearly distinguished from earlier work in the field? Do the bibliographic citations meet the standards?</i>	
The choice of references is sufficient, the literature is cited correctly.	

Additional commentary and evaluation (optional)
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Comment on the overall quality of the thesis, its novelty and its impact on the field, its strengths and weaknesses, the utility of the solution that is presented, the theoretical/formal level, the student's skillfulness, etc.

The aim of the master thesis was the issue of education of patients with diabetes mellitus in conjunction with elements of gamification and modern technologies. The thesis describes the creation of graphic elements of the game and animations, up to the implementation in the Unity3D development environment. The introductory chapter summarizes the diabetes issue, while subsequent chapters discuss the testing of the application and the discussion of the results obtained. I would appreciate a greater scope of integration of minigames into the story line concept and more detail description of the testing with users.

III. OVERALL EVALUATION, QUESTIONS FOR THE PRESENTATION AND DEFENSE OF THE THESIS, SUGGESTED GRADE

The biggest contribution of the thesis creation of several minigames. However, integration into story-line concept and testing of the resulting solution is missing. The student's programming and documentation fall short of expectations. The outcome is simplistic and frankly, achievable by a high schooler with readily available AI tools. The project lacks the depth and technical sophistication expected at this level.

The grade that I award for the thesis is **E - sufficient**.

Date: **13.6.2023**

Signature: