

**MINISTRY OF EDUCATION AND SCIENCE OF THE
REPUBLIC OF KAZAKHSTAN**

Opponent's review of the Master's Dissertation

**“Game Mechanics for Stimulating High Performance of Project
Participants”**

Kazakh-British Technical University

6M070300 – Information Systems

Vadim V. Kotov

Master's Dissertation of Vadim Kotov explores several project management methodologies (known as iterative) and gamification theory in order to understand elements affecting performance of project participants and provide guidelines in order to increase their effectiveness.

This Dissertation introduces a complex overview of causes of emerging iterative methodologies, motivation management and the concept of “Flow”. The resulting application prototype incorporates a very different approach and focuses on feedback.

Dissertation consists of 5 chapters, presenting the necessary background combination of Project Management methodologies and psychological mechanisms behind motivation.

In addition I wish to say that it is a very solid work. Results from the research could be used to stimulate not only project participants' performance, but also personal performance. The dissertation is a good starting point for many further researches on system thinking in project management.

I recommend to evaluate the dissertation of Vadim V. Kotov as “excellent” and award him with a deserved qualification “MSc in Information Systems” by specialty 6M070300.

Opponent:

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