Master's thesis topic registration form

Student: Indrek Kaine
Study programme: Digital Learning Games
Year of admission: 2015

Thesis topic in English:
Conceptual design and development of a serious game for learning topographical maps

Thesis topic in Estonian:
Tõsimängu kontseptuaalne disain ja arendus topograafilise kaardi õppimiseks

Short description (research problem, main goals):

There is too little or no digital learning material about topographical maps which use techniques of repetition and instant 3D feedback. This paper introduces a digital learning game prototype that satisfies these needs and also provides description of the building processes.

Supervisor: Martin Sillaots

Semester of planned defence: Spring 2018

Student:

Supervisor:

Study programme administrator:

The form should be signed by the student and the supervisor and submitted to the study councellor.