

**REVIEW**

on the thesis of the master's student: Sarsenbek Kadyr

Kazakh-British Technical University

Major: 7M06106 – Software Engineering

**"EMOTIONALLY ENGAGING GAMEPLAY: INTEGRATING AFFECTIVE TECHNOLOGIES THROUGH MOTION CAPTURE INTO VIDEO GAMES"**

Student Sarsenbek Kadyr demonstrated high professionalism and independence in his dissertation on integrating affective technologies through motion capture into video games to enhance player interaction and satisfaction.

The dissertation addresses the need to develop a system for integrating affective technologies into video games, representing an innovative approach to immersive gaming experiences.

The theoretical part reviews methods and algorithms for emotion recognition and motion capture, exploring their application in video games. Student proposed new methods for integrating emotional state data into gameplay.

In the practical part, master's student developed a real-time emotion recognition system using motion capture technology, integrated into a game engine to adapt game content dynamically. Tests showed high accuracy and improved player engagement.

This work contributes significantly to affective computing and its application in video games, with potential uses in education and therapy.

Kadyr proved to be a responsible researcher, completing all stages on time, demonstrating the ability to analyze texts, conduct experiments, and draw informed conclusions.

The dissertation meets the master's degree requirements, with original, theoretically sound, and practically significant results, and is recommended for defense with a high rating.

It can be recommended to final defense and is eligible to be rated for a grade “\_95\_\_”.

Research advisor \_\_\_\_\_\_\_\_\_\_\_ Chinibayeva T.T.

PhD in CS, Head of department CE in JSC IITU

**“\_\_\_” \_\_\_\_\_\_\_\_\_\_\_\_\_\_ 2024**