**REVIEW**

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

Kazakh-British Technical University

Major: 7M06106 – Software Engineering

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

1. The relevance of the research topic and its connection with general scientific and nationwide programs (requests for practice and the development of science and technology):

The topic of Sarsenbek's dissertation is relevant and in demand in modern conditions of technology development and the gaming industry. The integration of affective technologies through motion capture into video games not only meets the needs in practice, but also contributes to the development of science and technology, which makes research meaningful and promising. The development of such systems can be used in educational, therapeutic and entertainment programs, which underlines its importance for various scientific and national programs.

1. Scientific results within the framework of the requirement for a master's thesis:

Sarsenbek has achieved significant scientific results that fully meet the requirements for master's theses. He developed and implemented a real-time emotion recognition system using motion capture technology, which is a significant contribution to the field of affective computing and video games.

1. The degree of validity and reliability of the scientific result (scientific position), inferences and conclusion of the undergraduate, formulated in the dissertation:

The scientific results, conclusions and conclusions presented in Sarsenbek's dissertation are characterized by a high degree of validity and reliability. The author conducted a detailed analysis of existing methods, conducted a series of experiments and justified his conclusions using both theoretical and empirical data.

1. The degree of novelty of each scientific result, inferences, conclusions of the undergraduate, formulated in the dissertation:

Each of the scientific results presented in the dissertation has a high degree of novelty. The developed system for integrating affective technologies into video games represents an innovative approach to creating more personalized and emotionally engaging gaming experiences, which is a significant contribution to the field of research.

1. Confirmation of sufficient completeness of the publication of the main provisions, results, inferences and conclusions of the dissertation:

The main provisions, results, conclusions and conclusions of the dissertation have been published in a number of scientific journals and conferences, which confirms the sufficient completeness of their presentation to the scientific community.

1. Shortcomings in the content and design of the dissertation:

Despite the high quality of the work, there are small comments on the design of the dissertation, such as the need for clearer structuring of individual sections and a more detailed description of the methodology. However, these comments do not reduce the overall value and quality of the work.

1. Compliance of the dissertation with the requirements:

Sarsenbek's dissertation fully meets the requirements for master's theses. The work is characterized by a high level of scientific novelty, validity of the results and practical significance.

1. Conclusion:

Sarsenbek Kadyr's dissertation on "Emotionally engaging gameplay: Integrating affective technologies through motion capture into video games" is a high-quality scientific work that meets all the requirements for master's theses. It is recommended for the defense.

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| **Reviewer**  PhD in ES,  Head of Research Department,  Associate Professor in JSC IITU | **Ipalakova M.T.**  **“\_\_\_” \_\_\_\_\_\_\_\_\_\_\_\_\_\_ 2024** |