

Supervisor assessment of Master's Thesis

Student: Richter Jiří, Bc.
Title: Augmented Reality for Desk Board Game (id 18692)
Supervisor: Beran Vítězslav, Ing., Ph.D., UPGM FIT VUT

1. Assignment comments

The aim of the project is to create a system for making board games more attractive by using the multimedia content projection on the game area and recognizing the situation in the game using computer vision methods. The assignment is more difficult and requires a number of non-trivial procedures to be mastered and many different problems to solve.

2. Literature usage

Mr. Richter was very active in finding and selecting relevant study materials that he appropriately used to solve his work.

3. Assignment activity, consultation, communication

The consultations were regular, Mr. Richter was always prepared carefully, discussed the achieved results and further progress. Some methodical and technical problems have sometimes been solved for too long alone without asking for help, which has sometimes led to a slowdown in the solution process.

4. Assignment finalisation

Although Mr. Richter worked diligently and actively throughout the project, the work was not completed in time. During the summer semester, he had a serious downtime for health reasons, which in the final negatively influence the overall quality of the solution. Most of the text message was consulted, but the final version was not checked by the supervisor.

5. Publications, awards

Is not known.

6. Total assessment

excellent (A)

Mr. Richter approached the project very responsibly. From the beginning, he actively worked on the project, consulted regularly and devoted himself to the project. Health complications when completing the project did not allow the solution to be completed in due time and carefully.

In Brno 8. June 2018

.....
signature