Martin Sillaots

An Associate Professor of Serious Games and the Head of the Digital Learning Games master's programme. Teacher of project management and project-based courses, a national coordinator of international projects and a manager of national projects.

Expert Skills

Project management ● ● ● ● ○
2D art ● ● ● ● ○
Conceptual design ● ● ● ● ○
Coding ● ○ ○ ○ ○

Software Skills

MS Project, Project Online, Libre project and Trello ● ● ● ● ●
Adobe AI, PS and XD ● ● ● ● ○
Unity and C# ● ○ ○ ○ ○

Language Skills

Estonian ● ● ● ● ●
English ● ● ● ● ○
Finnish ● ● ○ ○ ○
Russian ● ● ○ ○ ○

Hobbies

Kite surfing
Yoga

Contact

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Education

Doctor of Educational Sciences
Tallinn University, 2016
Creating the Flow: The Gamification of Higher Education Courses

Master of Informatics
Tallinn University, 2003
e-learning Materials for Project Management

Diploma of Teacher of Mathematics and Informatics
Tallinn University, 1995

Work Experience

Associate Professor of Serious Games
Tallinn University, 2005 - ...
Head of the Digital Learning Games master's programme
Project manager and coordinator
Teaching courses: Design of Game Logic, Design of Serious Games, Game Development Project, Research Methods, Computer Graphics, Gamification Design.

Lecturer of Project Management Courses
TalTech, 2017 - ...

Owner and Trainer
Ludoguru OÜ training and consultancy, 2013 - ...

Owner, Project Manager and Conceptual Designer
Gamrilla OÜ game studio, 2013 - 2018

Trainer
Äripäeva Akadeemia (IT Koolitus), 2012 - ...
Project Management and MS Project courses

Training Expert
Nortal (via Tallinna Arvutikool), 2011
Nigeria BPS project

National Coordinator of International Projects
HITSA and Tiger Leap Foundation, 2005 - 2014

Teacher of Economics
Audentes Gymnasium, 2001 - 2008

Vice dean of Faculty of Informatics
Audentes University, 1995 - 2008
Teaching courses: Project Management, Multimedia, Didactics of Informatics

Previous Projects

Project Manager
Gender Wage Gap game, 2021
Methodyca game about research methods, 2020 - 2021

National Coordinator
G.A.STEM games and art for supporting STEM education, 2018 - 2020
ALIEN active learning methods in higher education, 2017 - 2020
EuDoIt development of a translanguage learning game, 2016 - 2018