

# SUPERVISOR'S ASSESSMENT OF A WRITTEN THESIS

**Thesis title:** Artificial spaces  
**Thesis author:** Shishebarov Afanasii  
**Programme of study:** Photography  
**Programme type:** Bachelor's

**Definition of objectives and their fulfilment:** C

**Topicality of the thesis topic (and relevance of the selected methodology in the case of a Master's thesis):** A

**Scholarly contribution, originality of the thesis, and its utilisation in practice:** B

**Logical construction and structuring of the thesis:** A

**Formal requirements and requisite contents of the thesis, including its length:** C

**Level of language, style and terminology:** A

**Reviewer's opinion on the result of the check by the Theses system:**

The work appears to be original.

**Evaluator's overall summary:**

In his bachelor thesis, Shishebarov Afanasii was inspired by Harun Farocki (his video installation Parallel I-IV) and observed how technical images generate virtual spaces and mediate virtual experiences (virtual tourism, war experience, etc.). In this context, he considers, in particular, the relationship between image and reality and the role that screens play in this relationship, especially in how they shape the experience of space. The thesis is written in an academic style and is logically structured. The author begins with a minor historical excursus, focusing on contemporary computer games and some earlier projects that foreshadowed their contemporary, often

immersive nature. The work relies on a satisfactory number of relevant sources, although it is not apparent how he has worked with some of them. For example, the final reference list includes references to Parikka's book *Operational Images* and Mitchell's book *The Reconfigured Eye*. Still, these texts are not explicitly referenced anywhere in the thesis nor implicitly contained in the author's argumentation. Likewise, some of the stated intentions of the thesis have not been fulfilled. For example, in the first paragraph of the first chapter, it is stated that "(t)his work (...) aims to touch upon a series of issues related to the creation of artificial spaces, how these spaces create a platform for a new type of place, ...", but there is no further mention of how artificial spaces turn into new types of places. Thus, the thesis is a set of commentaries on selected technologies and games that aptly illustrate the nature of artificial spaces.

**Questions and topics for discussion at the oral defence:**

In the first paragraph of the first chapter, you mention the relationship between space and place. Could you elaborate on how you understand this relationship and what role technical images mediated by screens play in space-place relations? Could you give an example where artificial spaces become "artificial" places?

**Recommendation of the thesis for the oral defence:** YES

**Recommended grade:** C

**Date of elaboration of this assessment:** 5.6.2024

Michal Šimůnek

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Name of the thesis supervisor

5.6.2024



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(date and signature)