

Agenda for Subject Area Team Games meeting

04 October 2023 at 09.00-10.30 in 3A07 / Teams

Participants

- Paolo Burelli
- Hanna Wirman
- Hajo Backe
- Rune Kristian Lundedal Nielsen
- Eva Hauerslev
- Mohammad Ajine (absent)
- Clovis Andréas Victor Lebret
- Joanna Rauhut

Agenda

1. Approval of agenda

2. Information

HoSP & EVA

- Town Hall meetings next week
- Employers' Panel meeting next week
- Schedule for spring done – soon online
- TA postings up soon – apply from the 11 October

Study Board

- Clovis is now in the BoS instead of Joanna
- Discussion on course evaluation process and maybe in the future have an exam evaluation
 - If we have any ideas on how to show appreciation to faculty who got a good evaluation let Clovis and Hanna know
 - Another comment on supervisor evaluation from the supervisor side: Confusion on the questions and how it is set up – difficult to fill in and in many cases not relevant
 - How it is framed is not good, but the idea of an evaluation is good enough
 - The question is also where this evaluation is going? And what is the purpose of it?
 - In the cases, where things are not working well, then the evaluation can be useful – get it documented in case of e.g., complaints.
 - Can also be a place to make comments about censors.
- BDDIT, KDDIT and GBI curricula changes approved

Events

- Game Lab and Study Lab are organising events
- Town Hall meetings next week
- Sound workshop coming up

Students

- Small classes in the third semester this year. Many went to DADIU and a lot of other students made an individual specialisation. Next year will be different.

- But we will monitor the development of the student numbers
- Discussion on DADIU in the group – setup, people, facilities etc.
- Mentorship Programme
 - Kickoff event Monday this week. Four students participating and mentors – aligning expectations, learning about each other. Seems very good and will be helpful so hopefully it can continue in the years to come.
 - All students who applied got in so not too many applying. Good for a first run but could be more applicants in the future. Maybe reformulate the text so it does not scare students off if they do not have a career plan.
- Thesis next semester
 - Many students spend a lot of time thinking about what to write about
 - Frustration on the late announcement on the thesis meeting. Martin forgot to send out the invitation.

Study Career and Guidance

- Not present

3. Course Evaluation summer courses 2023

SAT went over the course evaluation for our course. Low respondent number. The course will change exam format for next year to cater for a higher number of students.

4. Games at ITU database

We do not have a central knowledge bank and would be nice to have a place to look at what have been produced at ITU in the past. How should we do it? Should not be too expensive and not too much staffing needed to keep alive.

Comments

- Could be an incentive for reaching out to who made the games
- For new students would also be nice to know
- Own platform is too much
- A university in France uses Youtube
- Could be a Google docs with description and links
- We could collect links from the students and have it in Youtube but also have the Google docs
- Students could be involved – Rune can ask Study Lab and Game Lab people if they want to be a part of it.
- Every video should have the same beginning and ending to identify us in the videos

Rune will put together a committee with students and create something.

13. AOB

SAT discussed catering for the students. The item will also be discussed soon in other forums.

Furthermore, SAT discussed the third semester structure and what could be missing such as a game making class. We will take this up at a future meeting.