

# Agenda for Subject Area Team Games meeting

9 March 2021 at 14.00 via Zoom

## Participants

- Martin Pichlmair
- Paolo Burelli
- Søren Sønderskov Hansen
- Lani Susan Alayne Huskey
- Annamaya Halskov-Jensen
- Hajo Backe
- Mads Kjeldgaard Caspersen
- Pernille Rydén

## Absent

None

## Agenda

### 1. Approval of agenda

The agenda was approved.

### 2. Approval of minutes from meeting 2 February 2021

The minutes from 2 February was approved.

### 3. Information

- Study Board – There is a focus on the Study Environment Assessment. See point 5 for further information.
- Events – See point 7. Further there is [Career Week](#) at ITU 15- 19 March
- Students - The information from students is part of point 5.
- Study & Career Guidance – There are mindfulness sessions available for all students. Contact the Study & Career Guidance for further information
- Other information – Søren will be stepping down as Programme Coordinator by the end of March. He will be replaced by Rikke Budolfson who is already Programme Coordinator for Digital Design and Interactive technologies

#### 4. Student involvement in the reopening of campus

ITU is optimistic about opening for students in some form. Realistically, ITU is opening for group work and other types of engagement after Easter. Pernille emphasised that it will not be possible to open for everybody, so there will need to be a prioritisation among the students.

It is a difficult discussion on who should be prioritized in this reopening. The last year students? Vulnerable students? First year students?

Annamaya argued that it could be very fruitful for the new students to come in physically to meet each other and learn how to work in groups. They need opportunities to meet face-to-face. Just a little bit of contact makes a difference.

Martin argued that thesis students also feel isolated. But they have an easier time than the new students, as they had time to meet in advance, form groups etc.

Pernille will take the feedback to the management group and mentioned that there maybe will be made timeslots for the different student groups, but nothing has been decided yet.

#### 5. Continued discussion of the Study Environment Assessment

There will be formulized an action plan to work on the different issues the assessment has pointed out.

One of the more alarming things from the report is the feeling of loneliness, which is hard to address, but there are actions planned for that. E.g. point 7 that will give a possibility to network and talk to other students. Further, there are different other initiatives in process to combat loneliness and miss-thriving.

Annamaya and Lani got some interesting input from other students regarding group work. Several students have said to them that the group forming is problematic at this point. They said that it was very difficult to find a group and work together in these. Keeping a good tone and work environment in the groups also seem to be an issue. Group-forming will be discussed further at next SATmeeting.

#### 6. Discussion of issues with Programming for Designers

Daniel is going through the criticism with an expert from Learning Support who will give a different perspective. That will be used to re-balance the entire course so it will be reformed. The course will be taught for at least the next 2 years.

#### 7. Virtual studio tours

9 different games companies will give virtual tours to students during the Spring semester. These tours are very good for networking and socializing. Tuesdays there will be one-hour slots with a different companies there will present themselves, their workplace and students can ask any question they might have. Students will receive more information about the tours soon.

#### 13. AOB

**No other business**