Agenda for Subject Area Team Games meeting

10 October 2022 at 16-17 in 4A05 or Zoom

Participants

- Martin Pichlmair
- Paolo Burelli
- Hanna Wirman
- Hajo Backe
- Eva Steensig Hauerslev
- Trine Møller
- Lior Maynard (absent)
- Peter Bech Astrup
- Rasmus Klintsø Christensen

Agenda

1. Approval of agenda

2.Information

Study Board

- Academic quarter discussion – especially, courses only planned for two hours have only a short time to have a break.
    - Students feedback is that it works well in Games. Especially the hand-over to the next class is good – to clean up, the calmness, and for the teacher to set up computer e.g. We also do not have huge classes.
- A discussion on why it is not possible to withdraw an uploaded exam project. There are many reasons why it is not possible but also that a new system will come at some point and work will be prioritised for the new system.

Events

- Playtesting event
    - Is it not advertised as much this year? It seems first year students are not all informed
    - We can keep mentioning the study lab and the events in Making Games so hopefully, it will help

Students

- A question on COVID and online teaching – is that something that is discussed in the Study Board?
    - Hanna will ask
- First year students are focused on
    - Making Games
        - The random groups brings on many frustrations
            - It is very difficult to find a way that fits everybody. All group forming formats have ups and downs – Martin has never seen anything working better.

- The loss of agency is a big thing – some students feel that they have to compromise.
- If there is a group forming format would be better – that works for everybody – then we are very interested in knowing this. What we can do is that students can swap groups if they find someone to swap with.
- In other semesters, the students can make other choices and we also have to cater for guest students to make them feel welcome. And they are often a very valuable in groups.
- There was no early evaluation this semester? Yes, it was somehow forgotten this semester.
  - More communication about why something is the way it is would be very valuable.
- Game Programming
  - There are some issues there, live coding, lack of exercises. Students believe they have to perform individually instead of using each other.
  - The student will forward the notes so the teacher can get the points.
- Programming for Designers
  - Action breaks do not work for everybody
  - Some students have a computer science bachelor degree and this course is too basic.

Study Career and Guidance

- Nothing for this item this time

3. Winter Games

The question is, should we do it in December or February? We settled on February – because the Making Games exam deadline is in January so it would be good to have the games done.

Call for Games in January – and students will help communicating it.

4. Find dates for the rest of the semester

The SAT meeting dates should be right before the BoS meetings. SAT agreed to:

- Study Board: 4 November 12:45 - 14:00
  - SAT will be: 31/10 at 11-12
- Study Board: 25 November 10:30 - 12:00
  - SAT will be: 10-11 at 21/11
- Study Board: 13 December 10:00 - 11:30
  - SAT will be: 12/12 at 11-12

13.AOB

Nothing for this item.