

# Agenda for Subject Area Team Games meeting

20 June 2022 at 13-14

## Participants

- Martin Pichlmair
- Paolo Burelli
- Hanna Wirman
- Hajo Backe
- Eva Steensig Hauerslev
- Trine Møller
- Lior Maynard
- Peter Bech Astrup

## Agenda

### 1 Approval of agenda

Approved.

### 2. Information

- Study Board
  - Meeting next week – nothing to discuss at this point
- Events
  - Summer Games on this Friday
- Students
  - Nothing new
- Study Career and Guidance
  - They would like to visit a mandatory course in the 1<sup>st</sup> semester and talk about rules and regulations. Making Games would be the right course to join.

### 3. Course Evaluation

- Graphics Programming went very well - very good evaluations. Hopefully, he will return teaching.
- Game World Design and Playable Media are running very well too.
- The rest did not evaluate well.
  - Psychology in Games: We are working on it and there will be a co-teacher next time.
  - Foundations of Game AI: It will have a different setup of teachers so it will be reworked.
  - DDDD: Did not score high enough. The grades from the exams are good so it is not because the students are doing well. Feedback is going on relevance and interests. What the solution is, is not so clear cut. We can at least try to frame and promote the course more – why we have this course, what should it do, where should we end up. And it might just be difficult to get people engaged in statistics. We will continue the discussion.

### 4. Game Lab

Updates

- Magazine is coming out – first edition soon

- Goodbye to Alberto. Franzieska continues.
- There will be a new faculty lab person soon
- There are issues about bad behaviour in EHK (not necessarily our students!)

## 5. Algorithms for Game Development

Some tech students are unhappy about the redesign of the course and there is not a lot of overlap between the old and new one.

- It should have been a new course when there are so big differences.
- That said it sounds like a matter of communicating the content of the new course. It is very practice-relevant course, developed with Unity, and should teach stuff you need in the future. There is not really overlap between DDDD and this course – it is *not* DDDD 2.
- Martin can communicate this to everybody in Discord.
- Students can always apply for an individual specialisation – but the argument should be what you want and not what you do not want.

## 6. New pages on ITU student regarding Student Wellbeing.

As a follow up on Studiemiljøhandleplanen (don't know the English word?), students have asked for more focus on wellbeing on ITU Student. The pages are under development, and a first draft has been made:

<https://itustudent.itu.dk/Study-and-Career-Guidance/Support-and-Wellbeing>

We would like your input - especially from a student's perspective – for the pages on Support & Wellbeing. Is anything missing? Do you have general ideas for these pages?

Comments

- Lior would like to give feedback later. Trine and students will email together.
- Picture of the study and a career guidance is nice – these are real people you can talk to.
- We also want to make it more alive – include videos etc. Not just text.

## 13. AOB