

Agenda for Subject Area Team Games meeting

21 November 11.00-12.00 in 4A05

Participants

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

Agenda

1. Approval of agenda

The future of the tech track specialisation has been pushed forward again.

Agenda approved.

2. Information

- Study Board
 - 22.5 ECTS registration requirement will be implemented from spring 2023. Games will choose one elective in 2nd semester and the elective 3rd semester as the modules students can push forward.
- Events
 - Winter Games in February. Hajo will take over the planning
- Students
 - Better attendance to events like Playtesting
 - Still a focus on too little space for group work
 - There is work on utilizing empty space better, but there should still be space in Atrium.
 - Atrium is not the best working environment as it is very noisy
 - It is just the design of the building. And there is work being done – not sure what and how and when, we will have to wait and see
 - Would be nice with some kind of guidelines for who can occupy a room – e.g. at least two people so one person isn't using a big room alone. Something the DoE could be interested in promoting?
 - Maybe promote the quiet room and what options there are in the two buildings
 - There are also other places in the city that might be interesting, e.g. the Black Diamond
 - Programming for Designers
 - Students have different levels of technical knowledge – for some it is too easy, and some students feel like they have not learned the necessities for the exam.
 - Maybe extra exercises could be the solution for now. Hanna will ask.

- Study Career and Guidance
 - Nothing for this item

13. AOB

Nothing for this item