

Minutes, Subject Area Team Games meeting

27 March 2023,

13.00-14.10 in 3A01

Participants

- Paolo Burelli (absent)
- Hanna Wirman
- Hajo Backe
- Rune Nielsen
- Eva Hauerslev
- Trine Møller
- Clovis Andréas Victor Lebret (absent)
- (Saskia) Joanna Rauhut

Agenda

1. APPROVAL ON AGENDA

Agenda approved.

2. INFORMATION

HoSP & EVA

- Generative AI: The question for us to consider is if we need to make any changes to e.g. exams.

Study Board

The next agenda will focus on

- Delayed grades. Who are late with grades are not in the report but is known and dealt with in other forms.
- Project on students with impairments.

Events

- No events to talk about.

Students

Feedback from students

- Mildly positive atmosphere. The reduced registration requirement seems to be well received.
- 3rd semester – what to do: some are good, some would love more information to make choices.
- A wish for more industry people e.g., in class.
 - Maybe the study lab can do some more with industry?
 - The study and career guidance probably will do some career events in April.
- Course feedback
 - A wish to have more detailed information on LearnIT so students can make more informed choices. If it is about specific courses, please let Hanna know.

Question from SAT:

- Any idea why so few showed up for the town hall meeting?
 - No.
- Would students be interested in a planning meeting with Hanna/Rune and Trine?
 - Most likely yes
 - We will call for that right after Easter.

Study Career and Guidance

Events

- Trine is organising career events in April for Games students.

AOB

- Most likely some changes in opening hours from April. Students can always email.

3. TECH TRACK CHANGES FOR ADMISSION AUTUMN YEAR 2024

The Foundation of Game AI will become a mandatory course for the tech track. This will take effect from the admission year 2024.

13. AOB

Room update:

Games students cannot have preference over all other students so rooms cannot be booked for our students.