

# Meeting SAT GAMES 24 September 2024

## Present:

- Hanna Wirman
- Rune Kristian Lundedal Nielsen
- Tiago Santos Fernandes
- Malgorzata Maria Mikosz
- Hajo Backe
- Paolo Burelli
- Marc Kellaway

## 1. Approval of agenda

- The agenda was approved.

## 2. Rune's Database

- Rune has talked with Legal about the database. Students need to give permission that we share contact info, and we need to have a procedure for how to withdraw this consent and have the data deleted. Apart from this, all is ok.
- No timeline yet. Rune is hoping to recruit TAs from Study Lab and Game Lab to help figuring out how to best set it up.
- Our current goal is to have the infrastructure ready by the end of the year, so we can announce it to the students early next year.

## 3. Women's mentorship program

- We only got 3 applications in all – why so few? The program has 3 partners who each can provide 2-3 spaces, so there is space for more.
- Perhaps too short time between announcement and application deadline?
- What if non-woman-identifying students want to participate? Difficult discussion re. issues of intersectionality, but for now this program is solely for the specific minority of women in games.
- Actions for now: We will make another call with a later deadline to get more applicants.
- Actions for next year: We should send out the email earlier before the deadline. Perhaps also mention the programme at the intro days for the new 1<sup>st</sup> years, so they know, that this will be an opportunity on their second year.

## 4. Employers' panel updates

- The next meeting is October 1<sup>st</sup>.
- The chair and several members are leaving, so we are currently reaching out to new people.
- For the upcoming meeting we have a new member - Niels A. Wetterberg – who is Executive Director of Games Denmark.

## 5. Information

- HoSP & ProCoor
  - Mid-term evaluations are now. Hanna will remind the teachers.
  - DADIU: Everyone seems to have accepted the room situation. It is not a great space, but they have managed to find working solutions.
  - There are still issues with cards and keys. FM has gotten new software for this, but it does not work properly yet, no one is trained in using it, and the responsibility for it all is still unclear. But be kind to FM – they are doing what they can.

- Study Board
  - At the last meeting the course evaluation scores were reviewed. No special issues re. GAMES.
  - The supervision evaluation does not work. Last semester the students were asked to fill in the teacher part by mistake, and this has not proved possible to fix right now. For this reason, the Study Board has decided to suspend the supervision evaluations for now.
  
- Events
  - Winter Games
    - Suggested date: Thursday 30/1 (first priority) or somewhere else in week 6.
    - Last time there was a bit of miscommunication on who should set things up and invite people – we need to help Pawel a bit.
    - Tech issues re. access to Twitch account should also be solved. Suggestion: Transfer to shared email address, the Gmail for Game Lab might work. We should also run a test in December, so we do not have issues on the day.
  
  - Career week is this week. Lots of interesting events. Students have tried to reach out re. more relevant partners for GAMES, but no connection yet.
  - *Dev->Test->Repeat* at Unity this week too. Has been sold out for a few weeks, so not all students who wanted to are able to go.
  - Sound workshop last week went well.
  - There is *SpilBar* in October.
  
- Students
  - DADIU: A few issues re. roles not properly described and/or misunderstood. Nothing new. DADIU is handling this.
  - Artificial Intelligence for Games and Simulations: The lectures are fine, but issues with the exercises. People don't understand the connection to the theory.
  - Advanced Topics in Game Studies: Working very well. People like how Pawel has structured it in a very practical way.
  - Play Lab: Is doing ok but student comments that it feels a bit like no classes and mostly doing things by yourself. Feedback is a bit generic and might be a bit demotivating with too few restrictions. Important to keep in mind, that this is the first time the teacher is running it this way. It is also difficult going after Miguel – expectations might have been a little disappointed from the outset. Important that everyone is nice and honest in the early feedback.

## 6. AOB

- There is money left in the DoE budget for 2024, so we are offered the possibility for additional expenses for things like Game Lab and similar. Hanna will contact Peter Sestoft, who is responsible for handling this.
- The ITU GAMES podcast has been revived. Rune has brought in students to be part of this also, in order to bring students and research closer together. Will be uploaded soon at the ITU homepage.