

Meeting SAT GAMES 27 August 2024

Present:

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

Minutes:

1. Approval of agenda

The agenda was approved.

2. Runes Database

- It is a goal for the programme this year to get a repository of games made by the students as a resource for teachers and students.
- GDPR issues
 - If we go with a standard sheet, then in Microsoft will probably be better than Google Sheets due to GDPR and where the data is stored.
 - We will need a protocol on how to handle if people want to remove themselves from the list.
 - Contact info is tricky. We should only have public information available - people's LinkedIn or GitHub pages or similar.
 - An alternative option could be to make a specific homepage for this. Perhaps this will be easier to handle re. GDPR.
- Right now, we want a roadmap for how to proceed with this.
 - Rune will present the idea to Legal and hear what they say.
 - Rune will also present a prototype version to the students for further discussion.
 - We will keep this as an ongoing point at the SAT Meetings for now.
- Possible stop-gap solutions before the final database are up and running
 - We could make a tag for people to use at itch.io
 - We could look into whether we could get a page on Steam.
 - Getting games on Steam cost money. Perhaps ITU could sponsor chosen games?
 - This should need to be mentioned at the programme review. Visibility is important and need resources.

3. Format of Townhall Meetings

- Townhall Meetings coming up in the autumn semester:
 - 1st year students: 07 October at 10:30-11:30 in 2A52
 - 2nd year students: 09 October at 13:00-14:00 in 2F16
- Last we had year some challenges with participation. Any ideas for the students on how to improve this?
 - Townhall Meeting does not really communicate, what the meeting is about. Perhaps changing it to *Semester Meeting* would make it clearer.
 - The meetings should be mentioned doing classes – especially in the first weeks where people actually show up.
 - In the communication, we should put more emphasis on the fact that we talk about the future at these meetings.
- Decisions:
 - We will change the name to *Semester Meeting*.
 - The student representatives will put the upcoming meetings the Games student's calendar.
 - The student representatives will also put up a poster at the Games Lab + put info in the stands at EHK.
 - Marc will send an email to the students, when we get closer to the meeting
- Question from Hajo: Is there too big an overlap between the semester meeting for 2nd year students and the Thesis Prep?
 - No – it can work well, if thesis prep is early in the semester and comes before the semester meeting.
 - The thesis Prep meeting will be 09 September at 16-18 in 2F13.
 - Hajo will handle zoom link and communication to the students.

4. Update on state of Danish games industry initiatives

- New people at Nimbi, Games Denmark and DADIU.

5. Information

- HoSP & ProCoor
 - Good intake, but gender balance is not so good this year.
- Study Board
 - No meetings yet, so no updates.
- Events
 - There is the thesis project market next week focused on collaboration with companies
 - Info has been shared with the 2nd year students.
 - Marc has talked with Carina from the Study and Career Guidance, who would love to have more participation from the games industry but have had difficulty getting connections. They have been told to reach out to Hanna for help.

- Winter Games need to be planned soon.
 - Last year it worked well to have it just before semester started
 - We should set the date as soon as possible to get more people to join.
 - It shouldn't be on a Friday, as people will then prioritize the Friday Bar.
 - Who will organize IT? We need someone from faculty in addition to the StudyLab TAs
- Students
 - Intro Week:
 - Overall, the Intro week went well. There were social activities for the students, introductions from the teachers and an intro to the programme and the ITU structure. There were also invited graduates to talk about their thesis and experience at the programme.
 - Putting emphasis on inclusion early is good, but we should be aware, that if we do it too aggressively, it might make people go the other way.
 - There has been a bit of worry about Play Lab among the 2nd year students since Martin would not be 100% on the course anymore.
 - People worry that the course will move too much in a more academic direction.
 - People also worry about the Tech/Design students.
 - Conclusion:
 - People should be referred to Martin as course manager. The earlier he hears about this the better.
 - It is very important that we give the new teachers on the course a fair chance.
 - DADIU
 - The DADIU students feel they get announcements from the DAIDU programme with very short notice compared to the students from Filmskolen.
 - Otherwise, it goes well. The leads are very encouraging and try to be proactive in reporting these things.
 - Hanna has asked all DADIU students to respect, that new teachers are doing this for the first time, so some things might be a bit late.
 - Conclusion from Hanna: Please help people to know they should come to Hanna with issues like the ones discussed above. We need to foster a culture where students go to the people responsible for things, and not just the student representatives.

6. AOB

- Nothing