

Meeting SAT GAMES 17 December 2024

Present:

- Hanna Wirman
- Rune Kristian Lundedal Nielsen
- Tiago Santos Fernandes
- Enrico Giuseppe Aiello
- Kristóf Lénárd
- Hajo Backe
- Marc Kellaway

Absent:

- Paolo Burelli
- Malgorzata Maria Mikosz

Minutes:

1. Approval of agenda

- *The agenda was approved.*

2. Hearing: New Industrial Masters – comments from SAT

- Industrial Master in Analytics and AI in Business and Society seems to draw a lot on the research of other sections. Have they talked with the data science people when developing this?
- Could more flexibility for the students be an option?
- Not bad in concept, but will need a lot of resources and alignment of expectations.
- If the courses are shared with the normal masters, it will give additional issues with planning for which courses people will take the following semester.
- *Additional comments were sent from Kristóf to Marc after the meeting, and forwarded to the project group.*

3. Time-slot for the spring semester meetings

- Thursdays 10-11:30 was decided as the time-slot for the spring semester meetings.

4. Should we move the semester meetings (for VIP) to give better possibilities for coordination of courses?

- *Discussion postponed to the upcoming semester meeting.*

5. Information

HoSP & ProCoor

- The evaluation report is delayed. And we still do not do the project/thesis evaluation, as the system does not work.
- The programme is going to have a publisher account on Steam. Rune has invited students to participate and gotten a handful of games.

- A bank account is needed. Rune should not use his personal account, so he will talk with Finance on what to do.
 - We have to be careful about liability re. copyright. We should have a basic contract with formulations on how to credit us as well as responsibility for used content.
 - We should also have a protocol with recommendations to follow for students re. tagging (also for Itch.)
 - Our games will not be rated, which means, that they will not be available on the German steam store.
- Teaching development retreat last weekend. Core things discussed, like what is the heart of the programme? What is quality? Where do we want to go?
 - The programme review is in. It is generally positive and feeds nicely into the conversations we had at the retreat. Hanna will check if the review can be shared with teachers and/or SAT.

Rune's Database

- The database now has an official ITU mail account. Right now, Rune is associated with the account, but this can be changed to more people in the future.
- The legal part is worked out.
- Beta version of how the database will look is ready. Rune will look at it further with Tiago in January so we can have a soft launch soon.
- We need a column in the database for whether the game is available on the ITU Steam page.

Study Board

- The student representatives 2025 will split 50/50 for the participation in the Study Board. Kristof will do the spring semester, and Enrico will do the autumn semester.

Events

- TAGS
 - The students who has submitted to TAGS are starting to hear back. Multiple groups has been accepted. Some are still waiting for an answer, probably due to TAGS waiting for confirmation from other teams first.
 - We should have some help on how to prepare for people doing this for the first time - what to bring, how to staff a stand, how to be at a booth – basic things. Tiago will write some tips.
- The first years had organized a showcase for their games from Making Games. Some people from other courses also showed up. Lot of potential, so with better coordination next time it could be a beneficial addition.
- General discussion on showcases:
 - Should we in addition to Winter Games also have free form physical showcases at Games Lab? Might even be in ScrollBar for more visibility. First weeks of the programme would be good. Summer Games are still good – nice with feedback directly to your presentation. But a showcase is more 1:1 and personal.
 - Perhaps do it in atrium like they do at the DDIT programme?

- Summer games are already thought of as a showcase. Should we change the format, so Winter Games would be streamed, and Summer Games a physical showcase?
- The date should be settled soon. Week 27 or 35?
- Nimbi GameLab housewarming tomorrow – 18/12. Unfortunately, a lot of students are already away at this point.
- Winter games: Students should go to Pawel, ask and ask if the billboard is scheduled etc. Tiago will be helping with the technical stuff.

6. Students

- First semester students have had mostly positive reception to most courses.
- Some feedback from the tech people in Making Games that they do not feel targeted properly.
 - Hanna: I have started adding stuff for the tech people, so now people start to realize what they miss. We need to go further in this direction.
- For Making Games people would also appreciate more presentations and/or showcases at the end of the courses.
 - Hanna: Easy to swap the format, but we need to know, if the majority of people want this.
 - Hajo: Summer Games used to be the graduation showcase of Making Games. But then the feedback was that it did not work combining this with the exams.
- Programming for Designers is a bit of a sore spot for the students – they feel a bit disappointed. We still have a critical problem in addressing both newcomers and more advanced people. Also, pretty apparent the teacher was new to Unity.
 - Hanna: Students do not need to like all courses; some stuff you just need to learn. The more important question is – did they learn what they needed in the course? But yes – there probably is a need for some kind of intervention like dividing groups into two or having two sets of exercises.
 - Rune: Could a different way be that people took different courses?
 - Hanna: We need to make sure everyone learn Unity.
- Lot of good and positive feedback from the second years. People are happy with Pawels course and with the TAs.
- The AI course is not as game related as people wanted it to be.
- Supervision and thesis projects seems to be going ok.

7. AOB

Nothing for this item.