Meeting SAT GAMES 25-06-2024

Present:

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

Absent:

- Paolo Burelli

Minutes:

1. Approval of agenda
The agenda was approved.

2. Course evaluations - spring semester 2024

- Overall: Nothing unusual. Good response rate in general - especially compared to other programmes – but differs a lot from course to course, and still could be better. Next year the survey will open earlier, so this might help.

- **Data-Driven Design & Development** has a low score. Perhaps the course could be restructured? Is it good to have a course with all the non-applicable content in one place, or would it be better to distribute this among more courses?

- **Foundations of Game AI** has a low score, but response rate is low too. Marked difference in how BSc and MSc students see the course. Perhaps it should be split? Or perhaps it should be addressed more to our own students? It is good that people from other programme take our courses, but it should not result in lower scores from our own students.
    - Student comments:
        - The course seems aimed at BSc level, so Games students feel they have already learned this before.
        - Exercises were handled by one TA alone, and the code examples where not so good. It would be good to have the teacher involved more. This also aligns with the feedback from the survey on wellbeing, where feedback and training of TAs was one of the central issues.

- **Games World Design** have gotten high scores, but people still have feedback that the course is too big or too hard.

3. How can we make the students more involved in the extra-curricular activities?

- This was discussed at the seminar. It sometimes seems that the students do not feel the value of the extra-curricular activities, which is problematic, as these are an integral part of the programme, and the possibilities for networking central to later employability.

- Student comments:
    - Time is a factor - people feel too busy and have to prioritize.
    - Communication can be an issue. An event was cancelled late, due to a misunderstanding re. signing up.

- o Some students complain that the play-testing events did not have anyone to test the games. This can create a vicious circle – when people once experience no one is there, they won't show up the next time.
  - o Events on Fridays might loose out to the Friday Bar.
  - o People are usually most interested in events in the beginning of the programmes – probably because they still feel the have the time at that point.
  - o Guest talks are popular – lot of people showing up for these.

- Summer/Winter Games are important option for networking, and we need more people attending these and presenting more.
  - o The placement at the end of the exam period might be an issue. People have other plans at that point.
  - o Next year we should place Summer Games in the first week of the semester.
    - Is close proximity with Copenhagen Gaming Week an issue?
    - Maybe promote the event differently (and more). The focus should be the possibility of networking with people from the industry.
  - o We will also be getting the dates for Winter Games earlier, so people know it will happen in due time.

4. Information

- **Study board:**
  - o The action plan on wellbeing will be announced soon. SAT should get this for the next meeting.

- **Events:**
  - o Summer games were held yesterday.
    - It went well and had some interesting presentations.
    - The industry guests were impressed, but not as good to give feedback as at the last Winter Games. Perhaps this was due to their placement in the back of the room rather than in front?
    - There could have been more students at the event, but good that the ones who were there wanted to hang out and network.
    - Please ping back to Rune when the games are on Itch.

- **Students**:
  - o Nothing to tell. The exams are done, and people are leaving for vacation.

5. AOB

- The SAT meetings in the autumn will be held Tuesdays from 10-11:30. All are ok with the time-slot, and Marc have booked the meetings.