

Meeting SAT GAMES November 26 - 2024

Present:

- Hanna Wirman
- Tiago Santos Fernandes
- Malgorzata Maria Mikosz
- Enrico Giuseppe Aiello
- Kristóf Lénárd
- Hajo Backe
- Paolo Burelli
- Marc Kellaway

Minutes:

1. Approval of agenda

- The agenda was approved. (#3 added.)
- New members of SAT for 2025 Enrico and Kristóf joining the meeting.

2. Rune's Database

- Rune has finished the legal GDPR text and just need to make a form to collect data now.
- Tiago will help with making it prettier and more usable after the exam.

3. Programme Review – takeaways from participants in the meetings

- Themes/takeaways from the interviews with the teachers:
 - We might be a bit fragmented. Some people having a hard time understanding the full picture of the programme and in general spoke just on their courses.
 - Discussion in SAT: Might be part of the issue that awareness of the programme is not incentivized by the physical structure of the programme. No place to informally sit down and have lunch etc. We should look into how to provide opportunities to be informally informed when not sharing physical space.
- Themes/takeaways from the interview with programme management:
 - How do we provide for students aiming for different profiles in the games industry? The generalist approach of the programme is overall seen as a strength, as we provide opportunities to explore different areas, but the downside is that the different roads and roles are not always so clear for the students.
 - Discussion in SAT: In the previous review we were recommended moving a bit away from aiming at the games industry specifically. Perhaps now the time is to

move back again a bit and focus more specifically on games?

- Themes/takeaway from the interview with students
 - Students find it hard to find readings on specific roles, and the engagement with the roles primarily comes from making games in groups.
 - Discussion in SAT: We need to have something like this earlier in the programme
 - Discrepancy in background among the students - some students have lot of knowledge on games, some none at all, which can make group work awkward.
 - Exceptions on the programmers that they are just here to programme, even though they might also want to do other things.
 - Discussion in SAT: Perhaps we should think about having greater diversion on the programmer roles - like "pure programmer" vs. "gameplay programmer" or similar?
 - Tech track courses are in general harder than the design courses. (More deliveries, more hard deadlines.)
 - Discussion in SAT: How do we challenge the designers more?
 - Skill based challenges for the designers could be nice – like projects with premade assets or design challenges within more strict structures.
 - It can be difficult for teachers to give hard feedback on very personal projects. Perhaps we can look more on receiving feedback as a skill we teach?

4. Information

- HoSP & ProCoor
 - The course evaluation is running longer this time.
 - There will be a programme development retreat with the teachers in the start of December
- Study Board
 - The new student representatives in SAT need to decide among themselves who will be BoS representative. It is also an option to share, so that one takes the spring semester, and one takes the autumn semester.
 - At the last meeting the delayed grades were discussed. Still unclear why info on delayed grades are only shared with the HoD but not the HoSP.
 - Marc will ask the exam team if eventual delayed grades can be shared with Hanna also – and check whether delayed grades in general is an issue at the GAMES programme.
 - Next BoS meeting will have updated curriculum on the agenda. This should just be an administrative update related to where we place admittance information.
- Events
 - The deadline for TAGs is passed. A lot of students from the programme has submitted – out of 19 games, 11 were from ITU.

- Discussion in SAT: This is great! Should be an action item or goal – motivating students to submit more.
- Spilbar was great – everyone liked the format
- DADIU presentations 5th December. Will be streams on Twitch too, and there will be a watchalong at ITU.

- Students
 - A few issues re. the spring semester with students always forming groups. Hajo is considering whether not allowing pre-formed groups – want the groups to be formed from the role people want rather than just friend groups.
 - Thesis allocation process went smoothy – some people wanted to make bigger groups than four, but was turned down by SAP, and better groups probably came out of it in the end. And everyone seems satisfied with their supervisors.

5. AOB

- Nothing for this point