SAT Games Meeting

09 February 2024, 10.00-11.30 in 2A05 / Teams

PARTICIPANTS

- Paolo Burelli
- Hanna Wirman
- Hajo Backe
- Rune Kristian Lundedal Nielsen
- Eva Hauerslev
- Tiago Santos Fernandes
- Malgorzata Maria Mikosz
- Trine Møller

AGENDA

1. Approval of agenda

Approved.

2. Information

HoSP & EVA

- There will be a restaffing of the fall courses.
- Question about the big 2023 cohort: There are many students this year, will it continue the next years?
    - More applicants accepted the offer in 2023, which is why we have many students. We do not know how the numbers will be in 2024 and onwards.
    - Another thing is that our courses are popular among other ITU students, guest students etc. so apart from our own student we have many non-Games students.
        - CM can always adjust the max number of students if it is too much.
        - An explanation could also be that the other ITU programmes do not offer interesting enough courses for their own students – or games is just a popular topic right now. STÅ follows the student so Department does not get more STÅ, but teachers get more PP. We should be recognized for the big classes. Hanna and Rune will have the conversation.
        - How many students from Games do courses in other programmes?
            - We can look that up in Qlik.
    - We have to look closer at the budget numbers in the staffing process – should be updated at some point when we know more about how the students actually register for.
    - We are doing a course together with the BDS – what will this mean? More bachelor projects in Games? More applicants from BDS?

Study Board

- Meeting today
  - Course evaluations
  - Myths about the +-10%
  - Danish students survey results

Events

- Winter Games last week
  - Great student presentations and Pawel did a great job.
  - Streaming did not work well due to technical issues. Evenings are in general worse. IT support has tried to fix it and requests tickets so they can track it. Rune is on it.
  - Would be good with a more diverse panel next time.
  - Could we have a stream in Scrollbar? Students chose to do Scrollbar instead of Winter Games – should think about that for next time.
  - A bit later in the semester would be good.
- Friday testing – is it still running?
  - Yes, it should be running but this is early in the semester so there might not be many prototypes ready yet. Paolo is interested in contacting the TA's not to plan a testing on top of Friday testing event or they can make a cooperation.

Students

- Meeting about EHK yesterday with FM.
  - They are replacing the laminator machine.
  - Whenever there is something not in order create a ticket with FM.
  - There are a lot of issues, but FM really tries to help fixing them.
  - Can we buy our own computers for the lab?
    - There is just a big burden in that – then we are then the ones to manage them and there is always a lot of issues.
- This semester
  - Some students are trying out courses in other programmes, but they seem to return to Games courses.
  - Is the skiing trip still something that students do? It does not seem like an issue anymore.

Study Career and Guidance

- Fully staffed in the Study and Career Guidance.
- There will be three career workshops in the spring for Games students.
- IT match making this spring; Sybo is joining, but we have more spaces available. We would like to invite small-medium game studios so let Trine know if you think of any good candidates.
- Thesis workshop last week but also one in March – for all students writing their thesis this semester.
- Thesis talks is in process – if we have the resources to organise it.

3. Course evaluations autumn 2023

Attachment: Course Evaluation Report – Autumn 2023

Hanna presented the course evaluation results (question 1 and 2 and survey comments) and SAT discussed the results and proposed changes as needed. The report has been discussed with many different parties; HoSP, HoD, BoS, HoS, and now SAT.

General observations

- Response rate in Games is good – the best in ITU.
- The average is above the threshold, but in the lower end at ITU.
- There are problems with organisation in general – communication should be better.

Comments for specific courses

- Advanced Topics
  - Really good score, but few respondents.
- DADIU
  - Lacked good communication and organisation (the organiser of DADIU, which is not ITU). The feedback will go to the right people in the right forums and hopefully it will improve.
  - Students should be better prepared for going into it.
- Deep Learning for Games and Simulations
  - Score good, but few respondents.
- Game Programming
  - Part-time lecturer teaching the course, and Hanna has met up with the CM. It is good to have the industry perspective in the course, but it also causes some challenges when there is no faculty teaching. CM has a very good understanding of the challenges and has a good idea how to work with them.
  - The game engine is outdated, but it is important not to use the really complicated engines out there.
  - Another feedback is that he does not have a Mac and it could be hard to follow for some students.
  - Course description should be updated for next time.
- Games & Culture
  - Good score as always, but slightly lower than usual. But there was also a very, very high number of students this fall.
- High-Performance Game Programming
  - Really good score, but only one student evaluated. The feeling is that students in general were happy with the course.
- Making Games
  - Comfortable score.
- Perspectives on Games
  - Very few respondents, but overall students seemed happy.
  - The evaluation opens when there are no classes left so it is hard to have students respond. Hopefully, the evaluation could open earlier next time around.
  - CM will have more freedom to design the course next time.
- Play Lab
  - Did good as always.
- Programming for Designers
  - Always difficult with this course as there is a skill gap among students.

- The teachers will do a screening test early next time, so students have the opportunity to apply to for an exemption to be released from the course (students have to have documented skills in the area from their bachelor's).
- We talk about the option for applying for exemption in the study start days and there is information on ITUstudent available in June. Should be highlighted even more.
- The level is difficult to deal with as some students want the very easy option. So, testing might not help for everybody.
- Can the class be divided into two?
  - Live coding did not work well and will not happen again.
  - Making Games feedback is that it is good to use the same language in both courses – there is a good synergy.
  - Teachers had some issues explaining basic things, so the communication was not that good between students and teachers. There is a need for the terms to be explained – not just the logic behind.
    - CM thinks there is a need for a glossary – could solve some of it.
  - Involve students more in the class would be a good idea. More group excises e.g.

4. AOB

Offices for thesis students

- Can students writing their thesis book a room for the semester?
  - The reading room might exist but not the individual offices.