

Meeting SAT GAMES 11-09-2025

Present:

- Rune Kristian Lundedal Nielsen
- Enrico Giuseppe Aiello
- Kristóf Lénárd
- Marc Kellaway

Absent:

- Hajo Backe
- Pawel Grabarczyk

Minutes:

1. Approval of agenda

The agenda was approved.

2. Information

a) HoP & ProCoor

- Djordje is on leave. Pawel will be his replacement in SAT GAMES instead for the remainder of the year.
- The Head of Education has a focus right now on how generative AI is used in the teaching, and whether we have good reasons to allow or disallow the use of it. This is due to critical comments from ITU-students (at least one, but very vocal) as well as fear that ITU might be seeming a bit backwards in this area. Rune will have a chat with the teachers re. this.
 - Comments from students: The GAMES programme might be unique at ITU by how much artistic practice is part of it, and we should be aware that this means that of the GAMES students are not very keen the GAI stuff due to the many ethical grey areas. Embracing these things too much – and/or making too much a point of embracing it - might have a negative effect in attracting students to the programme.
- Games Denmark has held a workshop at ITU looking into the roles in the games industry. The goal was to work on better alignment between how we and the other games education understand and teach this, and how the industry work. Rune and Hajo took part from GAMES. Main takeaway was the big difference between companies, from broad categories to very specific roles. This is a challenge we need to continue working on, but starting this dialogue is a great first step.

b) Students

- First year students seem eager and positive.

- Second year courses also going well – people are interested, perhaps a bit weary, but no complaints or outstanding issues.
- DADIU: This year a lot of students from GAMES have the role of Game Director in DADIU. This is good, but have in some places been giving initial conflicts due to differences in personalities. This is to be expected, so nothing is outstanding here, but the bigger responsibility might make the semester a little more challenging for some. DADIU people are aware and will look into this.
- Djordje have asked for TAs with knowledge of Unreal for his upcoming PCG-course in the spring – people have been told this, and asked to contact Djordje, if they need more details before applying as TAs.

c) Study Board

- Nothing new to report. Hanna is on sabbatical, so there is going to be a change of chair.

d) Events

- The ITU semester party is coming up.
- ITU GAMES Jam is being planned – organizers are looking into a new date, as there will be no internet on the day originally selected.
- Next SpilBar is coming up at Filmskolen. It will be hosted by DADIU.
- StudyLab will have the first event of the semester in the form of a sing-a-long. Plan to do more of these kinds of social events.
 - Rune: StudyLab TAs should contact Luís to have an agreed upon budget for this.
- Playtesting will start from October. This is a little later than usual, as we have learned from previously, that we shouldn't start these too early.
- The workshop for the master thesis went well and had good attendance. Hajo has promised to send out the slides soon.

3. AOB

Nothing for this point.