

Meeting SAT GAMES 19-06-2025

Present:

- Hanna Wirman
- Rune Kristian Lundedal Nielsen
- Enrico Giuseppe Aiello
- Kristóf Lénárd
- Djordje Grbic
- Marc Kellaway

Absent:

- Hajo Backe

Minutes:

1. Approval of agenda

The agenda was approved.

2. Timeslot for the autumn meetings

Thursdays 10:00-11:30 was decided as timeslot for the autumn meetings.

3. Evaluation report for spring 2025

- Not great response rate compared to the usual for the programme, but ok compared to ITU overall. Markedly low response rate on some courses – we should follow up on this, both with the teachers (Hanna) and the students (student representatives.)
- Suggestion that SAT members next time get report from last year also, to have something to compare with.
- Negative impact from absences - illness and teachers going on conferences. We can't prevent changes and force majeure, but need to make sure students get the right number of contact hours.
- Foundations of AI:
 - It is a concern that the BSc students draw down the score. Need to consider the value of offering the course for both BSc and MSc.
 - Decision: We'll keep an eye on the course for now, and in the future decide whether we want to keep offer the BSc version. NB: The HoP of BDS (who own the BSc version) need to be involved in this decision.
 - Student comment: Some people view the course as focused more on AI than games. Might want to experience in-engine IA, not just AI for its own sake.
 - Djordje: It might be due to the fact the it is done in Python. Will look into changing the course description for spring 2026 to make this more clear.
- Psychology of Play and Games:
 - From the comments it seems the biggest issue was the three missing lectures, which meant that some content was not covered. The students were promised video lectures as replacement, that this was not followed through.
 - Discussion: We need to know how to deal in the future when a teacher not available. This should probably be discussed with Luís.

4. New curriculum for GAMES (autumn 2026) and other changes

- Games will get a new curriculum from autumn 2026. It will be mostly smaller tweaks – nothing drastically seems needed, especially since DDDD has improved.
 - Student comment: Strong feeling in general that DDDD has been improved also. Most things people not happy with has to do with practical issues, illness etc.
- DDDD will also change name to “Games User Research” from spring 2026.
- We are considering a new mandatory course on 3rd semester of the design track.
- PlayLab have already been tweaked to give a more clear sense of continuity in the programme.
- Djordje will have a new elective from spring 2026 on creative programming and content generation. We will probably run it with low numbers and not open for other programmes the first time it will run.
- There will be a new summer university course in 2026 on writing for games.

5. Information

Students

- Nothing outstanding besides what has already been covered when talking about the evaluations.
- People seem to find the second semester much harder than the first semester.

HoP & ProCoor

- There have been some concerns re. the use of Games Lab and whether all feel welcome here. Hanna will keep monitoring this.
- Summer Games 25: ITU will cover if we do not manage to raise the money ourselves, but we need to get funds from outside, and keep budget low. It seems from the alumni discord that people will be coming for the reunion, so we should have a space for this also.

Study Board

- Nothing specific for the games programme. The board have been discussing the use of GenAI, course evaluations and similar things. Changes to the appendix for the BSc programmes been approved, which means that we have no progression requirements, but students instead need to pass an exam once a year.

Rune's Database

- Tiago has tried to soft launch, but no students have wanted to add anything. Perhaps Tiago should reach out to the student representatives to get the message further out?
- Rune will follow up with Tiago on whether there is specific concerns as the reason students do not want to add something.

Events

- June 30 there will be a showcase for the projects from Game World Design. The showcase is organized and led by the students.