

Meeting SAT GAMES 20-02-2025

Present:

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

Minutes:

1) Approval of agenda

The agenda was approved.

2) Study Programme Report

- Draft presented. No plans for actions next study year yet, as Hanna need to talk with Rune on his plans.
- Discussion on numbers: Dropout after first year at 25% for design track in 2022 seems very high. Error in the numbers? No clear conclusion from the report from 2022.
- The VIP/D-VIP as a ratio goal in the ITU quality standard might be something we should discuss, if we want to bring the programme closer to the industry. Might also be an issue as a measure for the coming industrial masters.
- Question on big shift in unemployment rates between 2022, 2023 and 2024.
 - Various reasons:
 - Small numbers of candidates means a big shift in percentages with just a few people more or less employed.
 - No steady supply of work available. Smaller pool of employers, so one year with many people hired means less positions available next year, and less people hired.
 - We also know the graduates from the “covid”-years have been struggling a bit.
 - Our graduates often start out as self-employed, which means they count as unemployed if they receive state support.
 - In general, the employment numbers are not worrying, students choosing the GAMES programme often seem less concerned with a classic (profitable, giving social status) career path. We also know that most graduates do get employed in the longer run, so perhaps the issue is the focus on unemployment first year after graduation.
 - The best thing we can do is to provide an education relatively matched with the industry needs, as well as opportunities for networking. This is an ongoing focus.

3) Information

- Events
 - Copenhagen Gaming Week this weekend. Hanna, Rune, Hajo and our Rector was there. Students from the programme won “Best Student Game” in TAGS, and GAMES alumni won “Best Debut” at *Spilprisen*. Lots of student games from the programme in TAGS also, so great representation for the programme overall.
 - Discussion: Can we find a way to make it easier for current students participating to find GAMES alumni next year?
 - Hand out “GAMES Alumni” stickers? Good idea, but also risk of it seeming like we are elevating our self above other programmes

- Perhaps arrange an ITU Alumni Lunch or something similar at the festival?
 - Will be Runes decision, but we should remember to discuss this before next year's festival.
- Rune's Database
 - The GDPR-stuff is in place now with the right information and a proper process for deleting data. The base lives in an Excel spreadsheet at ITUs servers, so no issues with where the data is stored.
 - Tiago is starting to enroll projects into the base – starting with the ITU games on Steam. Soft launch in spring 2025.
 - Discussion: Could the database be one of the goals for the programme for 2025?
 - Important that there are no pressure.
 - Perhaps a qualitative goal on making people know it exists? For instance, reaching out to 200 people.
 - Possible action goals could also just be launch and monitoring.
 - How to make it available for alumni also?
 - It would be nice to have a short url for the database – like itu.dk/gamesdatabase or similar.
- Students
 - Courses are still in the starting phases. No big feedback. Everything seems to run smoothly.

4) AOB

- Employer's Panel meeting next week.
 - Hanna is thinking about ordering water bottles with logos as gifts.
 - Head of Education has been asked to extend the period for 3 of our members.
 - Hanna plan to ask the panel how the industry see the roles right now. Not to necessarily change our teaching, but to better be able to inform the students on the choices.
- Confirmation that the Student and Career Guidance cannot make career events for us, so we need to do our own.
 - IO and Ghostship has already set they can help, so we will do an internal CV/portfolio workshop.
 - Question for the student representatives: When would be a good time to do this?
 - Students will get back to Hanna within next two weeks re. this.
- There is also a contact from Epic Games who want to talk. Seems slightly shady. He also have some sort of NFT game with horses. We'll think about it.
- For Foundations of Game AI Djordje has noticed a massive drop off in participation between lectures and exercises. Same issue last year. What can be done to improve this?
 - We know from last year that it might stem from students not feeling comfortable with the TA, and feeling disconnect between lectures and exercises
 - The student rep. will try to look into it