Meeting SAT GAMES 20-03-2025

Present:

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

Minutes:

1. Approval of agenda
The agenda was approved.

2. Working group for Summer Games 2025.

- People are interested, but the student representatives need to spread the word a bit more.
- Should we involve the Study Lab/Game Lab people in the planning?
  - Rune: Not sure they have hours left in the budget, but they are welcome to help, if they want.
- Idea: Perhaps an internal award of some kind?
- Before next meeting SAT student representatives should -
  - establish the working group
  - define a timeline
  - define what help is needed and suggest a budget
  - perhaps talk with Marc to get an idea of possibilities for when ScrollBar will be available

3. Working group for portfolio workshop

- Hanna has received an email regarding what the students would like to workshop to cover.
- Important that the students know they should prepare by updating their CVs and portfolios before the workshop.
- Would be great to also have artists as part of the panel, and not just programmers.
- 2F13 has been booked **Tuesday June 3rd** and **Wednesday June 4th** as possible days.
- Two people are needed to communicate with the industry part of the panel.

4. Information

- HoSP & ProCoor
  - Hanna: Proposed cuts in the admission to the DD bachelor due to the Masters Reform (*Kandidatreformen*). This is not only sad, but should also make us aware of the measuring of our own programme, as there is a big focus on employment directly after graduation. We know that GAMES have issues here not due to the quality of our graduated, but related to the field and the way the industry work:
    - It is a small programme, so small fluctuations in employment between years have big impact in the percentages.
    - We know that people from the programme are very committed, and do not mind waiting for the jobs they want. Also, ITU encourage start-ups, where people not always work full-time and might receive benefits also.
    - It is also problematic that we as a humanities/art programme are measured in the same way as more directly and broadly applicable programmes like Computer Science. A comparison with the art educations would make more sense.

- Board of studies
  - BoS are currently looking into the formal role of the BoS in relation to the universities act.

- Rune's Database
  - Tiago is supposed to soft-launce the database soon.
  - Could be great with games in the base before the Summer Games, so it could be announced here.

- Events
  - Playtestings has been arranged. One had an issue with the time, but have been rescheduled so people are able to join. A recent one was very successful with graduates from the programme also coming by.

- Students
  - The student was asked last time to look into why people do not attend the Foundation of AI course:
    - It seems that the change of room is not the issue, but rather confusion on what they can or cannot use the exercises for.
    - Some people mentioned the exercises felt optional.
    - Some also mentioned that the communication was lacking with MAs announced too close to deadline.
    - In general people are overall happy with the course itself, but just not happy with how the exercises sessions are conducted.
  - People are currently talking about what do to after 1st year. Some are considering whether they should apply for DADIU or apply for an individual project.