

Meeting SAT GAMES November 20, 2025

Present:

- Rune Kristian Lundedal Nielsen
- Kristóf Lénárd
- Pawel Grabarczyk
- Marc Kellaway

Absent:

- Enrico Giuseppe Aiello
- Hajo Backe

Minutes:

1. Approval of agenda

The agenda was approved.

2. Winter Games – status and how to spread the word

- The date will be 30th January.
- As it didn't work well last time with a hybrid set-up, the event will be fully online this time. Pawel has talked to Nicolas, who will handle the technical side of things.
- Pawel will -
 - send info to the students at the beginning of December.
 - invite the members of the Employers' Panel for GAMES.
 - ask chairperson Niels to spread the word via Games Denmark.

3. Information

HoSP & ProCoor

- Women's mentorship programme is up and running. 4 students have signed up, which fit with the 4 companies we had involved, until 3 of the companies suddenly withdraw with short notice. Rune will try to contact other companies, so we can provide for all who have signed up.
- We have been approached by the company *Alteruna*, who is a games tech company specializing in multiplayer. They have offered a free trial of their developing environment. This fits with the recommendation from the Employers' Panel to teach more technical skills developing multiplayer games.
 - Discussion:
 - Making multiplayer games is time-consuming and tricky to make work well, so we should be careful in pushing this too much to the students.
 - The knowledge needs to be transferable and not just for a very specific environment.
 - Conclusion: Rune will take this to the teachers to hear whether they think it could be useful.

- A solution has been found for the 8 students on the Tech-track from the 2025-cohort, who had taken Foundations of Game AI in the spring semester as part of their BSc at SWU. The students will be signed up for the new elective *Procedural Content Generation for Games*. This solution is only for people on the 2025 intake who have taken the course spring 2025. For spring 2026 we will offer a warning upfront for people taking the course at BSc level, and from spring 2027 only offer the course at MSc level.

Students

- No big issues at the moment – everyone seems ok. The student representatives will remind people to do the course evaluations.

Study Board

- The new curriculum for GAMES was approved.

Events

- StudyLab continuing with events.
- *SpilBar* coming up.

4. AOB

- Issue with TAGs: The intake rules seem to have changed, so that applicants now have to be nominated by their institutions with a deadline of December 12th. We haven't yet been approached by TAGs re. this, but it should be coming. Rune will follow up, when it happens.
- We have 3 people on the list for new SAT members, so the election will be contested this time. Marc will invite the new people to the last SAT meeting in December when the results are in.