

Meeting SAT GAMES 28-08-2025

Present:

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

Minutes:

1. Approval of agenda

- The agenda was approved.

2. Follow up on the GAMES 25 celebrations.

- Big turnout in general. Nice to see so many 1st years there. And much representation from alumni also.
- Students seemed to appreciate that we had a student award.
- The networking event worked well – people seem to be willing to return to ITU as alumni.
- Takeaways for next time:
 - Much smaller turnout for the talks on day two - the games seemed more attractive for the students. We should try to get more student attendance for the talks next time.
 - Didn't really work with Hanna and Pawel just talking from the stairs. Microphones in the Atrium might be better next time.
 - We should consider making the alumni gathering a part of summer games every year.

2b. Workshop on roles in the games industry (during GAMES 25)

- Rune and Hajo have participated in a workshop arranged by the Education Board of Games Denmark. The goal was to figure out what roles currently exists in the game industry, how they understand and use them, and how we understand them in the educations.
- Interesting workshop and definitely usable for us going forward. Three more workshops are planned.
- Takeaways from the workshop:
 - Smaller studios focusing on one single game often work with narrower specified roles focused on very specific skills, whereas larger companies working on many projects simultaneously can employ broader roles and responsibilities.
 - We already knew that roles are used differently between companies, but this seem also connected to the difference in mindsets between the companies.
 - Soft skills are important. People need to be able to talk and work together with people in other roles.
 - The portfolio need to be professional and reflect the job people apply for. Just like tweaking the CV, students should tweak their portfolio for the specific job they are applying for.

3. Information

- HoP & ProCoor
 - The Employer's Panel meeting is coming up. Among other things we will talk about the upcoming changes to the curriculum, and ask for input for a new mandatory course on the tech track.
- Students
 - The 1st year students seem happy. They are stressing a bit, but for now all is going well. No outstanding complaints.
 - DADIU is going well. The students from GAMES seem to be happy. The organizers have listened to the feedback from the previous years and made changes based on this to improve the programme.
- Rune's Database
 - No updates on database. It is meant as a tool, so no big launch. We will wait with the celebration till it is up and running and seem to work as intended.
 - Alumni at the GAMES 25 celebrations seemed to find it a cool idea, and many plan to add their games.
 - Rune will talk with Allan Christophersen (the games archive expert) to see if he has any input for the project.
- Events
 - The ITU Annual Party coming up.
 - A game jam for both 1st and 2nd year students is being arranged.
 - SpilBar event 18/9 at Filmskolen organized by DADIU.
 - Thesis prep meeting coming up.
- Other info
 - Stickers with hotline number for help has been added to all rooms. Just one number to FM for everything from technical issues to first aid or similar.
 - Rune has chatted with the head of recruitment from Playdead. They want to hire ITU Students and would love to come and talk about what they are looking for.
 - Perhaps StudyLab can set up something? Perhaps in connection with the Gamejam.
 - Enrico will reach out.
 - Should be after one of the first year lectures, and preferably after 16, so the DADIU people can join also.

4. AOB

- Djordje are looking for TAs who are good at the Unreal engine for his upcoming PCG elective.
- DADIU would like to organize studio visits in addition to the social gatherings.
 - Comment: Good idea, but they should be aware that often only a small number of guest are possible, so a selection process might be needed.
- Djordje is going on parental leave. Pawel will be taking his place in SAT GAMES for the remainder of the semester.