

Meeting SAT GAMES 24-03-2026

Present:

- Rune Kristian Lundedal Nielsen
- Krystof Marásek
- Nicholas Aaron Morelli Maurer
- Pawel Grabarczyk
- Marc Kellaway

Absent:

- Hajo Backe

Minutes:

1. Approval of agenda

The agenda was approved.

2. Information

HoP & ProCoor

- We are looking forward to the ITU Match Making events this week. Hopefully a lot of students will join.
- The portfolio event -
 - The date will probably be April 29 or 30 (an invitation will be sent out when date and room is settled.)
 - Since Rune will not be here, the Study Lab students will be asked to handle it.
 - Very important that people show up, so it will probably be a sign-up event.
- More people have missed their exam dates. We should make sure that people are proactive in finding their exam dates, now that you have to do more things in LearnIT to find it.

Students

- People are getting tied, since four courses in a semester is rough in terms of workload. It is more manageable if one course is taken as summer university, but tech track students are missing options here.
- Suggestions:
 - We should have more summer courses – also for the tech track.
 - We could move Playable Media (or another elective) to the fall semester, so there is something for the tech people both semesters.
- People (especially tech) want a course-based option to make a game at their third semester. Projects are an option, but some people more want to have a task than initiating a project themselves.
 - Rune: We are working with the employers panel to have some sort of formalized gathering of project suggestions from the companies. Perhaps we could also have internal projects here – from research groups or similar.
- Foundations of Game AI are not so enjoyed by people. Not clear whether the issue is that the course is not applied or not advanced enough. We'll know more when the evaluations are in.
- Psychology of Play and Games: Students feel the time spent on a lecture is less useful than working on a project (for another course.)

- Rune: This is a recurrent theme, and a lot of students have a hard time seeing how it is useful, when all we do is talk. It is about learning to do academic work.
- Students: Perhaps this more structured way this was handled in Games & Culture might help people see the purpose in joining the class?
- Rune: For me it is a trade-off. I do not want the students to think about the exams. I want them to *think*.

Study Board

- No major news. The new teaching prize is still the focus, along with how to encourage more participation in the course evaluations.

Events

- Summer Games is coming up! Rooms for this might be an issue due to the renovation. Rune have talked with Kildevæld Kulturcenter, which might be a possible location. SAT agreed this is worth the Try, so Rune will check whether the previously discussed date June 19 would be an option here.

3. AOB

There was nothing for this point.