

Meeting SAT GAMES June 16 2026

Present:

- Rune Kristian Lundedal Nielsen
- Krystof Marásek
- Nicholas Aaron Morelli Maurer
- Hajo Backe
- Marc Kellaway

Absent:

- Pawel Grabarczyk

Minutes:

1. Approval of agenda

The agenda was approved.

2. Evaluation report for spring 2026

- Overall comments
 - In general, the comments, also when critical, have been helpful and constructive. This is much appreciated.
 - ITU has set as a target for the evaluations that courses should score at least 4.5 points. We have two courses scoring lower than this: Games User Research and Graphics Programming.
- Graphics programming
 - Seems to be the most intensive course for the tech track people, though this might also have something to do with people taking Game World Design alongside and give more focus to this course instead.
 - From the text comments it sounds like the course has both high-level and low-level issues. Lots of things like problems with the GIT hub and minor things going wrong when hybrid teaching.
 - We are currently in the process of hiring a new teacher. Rune will suggest to Hanna that she give the new teacher the freedom to make the course over.
- Games User Research
 - Some people have felt dissatisfied in how the course did not show how to approach things if you plan to go indie. Felt like the course was too specified on triple-A production and people aiming for career as specialists in the area.
 - Students seem to know the course is important, but the general feeling was that they know how to do this on a basic principle already, and the course made it hard to get into the details in a way easy to retain – especially how to apply things to specific types of games.
 - Lot of stuff to follow up with teachers about: How to make it more applicable, how to use the approaches as an indie developer, what works for different types of games etc. Also, some low hanging fruit like not rescheduling submissions on the day of the deadline, not having issues with schedules etc.
- Playable Media
 - Student comment: Throughout the course people were encouraged to make the final project a game. But then we had a project presented from outside, which was not a game

but a fitness app, which caused some confusion.

- Foundations of Game AI
 - Student comment: People on the tech side was not too thrilled with the course – felt it was too much repetition and too fundamental.
 - Rune: Previously the BSc students complained it was too hard, so we might have overcompensated, but the will not be co-taught as a BSc course going ahead, which it will probably benefit from.
 - Rune will talk to Paolo on how we should approach the course going forward catering purely to MSc.
- Comments on Procedural Content Generation:
 - Student comment: People seemed to love the course – but not many was showing up.

3. Timeslot for SAT meetings in the autumn

Tuesday 14:00 – 15:30 was decided as the timeslot for the autumn meetings.

4. Summer Games

- Summer Games will happen Friday June 19.
- Eleven projects will be presented, and good people have agreed to come and give feedback.
- Kildegård Kulturcenter seems like a nice venue, so important that people also show up to be part of the event.

5. Information

HoSP & ProCoor

- Going forward there will be an ITU project looking into changing the evaluation format.

Students

- At their slot at the study start, the Student Council will try to make the new students more aware SAT exists.

Events

- The graduation is coming up. It might be nice if the HoPs were informed on the date and perhaps invited to hang-out and celebrate the new graduates. Marc will suggest this to SAP.

6. AOB

- Question re. the Study Start programme: Will Hanna or Rune be doing the presentation?
 - SAT agrees that Hanna should do it. Rune will reach out.