

Meeting SAT GAMES 01.09.2026

Present:

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

Minutes:

1. Approval of agenda

The agenda was approved.

2. Survey on the use of the lab

- We would like to do a survey on how the students see the future of the lab.
- Rune will design the questions together with the TA Labs. Should be designed with a view to the ToR for Labs at ITU.
- Student members of SAT will spread the work on discord.
- Would also be good with a similar survey for the teachers.

3. Informaton

HoP & ProCoor

- Hanna is back as Head of Programme. Rune continues as Co-head.
- Employer's panel meeting coming up next week.
 - Rune has participated in an event on the upcoming EU standardization of online worlds. We will hear if there are any thoughts on this from the panel.
 - We will also talk about the state of the programme in 2026 and get input on whether it makes sense from their point of view.
- The management of the education area has changed. Luís has stopped as HoE, and the upper ITU management have started a project looking into an eventual restructuring.

Students

- A page (collection) on itch.io has been made for games made at ITU. Students are in contact with Rune to improve it.
 - Should be clearer that the page is affiliated with the programme but not owned by it.
 - Need some contact into if people want to add their game.
 - For now, the page should be improved and only shared internally at GAMES. At a later point we can consider wider sharing of it at ITU.
- Study start went well. The new cohort seem happy and are very active in the classroom.
- Nicholas has visited Games & Culture and introduced SAT and himself.
- DADIU also seem to have started well, and it looks like most teams are happy.

BoS

- Upcoming meeting was postponed.

Events

- StudyLab events are coming.
- Annual party is sold-out.
- Theiss prep meeting tomorrow, should be possible for DADIU students to participate also.

4. AOB

Nothing for this point.