Minutes for Subject Area Team Games meeting
31 October 11.00-12.00 in 3A01

Participants
- Martin Pichlmair (absent)
- Paolo Burelli
- Hanna Wirman
- Hajo Backe
- Eva Steensig Hauerslev
- Trine Møller (absent)
- Lior Maynard (absent)
- Peter Bech Astrup
- Rasmus Klintsø Christensen

Agenda
1. Approval of agenda
   Item number 3 postponed to the next meeting.
   Agenda approved.
2. Information
   - Study Board
     - No meeting since next the last SAT meeting, and nothing to discuss for the next one.
   - Events
     - Study lab is doing events and faculty will help promote them as participation numbers are lower than usual
       - Two years lost due to COVID – and a different generation now too. Difficult to get things up and running again and filling in the gap takes a lot of effort.
     - Spilbar 1 November
       - They should have mailing list – otherwise, they are on Facebook.
   - Students
     - Semester is running and some changes have been done to some courses through evaluations
     - Deep Learning pre-requisites
       - Communication issue – there is no expectations for Foundations of Game AI. It should be solved now.
   - Staff lounge update?
     - No news
   - Study Career and Guidance
     - Nothing today as Trine is not here
3. The future of the Tech track specialisation
   Item number 3 postponed.
13. AOB
Election is called

- 15 November at 12.00 – deadline for submitting lists. Voting 28-29 November in the Atrium.
- Election site in the intranet

Light in the building

- Dark corners on the different floors – would be very nice to have them lighted as students need to work there when exam hits.