Agenda for Subject Area Team Games meeting
20 June 2022 at 13-14

Participants
- Martin Pichlmair
- Paolo Burelli
- Hanna Wirman
- Hajo Backe
- Eva Steensig Hauerslev
- Trine Møller
- Lior Maynard
- Peter Bech Astrup

Agenda
1. Approval of agenda

2. Information
   - Study Board
   - Events
   - Students
   - Study Career and Guidance

3. Course Evaluation

4. Game Lab

5. Algorithms for Game Development

6. New pages on ITU student regarding Student Wellbeing.

As a follow up on Studiemiljøhandleplanen (don’t know te English word?), students have asked for more focus on wellbeing on ITU Student.

The pages are under development, and a first draft has been made:

We would like your input - especially from a student’s perspective - for the pages on Support & Wellbeing.

Is anything missing? Do you have general ideas for these pages?

13. AOB