Minutes, Subject Area Team Games meeting
27 March 2023,
13.00-14.10 in 3A01

Participants
- Paolo Burelli (absent)
- Hanna Wirman
- Hajo Backe
- Rune Nielsen
- Eva Hauerslev
- Trine Møller
- Clovis Andréas Victor Lebret (absent)
- (Saskia) Joanna Rauhut

Agenda
1. APPROVAL ON AGENDA
Agenda approved.

2. INFORMATION
HoSP & EVA
- Generative AI: The question for us to consider is if we need to make any changes to e.g. exams.

Study Board
The next agenda will focus on
- Delayed grades. Who are late with grades are not in the report but is known and dealt with in other forms.
- Project on students with impairments.

Events
- No events to talk about.

Students
Feedback from students
- Mildly positive atmosphere. The reduced registration requirement seems to be well received.
- 3rd semester – what to do: some are good, some would love more information to make choices.
- A wish for more industry people e.g., in class.
  - Maybe the study lab can do some more with industry?
  - The study and career guidance probably will do some career events in April.
- Course feedback
  - A wish to have more detailed information on LearnIT so students can make more informed choices. If it is about specific courses, please let Hanna know.

Question from SAT:
- Any idea why so few showed up for the town hall meeting?
  - No.
- Would students be interested in a planning meeting with Hanna/Rune and Trine?
  - Most likely yes
  - We will call for that right after Easter.
Study Career and Guidance

Events
• Trine is organising career events in April for Games students.

AOB
• Most likely some changes in opening hours from April. Students can always email.

3. TECH TRACK CHANGES FOR ADMISSION AUTUMN YEAR 2024
The Foundation of Game AI will become a mandatory course for the tech track. This will take effect from the admission year 2024.

13. AOB
Room update:
Games students cannot have preference over all other students so rooms cannot be booked for our students.