

# Agenda for Subject Area Team Games meeting

14 December at 14.15-15.15

## Participants

- Martin Pichlmair
- Paolo Burelli
- Hanna Wirman
- Lani Alayne Feldstedt (absent)
- Annamaya Halskov-Jensen
- Hajo Backe
- Peter Bech Astrup
- Lior Maynard
- Eva Steensig Hauerslev
- Trine Møller

## Agenda

### 1. Approval of agenda

Welcome new student representatives.

Agenda approved.

### 2. Approval of minutes from meeting 23 November 2021

Minutes approved.

### 3. Information

#### *Study Board*

- Meeting tomorrow – nothing to discuss in SAT right now.

#### *Events*

- Winter Games February 4, 2022,
- Playtest Hallway December 16, 2021.

#### *Students*

- If students would like to suggest a new elective what is then the process?
  - We have a budget for electives and getting a new one means cancelling another. We still would like to hear your ideas – maybe it can serve as inspiration.
- Modern AI: The course needs some work before running again.
  - The course will be changed for the fall 2022. Furthermore, there is a new course in the spring, Foundations of Game AI, that should provide a better foundation for the 3<sup>rd</sup> semester.

#### *Study Career and Guidance*

- Just a reminder that if you as a student has COVID symptoms and therefore should not come to ITU for an exam (physical) then your exam attempt will be cancelled.

- If you meet students with exam stress, please let them know about us – we will help them as much as we can.

#### **4. Tech Track changes**

We are sadly losing Henrique. He was responsible for three courses, and we are figuring out how to work around this. In spring, it is Graphics Programming, and we are looking for a new teacher right now. In fall, it is Game Programming and Algorithms in Games.

#### **5. Changes in Playable Media**

Hanna has made some changes to Playable Media. She made the exam more lightweight for the credits and added non-mandatory exercises along the way. The deliverable options and format for the exam should be less complex, less to choose from, but also very straightforward. Especially Game World Design combined with Playable Media was too tough past semesters but this coming semester at least we are not teaching the same day.

Hajo added that Game World Design has been redesigned slightly to accommodate some of the same issues. Also, in Games and Culture they have worked with non-mandatory mandatory activities instead of mandatory ones and some students are missing having the pressure. This is a topic we will discuss again and again.

SAT finished of the item talking about mental distress, exams in second attempt, and what the study and career guidance can assist students with. We agreed that maybe Trine could pop in in a class once or twice in a semester to tell students what options they have at ITU.

#### **6. New Discord policy**

Annamaya and Martin sat down and browsed ideas on a Discord policy this semester. Basically, it is about taking things offline whenever they get heated, using threads, using real names, and having the right people in there.

Note that Discord is not an official ITU channel.

The policy exists in writing and can be found here and is posted in a thread in Discord:

1. Safety: If anyone is made uncomfortable by a discussion, we move that discussion offline. Every mod has the right to do so and every user has the right to trigger this.
2. Conduct: The ITU Code of Conduct applies. <https://itustudent.itu.dk/~media/itu-student/study-administration/rights-and-requirements/code-of-conduct-for-students-at-itu-pdf.pdf?la=en>
3. Threads: We would like to encourage using threads in order to make discussions easier to unfollow and ignore. Please ask for people to start a thread if you think the frequency of messages is too high.
4. Exclusivity: The server is for Games students, former students, guest students, PhD students, and faculty only. Please don't invite non-students. Mods have the right to remove everyone who is not one of the above.
5. Names: We have a real name policy because this server is an extension of the real world. Mods have the right to ask people to change their name to their real name.

Comments

- To the question if we should kick out non-internals – I think it can be difficult, there could be many borderline cases.
- Should we ask the students discuss this among themselves? have a meeting about this?

Martin will post it into the policy channel and have students reply. If we need a meeting, we will have a meeting.

## **7. AOB**

### *Game Lab & Study Lab*

- Any questions to this should go to Hanna
- The difference between the two
  - Game Lab is the facility, technology, and books available for playing, reading, working. (Alberto organises this semester)
  - StudyLab is the event-based system of supporting your studies with events, workshops, personal advice. (Eva and Brin organises this semester)
  - Both have their own annual budgets, and we use those flexibly.
  - Continuity of the StudyLab is decided again every semester.

### *Thesis workshop*

- Should we have a specific Thesis workshop for Games? There are one for all students, but should we have one just for Games as two years ago? It was arranged with Mike, who is now a PhD student.
- Everybody agreed that it is a good idea and Trine and Annamaya will look into it.