Agenda for Subject Area Team Games meeting
1 June 2023 at 13-14 in 3A07

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

Agenda
1. Approval of agenda
2. Information
   • HoSP & EVA
   • Study Board
   • Events
   • Students
   • Study Career and Guidance
3. Revised Curriculum (will be done in an email hearing, expect an email Friday 2 June)
   Due to the change in the Tech Track, making Foundations of Game AI a mandatory course in the second semester, the curriculum needs to be revised.
4. Course Evaluation spring 2023
   First visit of the course evaluation spring 2023. Further presentation in a later meeting, between week 25 and 35.
13. AOB