

# Agenda for Subject Area Team Games meeting

21 September 2021 at 14.15-15.15

## Participants

- Martin Pichlmair
- Paolo Burelli (*via teams*)
- Hanna Wirman (*via teams*)
- Lani Alayne Feldstedt (*absent*)
- Annamaya Halskov-Jensen
- Hajo Backe
- Eva Steensig Hauerslev (*absent*)
- Trine Møller (*via teams*)

## Agenda

### 1. Approval of agenda

Approved.

### 2. Approval of minutes from meeting 31 August 2021

Approved.

### 3. Information

#### *Study Board*

Martin reports from the study board that the "Diversity Officer" will be an "Inclusion Officer". The Dean of Studies argues for the change based on internationalization considerations and a clear signal towards our aims, not just the status quo.

Annamaya reports from the study board that delayed grades were discussed, but that it doesn't concern Games. There will be a follow-up.

#### *Events*

The Lego Game Jam seems to have worked very well. Both students and organizers are happy with the result. Especially working directly with Unity was a good experience. Hanna reports that Lego would even like to do another jam in 6 months, potentially with the same participants. Hajo reports some students misunderstood the game jam as an official teaching offer that they needed to drop course hand-ins for.

The study lab and the playtests seem to work well. Alberto is preparing a 2v2 mingling event to network between students of the two cohorts, scheduled for October 1st. Generally, the early game jam, the proximity of the game lab, and the "owned" classroom help a lot for building community.

#### *Students*

Annamaya reports that a small number of foreign students struggle with basic integration procedures (CPR number, housing). Trine explains that there are standardized info meetings, and that especially housing is out of the hands of study and career guidance. Master students receive a written info package as soon as

they are accepted for the programme. There is a person in SAP though who can help them when they reach out.

### *Study Career and Guidance*

Trine reports that the thesis talks are happening with Games participation (Karolina) with great success.

Trine asks about a meeting for first-year students alone; they need to be informed about study regulations, which didn't happen in the intro week.

### **5. Discord - how to handle discussions**

The discussion of dealing with problems on the Discord have resulted in a general policy proposal: Take the discussion offline as soon as possible. When controversy arises, the offer is made soon to have a physical meeting. Furthermore, such discussions should be held in threads to not expose everybody to a heated and protracted discussion. We are looking for new student moderators. An announcement will be made at the upcoming townhall meeting.

Hajo asks about the involvement of teachers on the student-involving discord channels. Hanna raises the GDPR compliance of our server. Martin and Annamaya will formulate precise steps for managing discussions: first taking it to a thread, then giving warnings, then blocking, then kicking. Student moderators can/should be asked to step in. Hanna asks if we should approach students who are exposed to harassment and if rules for that should be included in the new server policy; Martin points out that in the welcome page for the channel, it explicitly says that the ITU policies for harassment apply on the server.

### **6. Course evaluations spring 2021**

Our evaluations are atypically bad for us. Data Driven Design and Development is under revision. Data mining has already been cancelled (and got only one individual evaluation). Psychology of Games will be followed up with Rune. Annamaya reports that there is no course structure, and that there is virtually no teaching from the teacher. It seems that it's mostly a case of a too extremely flipped classroom with too much student input.

Paolo proposes to make a statement as SAT about the reformed evaluation process, because it is still not as helpful as it should be and are officially used in the same manner as before. Martin hesitates because we only finished reforming.

### **7. AOB**

Nothing.