Minutes for Subject Area Team Games meeting
03 March 2022 at 14-15

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

Agenda

1. Approval of agenda

Agenda approved.

2. Information

Study Board

- New chair was elected.
- Discussion of exemptions were moved to the next meeting.
- Response rates of course evaluations were discussed; there will be several actions about it.
- Study environment survey issues will be addressed (e.g. power plugs in teaching rooms)

Events
- DADIU meeting and Town Hall meeting next week; conditions at DADIU will be improved
- Studio visits and career events are being organized by Career Guidance and Study Lab

Students

- Two connected issues: 1. Re-occurring issue of lower self-worth perception of design students versus tech students. More need for teaching design specific skills like e.g. level design, game narrative. 2. Psychology of Games does not work as advertised/expected. It does not provide game design specific skills. The structure of lectures are more like a seminar; there is too little input on specifics like the psychology of level design, player decisions, involvement, or other design issues/decisions.
- Workshop in Making Games with producers, designers etc. was a very helpful strategy for addressing this issue.

Study Career and Guidance
- Nothing for this item

3. Academic Quarter

Pros

- It's a proven concept

- it destresses the beginning of class
- it's easier to start late then end early.

Cons
- Late participants will also be late, adding to the delay
- it reduces class time slightly.

4. Study Environment Assessment

- We fill out the action plan document.
- Issues with sexism and racism aren't too pronounced apparently and seem to happen mostly outside of class. Still, we need to follow up.
- One item in the survey is about receiving not enough feedback. Not all classes in the first semester provide automatic feedback.

5. Graduate Report
Postponed.

6. Study Programme Report 2022

All values are in the green, except unemployment. But the tendency is positive, and we have an action plan in place. Current priority is consolidating and repairing damage done by Covid, not initiating reforms. Also, most of the numbers still measure pre-reform cohorts. Strengthening the role of designers (as designed today) will be one of the future issues.

7. Update on the Employers' Panel

Panel is happy with the programme. They see as future needs: data-oriented programming, memory optimization; multiplayer, more networked games, more social interaction, games being online by default.

They are excited about the Summer Games.

13. AOB

Nothing.