**IT-UNIVERSITETET I KØBENHAVN**

## Agenda for Subject Area Team Games meeting

When: 23 October 2023 at 09.30-11.00
Where: 4A05 or Teams

### PARTICIPANTS

- Paolo Burelli (absent)
- Hanna Wirman
- Hajo Backe
- Rune Kristian Lundedal Nielsen (absent)
- Eva Hauerslev (absent)
- Clovis Andréas Victor Lebret
- Joanna Rauhut
- Mohammad Ajine (absent)

### AGENDA

### 1. Approval of agenda

### 2. Information

HoSP & EVA

- No updates

Study Board

- No updates

Events

- Winter Games planned for 2.2.2023 (tentative), Hajo will host. Online for audience, offline possibility to present at 2F13.

Students

- Students interested in joining Amaze. Hanna suggests bringing in PROSA to support and we make them a game that they have requested. Hajo suggests a game jam format to screen the best idea.
- Add "Student organisations intro" as an agenda item for next SAT
- Mid-semester check-in results from SAT student members
    - Students do not know about the second semester which is unfortunate as they do not arrive at the Townhall meetings
    - Summer courses interest: 50/50 % interested
    - Feedback on individual courses (complaints about programming for designers that feels disorganised, tech track game programming is difficult, satisfied with Games and Culture and Making Games)

- o Be clearer about alternative courses to Programming for Designers in the intro days 2024
- o More feedback: Disconnect between theory and practice between courses
- o Thesis work
  - ▪ Include some details about Thesis work in the 1st year Spring Townhall
  - ▪ Request more info about how to collaborate with a company for a thesis
  - ▪ Previous students' thesis work as examples
  - ▪ ITU Student info is scattered. administrative process of thesis work is not in one location
  - ▪ Games page with links that are relevant to thesis work
- o Women's mentorship programme lessen the expectations for students; adds to the already full plate
- o DADIU disorganised

Study Career and Guidance

- • No updates

**3. AOB**

Nothing for this item.