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)
Be clearer about alternative courses to Programming for Designers in the intro days 2024

More feedback: Disconnect between theory and practice between courses

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

Women’s mentorship programme lessen the expectations for students; adds to the already full plate

DADIU disorganised

Study Career and Guidance

- No updates

3. AOB

Nothing for this item.