Agenda for Subject Area Team Games meeting
31 August 2021 at 14.00-15.00

Participants

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

Agenda

1. Welcome back to Eva & Trine

2. Approval of agenda

3. Approval of minutes from meeting 22 June 2021

Attach the minutes to the email with the next agenda.

4. Information

- Study Board
    - Talk about diversity officer again
    - Late grades
    - Credit transfers
- Events
- Students
    - New students seem excited
- Study Career and Guidance
    - No news

5. Changes to Games Tech Specialisation

The tech track will undergo some changes:

- Computer Graphics will change to be on 3rd semester to 2nd semester
- Modern AI will be renamed into Deep Learning

6. New elective

There will be a new elective in the spring – for tech track students and other tech capable students. The course will be named 'Foundations of Game AI'.

7. Discord - how to handle discussions

There has been a discussion on discord that made a lot of people uncomfortable and angry. How to handle this?

Ideas

- Policing it does not help and it might feel like shutting things down when an authority drops out of the conversation
- Maybe authorities just shouldn't reply
- Steering the conversation to something else not controversial
- Starting a new thread
- Have a neutral person go in and say 'this is not a safe space anymore' – which is not a teacher
- Make a specific channel for whatever the topic
- Take it to the physical space
- Make different policies for different roles – maybe staff shouldn't participate in inflammatory discussions on students' discords

Martin and Lani will make a suggestion and present it at the next meeting.

8. Credit transfers

Comments

- New setup is good
- No further comments

9. AOB

Next meetings: 14.15 on Tuesdays