Agenda for Subject Area Team Games meeting
21 November 11.00-12.00 in 4A05

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

Agenda
1. Approval of agenda
   The future of the tech track specialisation has been pushed forward again.
   Agenda approved.

2. Information
   - Study Board
     - 22.5 ECTS registration requirement will be implemented from spring 2023. Games will choose one elective in 2nd semester and the elective 3rd semester as the modules students can push forward.
   - Events
     - Winter Games in February. Hajo will take over the planning
   - Students
     - Better attendance to events like Playtesting
     - Still a focus on too little space for group work
       - There is work on utilizing empty space better, but there should still be space in Atrium.
         - Atrium is not the best working environment as it is very noisy
         - It is just the design of the building. And there is work being done – not sure what and how and when, we will have to wait and see
       - Would be nice with some kind of guidelines for who can occupy a room – e.g. at least two people so one person isn’t using a big room alone. Something the DoE could be interested in promoting?
       - Maybe promote the quiet room and what options there are in the two buildings
     - There are also other places in the city that might be interesting, e.g. the Black Diamond
   - Programming for Designers
     - Students have different levels of technical knowledge – for some it is too easy, and some students feel like they have not learned the necessaries for the exam.
     - Maybe extra exercises could be the solution for now. Hanna will ask.
• Study Career and Guidance
  o Nothing for this item

13. AOB

Nothing for this item