

Minutes for Subject Area Team Games meeting

31 October 11.00-12.00 in 3A01

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

Item number 3 postponed to the next meeting.

Agenda approved.

2. Information

- Study Board
 - No meeting since next the last SAT meeting, and nothing to discuss for the next one.
- Events
 - Study lab is doing events and faculty will help promote them as participation numbers are lower than usual
 - Two years lost due to COVID – and a different generation now too. Difficult to get things up and running again and filling in the gap takes a lot of effort.
 - Spilbar 1 November
 - They should have mailing list – otherwise, they are on Facebook.
- Students
 - Semester is running and some changes have been done to some courses through evaluations
 - Deep Learning pre-requisites
 - Communication issue – there is no expectations for Foundations of Game AI. It should be solved now.
 - Staff lounge update?
 - No news
- Study Career and Guidance
 - Nothing today as Trine is not here

3. The future of the Tech track specialisation

Item number 3 postponed.

13. AOB

Election is called

- 15 November at 12.00 – deadline for submitting lists. Voting 28-29 November in the Atrium.
- [Election site in the intranet](#)

Light in the building

- Dark corners on the different floors – would be very nice to have them lighted as students need to work there when exam hits.