

## Meeting SAT GAMES 04 April 2024

### Present:

- Hanna Wirman
- Tiago Santos Fernandes
- Paolo Burelli
- Hajo Backe
- Marc Kellaway

### Absent:

- Rune Kristian Lundedal Nielsen
- Malgorzata Maria Mikosz

### Minutes:

#### 1. Approval of agenda

The agenda was approved.

#### 2. Information

- HoSP & EVA
  - DADIU info meeting yesterday. Everything seems to be proceeding fine regardless of the changes. The meeting was also streamed in GameLab. Video of the stream should be forthcoming.
  - Programme review will be coming later this year. Hanna has been asked to suggest reviewers.
  - There will be a workshop on the Student Survey from the autumn to decide and prioritize what SAT and BoS should focus on. The result is expected to be on the agenda for the May meeting.
  - The Dean of Education Pernille Rydén is stepping down. No more is known right now regarding the future of the position. Beside her great work as Dean of Education, Pernille was also in the steering committee for DADIU.
- Study Board
  - Hanna is now chair since the board couldn't find someone external.
  - One the agenda for the forthcoming meeting: Status from exemption committee, the student survey, changes to the registration rules.
- Events
  - ITU LAN next week.
  - Nordic Game Jam in three weeks. The free tickets ran out fast. Feedback from student is that the people that wanted tickets managed to secure them, if not from the first, then from the second round of sponsored tickets.
  - Testing Day 30/4. It will be sponsored by Raw Power Games.
  - Alumni from the GAMES programme we visiting as part of Career Weeks
  - SAT students have talked to some second year students for a more in-depth follow-up meeting on their experiences with individual specialisations after the Town Hall Meeting. This is planned for next week.
  - A similar meeting with DADIU students is also in the works, but no date planned yet. Hanna would like to be part of the DADIU meeting.

- Last week the ITU student easter dinner gathering took place. The TAs for StudyLab are busy and not available for organizing events. The students feel it is a loss to not have current students on these positions, and that it would be nice with more backing for things like this.
- Students
  - Lots of uncertainty regarding the next semester, especially about individual specialisations and electives. People are worried that there will be no electives specifically for GAMES besides the mandatory courses. Many are considering individual projects, which might lead to a spike in number of people needing supervision.
    - We will try to find relevant courses available and send a list out.
  - Worries about the upcoming DADIU-application. The students are unsure if they should apply due to the situation with the electives, and unsure if they can reject the offer afterwards. Also worries about having to move to Aalborg.
    - It is possible to cancel, but people should not be encouraged to applying if they are unsure whether they want to go through with it, since it might start to look bad for ITU, if too many students cancel. Late cancellations will also create additional work administratively for the programme.
    - If people are not prepared to move to Aalborg, they should mention this in the application.
  - Foundations of Games AI: Some master students find the course is repeating topics they already have learnt at their bachelor. Feels redundant, as they already know the foundation of AI and this just relates to games. This issue might be bigger when the course becomes mandatory for both tracks from next year.
    - We need to find out if this is primarily an issue for GAMES students or for the students from other programmes taking this as an elective.
    - Input from the students is also needed to identify more clearly what feels redundant.
    - We need to make it clear for new GAMES students, that they can apply for substitution or credit transfer, if they already have taken something similar to the course.
    - Arguments for keeping the course mandatory:
      - It has been clear from the advanced courses following on this, that the students *are* confused on the basics of AI.
      - Even if the 80% are basic seen before, the remaining 20% focused on the application in games might still be relevant.
      - Perhaps the course should be made even more games-focused?

### 3. NASG Game Jam call going out

Hanna will send out a call to join the Nordic Alliance for Sustainability in Gaming Jam. It takes place in early June, and we have 5 tickets for students.

### 4. Internal graduate survey plan

Hanna has talked with analytics whether it will be possible to sort the statistics on the graduates into the two tracks. There is also a consent-form in progress for students ending the program regarding whether we are allowed to keep their information and contact them at a later point.

## **5. AOB**

The SAT students have talked with Hanna regarding general recommendations for projects, whether to do them individually or in groups, and what sizes the groups should be. In general group work is recommended, but it also depends very much on the project, so the main recommendation is to talk about this with a supervisor at an early stage in the process.