Agenda from Subject Area Team Games meeting
20 November 2018
Participants

- Martin Pichlmair
- Trine Møller
- Nikolaj Licht
- Sebastian Risi
- Eva Hauerslev

Absent

- Hajo Backe
- Joseph John McGeoch Osborne

Agenda

1. Approval of agenda

Agenda is approved.

2. Approval of minutes from meeting on 23 October

Minutes approved.

3. Information

- Study and Career Guidance
    - o Career workshops in the spring for Games for both 2nd and 4th semester
- Study Board
    - o Nikolaj and Martin can't join but Paolo will join instead
    - o Stine Gotved will most likely be voted chair
    - o Course evaluation report
        - ▪ The report itself is nice – also this late. But have a hard time figuring out how to act on it.
    - o Exemptions closer to the Study Board – sounds reasonable.
- Events:
    - o Spilbar on Thursday the November 22nd
    - o Sebastian organising a person from King is coming. 30th November. Info on info screens. Nikolaj can also post it in Facebook. Also interesting for alumni.
    - o 5th + 6th of December – two guest talks. Jeff Watson (USC) & Cindy Poremba. Miguel is organising.
    - o Global Game Jam (January) + Copenhell Jam + Level 1 jam (February) at ITU

4. Poster Jam Event

Nikolaj has made a poster.

Deadline: January 7th 2019

Poster jam event: January 25th 2019 as a part of Global Game Jam

5. Course Evaluation fall 2018

All courses scored in the green except for Programming for Designers that was in yellow (4.17).

- Some students has a hard time with the course and they are afraid of attending the Play Design course next semester. That should be addressed – Play Design is the one specialisation course and everybody should be able to do it without being afraid.
- Ideas for solutions
    - o Martin will talk to Daniel about this and next semester
    - o Extra help could help – like Study Lab
    - o More group work in the course?
    - o Make a course structure where you can also have students help each other or a two-track solution in class
    - o Talk about the task in the PfD course – cracking the code of coding
    - o Invite somebody from the study career guidance or a teacher, who is not good at programming, in the class to reflect on programming; address the culture and the feeling on inferiority

6. Reforming the DEMO NIGHT

Next meeting.

7. Communicating how to specialise in the Games Programme

Next meeting.

13. Any other business

Next meeting 1.5h.

Eva makes a doodle.