Minutes from Subject Area Team Games meeting
14th of February 2018 at 15-16 in 3A07

Participants
- Martin Pichlmair
- Trine Møller
- Hajo Backe
- Sebastian Risi
- Eva Hauerslev
- Joseph John McGeoch Osborne
- Dacal Fragoso Felipe
- Nikolaj Licht

Absent

Agenda
1. Approval of agenda
The agenda was approved without comments.

2. Approval of minutes from meeting on December 4th 2018
The minutes were approved without comments.

3. Discussion: DDDD moving to second semester
It has been decided to move the course to the second semester for several reasons
- There will be three courses in the first semester instead of four (2x7.5 and 1x15 ECTS)
- The interdisciplinary course is moved to the 3rd semester

The course will change a bit in content to be more games related. The employers’ panel is really happy about the course.

Comments from SAT
- That sounds really good. It was too much focused on general data analysis and not so much for games
- Biggest issue was that the technical things were taught by the TA’s and that made it hard for students at the exam, especially the designers
- Maybe the new course Making Games should make the students make a small game so students are not afraid of coding

4. New courses
High Performance Computing
- New elective in the fall 2018
- Hardcore but not AI
- Course description can be found in the course base in April/May
Making Games
- New mandatory course for the new cohort starting fall 2018
- Teachers will be Astrid Madsen, Miguel and Martin and maybe Paolo
- Probably making of small games

Advanced Topics in Game Studies
- It will be an elective in the fall semester 2018 and a specialisation course in fall 2019
- It will be digital game theory
- Research-driven course – not really design or tech but building research. It is not a craft course but a research course.

5. Status Game Lab
Comments on the new game lab
- There is more socialising in the new one
- There is food on the tables so it must be used. But the food leftovers could go...
- It works much better now
- It is a very dark room – maybe it’s just that corner in the building
- A locked cabinet solution or the like is still needed – Martin has a lot of stuff in his office
  - Can the lab be locked with a key card?
    - We don’t really want that as the door will be left open and things will be lying around
  - Only alternative to a locked cabinet is a student group that act as librarians
  - Students are welcome to come up with better solutions
- It sounds like the things won’t be any you could use for a semester project but one could use it as inspiration
- On March 9 there will be a reception in the lab. There will be a showcase of projects from students. Hajo will make a form and send it to all students in one-two weeks.

Daniel will head the hygge group and they will also look into the light situation. Contact Daniel to participate in this.

6. Discussion: Code of Conduct
The Board of Studies is making a code of conduct and has discussed the item at several meetings.

Martin told about the process and the basis for making one.

Comments from SAT
- I do not think it is a problem just saying there will be consequences but not what the consequences are. Instead handle this case by case. That is a good way of working with something that is very context specific. What I have seen are code of conducts without having to integrate the consequences – that can be separate.
  - That is a good point to have two separate ones
- The case by case base is good as long as it is stated that these and these cases will be reported and to where
- Martin agrees with Hajo in general

7. Credit Transfer for Games
Comments from SAT
- It is very nice that it is anonymised
- It should say it is games
- Maybe it should be track specific
- Still not totally in English and still a bit of a mess

8. Future meetings
SAT should have meetings in the following weeks (Danish standard weeks):

- SAT meeting in week 10
- SAT meeting in week 14
- SAT meeting in week 18/19
- SAT meeting in week 22/23

SAT agreed on Wednesdays at 3-4.30.

The meeting dates in the spring will be
- March 7 at 3-4.30
- April 4 at 2-2.30 (note that it is an hour earlier)
- May 2 at 3-4.30
- May 30 at 3-4.30

9. AOB

Coming events
- Demo night on the 8th of March
- Reception on the 9th of March
- Town Hall meeting on March 6th
- CV and competence workshop with study and career guidance; something special for Games
- Copenhell Game Jam in April
- Hillerød jam on 20th of March (half day, ideation workshop about children and diabetes)

Hajo rounded the meeting off by informing SAT that there is a group consisting of students and faculty that looks into evaluations at ITU.