Agenda from Subject Area Team Games meeting
2nd of May 2018 at 15-16.30 in 3A07

Participants
- Martin Pichlmair
- Trine Møller
- Hajo Backe
- Eva Hauerslev
- Joseph John McGeoch Osborne
- Nikolaj Licht

Absent
- Sebastian Risi
- Dacal Fragoso Felipe

Agenda
1. Approval of agenda
Agenda approved.

2. Approval of minutes from meeting on April 4th 2018
Minutes approved.

3. Information
Study and Career guidance
- Career management skills workshops
  - 5 workshops in total
  - For 1st and 2nd year but will focus more on 2nd year
  - First run of the workshops this semester so evaluation will be interesting
  - Last workshop will be determined via a doodle

Lockout
- Will most likely not happen

4. Game Lab
Students want to buy prototyping stuff
- Martin has some funds for buying stuff
- The things need to be stored on shelves (bookshelves with plastic boxes). Martin will talk to FM about it.
- Students will make a proposal and a budget and Martin will look at it.

Locked cabin for expensive stuff
- Key in the reception that you can borrow and use the locker
• Martin just need to put the things in the locker. Martin will ask a research assistant from IXD lab to do it.

Suggestion: Poster competition

• Students could have a poster competition and the posters could be used to make the lab more cosy
• Could be a summer competition
• Everybody thinks of a concept and we will talk about it at the next meeting

5. Restructuring the tech specialisation
The specialisation courses will be redesigned to form a more coherent specialisation. Paolo Burelli is leading that process. The changes will not affect already enrolled students.

DDDD will be twerked as well and Martin is looking for a game designer to co-teach the course.

6. Summer Games
Planning is ongoing.

Comments

• Maybe the 1st floor can be used instead of the atrium
• Sign-up form is up
• It is a public event so invite friends and family
• Trine will send out an alumni newsletter coming out soon. Trine will be put it in.

HR event at the summer games

• Trine mentioned that it might not be the best for this event as it is too soon.
• Martin/Trine will figure something out

Poster is coming – Nikolaj is working on it

7. Course evaluation spring 2018
Course evaluations were good in general.

Data Mining is in the yellow but it could be that the SDT DE students are struggling. Only one Games student filled out the evaluation for that course.

Comments

• Data Mining: the course does not fit well into the Games programme. It seems too specific and it is technology used in the business but not for making games
• Paolo should talk to the tech students about Data Mining as the evaluation does not say anything as only one student replied to the evaluations.
• Can Paolo see the evaluations from the previous years?
  o Yes, that should be possible. As long as it is not evaluation of the teachers but just the course.
  o Maybe Paolo should also see evaluations of the Modern Artificial Intelligence.

Game Project

• 8am is way too early
• This is always a topic
• The Quality Policy says 3x50min of teaching for 7.5 ECTS. Could the general format of 2x2 for 7.5 ECTS be changed?

8. SAP procedures
If students hear about specific cases then SAT/SAP will look into it. Feedback to SAP is that it could be explained better why a case takes a long time and where it is at the moment.

9. Quality Policy
The Dungeons and Dragons game master rules.

10. Any Other Business
Copenhell Jam
• Trine will post it on the Study and Career Guidance Facebook page