

Minutes from Subject Area Team Games meeting

26 February 2020 at 14-15 in 3a07

Participants

- Trine Møller
- Eva Hauerslev
- Mike Hyslop Graham
- Martin Pichlmair
- Jonathan Jung Johansen
- Alberto Giudice

Absent

- Hajo Backe
- Sebastian Risi

Agenda

1. Approval of agenda

Agenda approved.

2. Approval of minutes from meeting 27 January 2020

Minutes approved.

3. Information

Study and Career Guidance

- Career Skills workshops running now. 24 students normally join. Many good workshops and students also had good ideas. Trine will talk to Martin/Paolo about the career skills events.
 - Would also be interesting to reach even more students because it is valuable information and skills.
 - Could it be integrated in other already existing extra-curricular events? Or making teasers in class, where everybody is there. Trine will contact Paolo regarding DDDD.
 - We could also put posters or flyers in the Game Lab.

Study Board

- Jonathan will take over Mike's place in the Study Board and be a part of the exemption committee.
- Discussion of evaluation of staff – draft stage now
- Take home group exam form made more explicit by having its own form
- Next meeting 5 March
 - Grades coming too late from teachers on written exams. Makes it difficult to plan re-exams.
 - Cross-dit update

Events

- Spilbar event coming up – Playing and the City.

- DADIU information meetings – already been distributed to students.

Students

- The thesis generation: students are busy so nothing from them.
- 2nd semester students: a little confusion about the re-exam date for Games & Culture.
- Level 1 jam – positive feedback from students. Many participated – about 100 people.

4. Course evaluation, fall 2019

Games doing really good

- Highest evaluation participation
- Highest rated programme of all the MSc's
- Two courses slightly below the threshold
 - Making Games: we have already evaluated the course with students and teachers so minor changes should be implemented for next time.
 - Programming for Designers: always a difficult course and students find it hard. Works much better now with the two teachers and TA'. They complement each other very well. Many students are quite happy with the course as producing a game from cradle to grave.

5. Cross-disciplinary thesis/project

Cross-disciplinary thesis/project: Goals, supervisor, external examiners:

Study Board asks all SATs to discuss, if ITU should develop specific guidelines for cross-disciplinary projects. NB! It concerns writing projects between study programmes – not the Cross-Disciplinary Teamwork Course.

The problem seems to relate mostly to the fact that ITU affiliates to two bodies of external examiners (censorkorps).

Concrete suggestions very welcome.

Input

- What is the legal framework for censors?
 - We prefer one censor but two could also work
 - It should be up to the supervisor to find the censor
- However, we would very much like to discuss the topic further. This should be based on a more thorough description of the issues that occurs in cross-disciplinary thesis/projects in regards to all the areas mentioned: goals, supervisor and external examiners.

6. External programme review

The programme review happens every third year or so and we have a visit from an external panel.

The visit from the panel went very well and they will make a report now with recommendations.

7. Collect points for the Town Hall meeting

The next town hall meeting will happen 3 March at 13. We are looking forward to seeing you and discussing the semester and the future.

8. Summer Games event

We had an event two years ago. Kind of an exhibition event like Making Games but with more participation from outside. Maybe it can be outside of ITU this year.

Maybe the first week of June.

13. AOB

Nothing for this item.