Minutes from Subject Area Team Games meeting

2 May 2019, 09.00 – 10.30 in 3A07

Participants

- Martin Pichlmair
- Eva Hauerslev
- Hajo Backe
- Mike Hyslop Graham
- Luis Fernando Laris Pardo
- Sebastian Risi (came later)

Absent

- Trine Møller

Agenda

1. Approval of agenda

2. Approval of minutes from meeting on 2 April 2019

Postponed to the next meeting as the minutes were not ready.

3. Information

- Study and Career Guidance
    - o Nothing
- Study Board
    - o Principles for credit transfer was approved
    - o Cross-dit discussion continuing
- Events
    - o Demo Night 8 May at 5pm
    - o Looking for a speaker
- Other
    - o None

4. Follow-up on last meeting

- Cross-dit
    - o Principles for credit transfer established
    - o SAT discussed the item
    - o Mike will meet with Martin Zachariasen, Stine Gotved and a person from the Student Council
- Workload on 2nd semester
    - o Too many different groups and many courses
    - o Many students are stressed
    - o The second semester will be re-planned – we will go through courses, possible change one course, and make fewer groups across courses. Remember to look at the amount of work in a potential new plan – will it be more, then do not make the changes.

- The cohort is still good – doing socially good and participating in many extracurricular activities. The group might also be ambitious.
- Mandatory activities
  - Mandatory activities on a course can be removed or changed in a semester but the reason for it and the alternative solution has to be well founded.
  - Mandatory activities need to be done in a clever way supporting the course learning outcome
  - SAT also talked about how we have one exam in the end of the semester and the mandatory activities can force students to e.g. hand something in in order to be evaluated before that one exam.

5. Course evaluation

- Current semester – spring 2019
  - SAT has already discussed courses in various meetings
  - Courses in green: Game World Design + Playable Media + Artificial Life
  - Courses in yellow: Data Science in Games
  - Courses in red: 4D + Play Design
- New evaluation portfolio
  - New evaluation structure is underway. Most likely need a bit more work so it might be introduced in spring 2020 and not fall 2019.

13. Any other business

Games will from fall 2020 enter a talent fellowship programme with Technology Denmark. A selection of students from the new cohort will be offered the opportunity. SAT will discuss the topic at the next meeting.