

Agenda from Subject Area Team Games meeting

2 April 2019, 09.30 – 11 in 3A07

Participants

- Martin Pichlmair
- Trine Møller
- Eva Hauerslev
- Sebastian Risi
- Hajo Backe
- Mike Hyslop Graham
- Luis Fernando Laris Pardo

Absent

Agenda

1. Approval of agenda

2. Approval of minutes from meeting on 21 February 2019

3. Information

- Study and Career Guidance
- Study Board
- Events
- Other
 - Game Lab
 - Demo Night
 - Summer University

4. Town Hall Meeting March 4

Spring course issues

- Play Design
- 4D
- Game World Design
- Workload

and a retrospective to first semester.

5. Course evaluation kick-off

Phase 1: The students evaluate in week 14 – they receive an invitation with instructions Monday 1 April. The system is open from Monday 1 April at 0:01 and closes Sunday 7 April at 23:59.

Phase 2: In week 15 all teachers and course managers respond to the comments given by the students. I will send you an email with instructions. The system is open from Monday 8 April at 0:01 and closes Sunday 14 April at 23:59.

Phase 3: In week 17 all comments about courses and the ITU in general are made public. This means comments from both students and teachers.

6. Credit Transfer Principles

See attachments.

13. Any other business