IT-UNIVERSITETET I KØBENHAVN

Minutes approved 18-05-2018

For the Members of the Employers' Panel Games, IT University of Copenhagen

The minutes are formally approved in an email hearing.

Subsequently, the document will be made Public Available Information.

MINUTES

Employers' Panel Meeting Games
April 23 2018, at 16:00 – 19:00
Room 3A20, IT University of Copenhagen, Rued Langgaards Vej 7, 2300 Kbh S.

Participants

Panel: Karsten Lund (Chairman), LEGO; Aksel Køie, Step in Books; Thomas Howalt, DADIU; Dajana Dimovska, NapNok; Sandra Mondahl, Massive; Nikola Nielsen, IO Interactive.

IT University of Copenhagen: Mads Tofte, Vice-chancellor; Lene Pries-Heje, Head of Studies; Lone Malmborg, Head of Department; Martin Pichlmair, Head of Programme; Hans-Joachim Backe, Associate Professor; Eva Hauerslev, Programme Coordinator (minutes taker)

Absent: Camilla Rosengaard, Head of Communications; Na'Tosha Bard, Unity; Gry Bauer, SKAT; Asbjørn Malte Søndergaard, Tactile Entertainment ApS;

Agenda

1. Approval of agenda

Karsten Lund suggested talking about changing the chair of the panel under item 9, AOB.

Hereafter, the agenda was approved.

2. Update on the Programme

Martin Pichlmair gave an update on the programme.

Firstly, *Martin Pichlmair* mentioned that the course evaluation for spring 2018 courses just finished. Overall, the results were good as there were only one course below the goal of 4.75, the rest were above. However, *Martin Pichlmair* mentioned that the number of students that evaluate is very low.

The panel asked if it is possible to motivate the students to participate. *Lene Pries-Heje* replied that ITU encourage teachers to give students time in class to fill out the evaluation but still the numbers are low except for the 1st semester students. Furthermore, all teachers must reply to all comments made in the evaluation system so students can see that teachers read the feedback. *Hans-Joachim Backe* mentioned that a group consisting of faculty and students are evaluating the evaluation portfolio at ITU at the moment.

Hereafter, *Martin Pichlmair* listed the events initiated by faculty taking place in the spring semester:

- Starcraft AI Workshop
- Detroit: Becoming Human guest talk
- Nordic Game Jam talk programme @ ITU
- Games Week Denmark Games Startup Conference
- Hillerød Hospital Diabetes Workshop
- CV & Portfolio Workshop (with Trine Møller from the Study and Career guidance)
- Loot Box panel debate (April 26)
- KMD/Copenhell Jam (May 4-6)
- Demo Night (May 7)
- Summer Games (year-end exhibition, June 1)
- Games and Literary Theory Conference 2018 (Aug 13-17)
- Philosophy of Computer Games Conference 2018 (Aug 13-17)
- The History of Games Conference 2018 (Aug 13-17)

3. Master Thesis Presentations

Games students from the 4th semester presented their theses:

Thesis title: VR Animation Tool in Custom C++ Engine.
Students: Itai Thomas Yavin (itya@itu.dk), Kasper Honnens de Lichtenberg (khon@itu.dk), Jonas Venzel Hingeberg Madsen (jovm@itu.dk), and Mathias Dam Hedelund (mdhe@itu.dk).

Thesis title: Quests & Player Motivation in Open World Quest Games
Student: Sarah Zimmerdahl Josefsen (sajo@itu.dk).

Hereafter, the participants discussed the advantages and disadvantaged in writing the thesis in a group versus writing individually.

4. Follow-up on the Employers' Panel Report

Martin Pichlmair went through the Employers' Panel report that the panel handed in in February. He highlighted the following topics that the panel made comments on:

Internationalisation: *Martin Pichlmair* and the international coordinator, *Eva Hauerslev*, agree with the panel that international experiences and collaborations are very important both for students and faculty.

They are looking into possible exchange agreements at the moment and continuously working on strengthening research collaborations with universities abroad.

The course 'Data-Driven Design and Development': *Martin Pichlmair* agrees that the course needs a bit of restructuring. He is in the process of talking to the teachers about reforming the course.

Machine Learning: The subject is taught in the course 'Modern Artificial Intelligence', which is placed in the 3rd semester and takes up 15 ECTS. The course title might not show this enough.

Unemployment rates: Since the last Employers' Panel meeting, *Martin Pichlmair* talked to the Danish Producers' Association about the general unemployment in the industry. The trend is that it is going better and the unemployment numbers are going down. Regarding tracking the Games alumni, ITU is working on improving the alumni network.

Lastly, the participants discussed the word 'depth' from the report template as the panel was not sure how to interpret this word. *Mads Tofte* replied that it is about academic depth – to go into depth with a topic instead of giving an overview of the topic. *Dajana Dimovska* mentioned that when she was a student she experienced that it was possible to go into depth with a topic, especially because of the inspiring faculty that could guide the student. *Aksel Køie* suggested that the sentence in the report template is changed to reflect better what depth is not. The panel agreed to discuss the depth of the programme at the next meeting.

5. Approval of the Employment Tickets

Martin Pichlmair presented the current employment tickets and the new one the panel proposed.

The panel explained that the meaning with the ticket was to include user behaviour and user experience design in order to include areas that go beyond games. *Mads Tofte* mentioned that the panel can propose a ticket but the programme decides about it. *Lene Pries-Heje* added that if the programme already focuses on a topic, the panel can suggest a ticket about it and the programme can approve. *Martin Pichlmair* and *Hans-Joachim Backe* mentioned that the programme to a large degree does this already for the ticket in question.

The participants discussed the proposed ticket and agreed that it needs to be reformulated. *Martin Pichlmair* will make a suggestion and send it to the panel for inspection.

6. Career Paths and Emerging Trends in the Games Industry

The participants discussed the marketing of the programme and participation in conferences. *Hans-Joachim Backe* said that ITU has prominent faculty and that the programme is represented in all relevant conferences with many papers and projects.

Martin Pichlmair asked the panel for feedback on the list of employment possibilities posted on itu.dk. The panel suggested to make a short term list and a long term list. *Lene Pries-Heje* mentioned that another panel talked about mentioning areas and not job titles as those can go in and out of fashion. The participants agreed to discuss the topic at the next meeting and that *Sandra Mondahl* will make a suggestion on how to present employment possibilities.

7. Discussion of the Collaboration between the Games Programme and the Employers' Panel

The item was postponed as time ran out. Martin Pichlmair will contact the recruiters directly on this matter.

8. Any Other Business

Changing the chair

- *Lene Pries-Heje* said that the chair position and composition of the panel will be changed over the next half year.

Feedback from the Board

- *Mads Tofte* mentioned that the Board had a meeting in April, where they wrote a report. The Board mentioned the Games programme – they thought the programme and panel collaborated very well and the result is very good. The great work has been noticed.