

Student Affairs and Programmes
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Minutes approved 16-02-2018

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
January 18 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; Na'Tosha Bard, Unity; Gry Bauer, SKAT; 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; Camilla Rosengaard, Head of Communications; Martin Pichlmair, Head of Programme; Miguel Sicart, Associate Professor; Daniel Cermak, Associate Professor; Paolo Burelli, Assistant Professor; Eva Hauerslev, Programme Coordinator (minutes taker)

Absent: Dajana Dimovska, NapNok; Asbjørn Malte Søndergaard, Tactile Entertainment ApS; Thomas Howalt, DADIU.

Agenda

1. Approval of agenda

The agenda was approved without comments.

2. Welcome to the new panel

The chair of the panel, Karsten Lund, welcomed the new members to the panel. The panel, ITU management and ITU faculty presented themselves.

3. Introduction to and Update on the Programme

Head of Programme, Martin Pichlmair, presented the history of the programme, the new programme structure, and the employment tickets for the programme and the two tracks.

Furthermore, Martin Pichlmair presented the status of the programme:

- Unemployment numbers 2014 went down to the best average since the cohort that finished in 2009. The programme is still above the national average but only a few percentage points now. The effect of the new programme will show in some years.
- The Ministry has dimensioned the programme. The dimensioning will be rolled in over the next five years but only affect our admission numbers from 2023 onwards.
- Student evaluation of the fall 2017 courses showed that students are very pleased with the courses. The scores are among the top at ITU. No course in the new programme failed.
- The extracurricular activities planned in 2018 are as follows: BreakIT, KMD/Copenhell jam, Demo Night, StarCraft Workshop, Summer Games 2018, and Game jam with Hillerød Hospital.

4. Presentations of two new mandatory courses

Assistant professor, Paolo Burelli, presented the new mandatory course called Data-Driven Design & Development. The panel commented that it is an interesting course that hopefully can help demystify data and make it into a tool.

Hereafter, associate professor, Daniel Cermak, presented the mandatory course for the design track called Programming for Designers. The panel responded that it is beneficial that the designers learn programming.

5. The Programme-specific Employers' Panel Report 2018

Attachments

- *ProSpecEmplPanRep – template 2018 – Games*
- *2016 GAMES Global Competence Profile_final signed*
- *Read about the Games programme here: <https://en.itu.dk/programmes/msc-programmes/games>*

The chair of the panel, Karsten Lund, presented the item. The panel will complete the report together and hand it in. The Executive Employers' Panel, who will complete a report about all ITU programmes, will use the report. The employment tickets need to be revised every second year, which is November 2018. However, the panel should still look at the employment tickets.

Karsten Lund suggested that the panel would find a date, where they can write the report together. Eva Hauerslev agreed to make a Doodle in order to find a suitable date.

Hereafter, the panel and the ITU representatives discussed various topics related to the programme and the Games industry:

The panel asked what the alumni appreciate after they graduate. ITU faculty responded that the students appreciate the degree of freedom they have within the school-like boundaries of the universities today. For instance, the students can do projects with faculty and companies. Furthermore, the students and alumni appreciate the diversity among students.

Karsten Lund asked how the response to cancelling the Theory Track has been. Martin Pichlmair responded that though the possibility to specialise in the area has been removed, the programme still offers the

flexibility that the very self-driven and motivated students can specialise within this field. Professor Espen Aarseth received the ERC grant in 2017 and high-level research is being carried out. Head of Studies, Lene Pries-Heje added that this is the programme at ITU, where faculty and students do most research publications together.

6. Master Thesis Titles 2018

Attachment

- *Thesis Titles 2018*

Martin Pichlmair presented an overview of the thesis titles for the spring semester 2018. The panel expressed interest in seeing a list earlier in order to get in touch with the students regarding a possible collaboration. Some of the topics were very interesting for the companies. The panel and the ITU faculty agreed on integrating the companies already during the fall semester starting in the fall 2018.

7. Results of Employability Survey

At the last Employers' Panel meeting, it was decided that Martin Pichlmair would carry out an employability survey. Martin received eight replies and presented the results to the panel. Generally, the feedback was positive.

Hereafter, the panel asked about the changes to the admission process. Martin Pichlmair responded that the admission process has been modified so the prospective students also have to deliver a portfolio. Furthermore, the prospective students have to fulfil course goals in order to apply to the Design track. Associate professor, Miguel Sicart, added that the programme still attracts interesting people even though the admission process is tighter.

A panel member asked where the Games alumni end up outside of the games industry. Miguel Sicart responded that he sees many in the public sector such as library or finance or working with media or communication. The methods and tools the students learn can also be used outside of the games sector.

Martin Pichlmair added that he did an informal analysis of a cohort and it seems like many alumni start in the games industry and then move on to other industries. Hereafter, the participants discussed the nature of the games industry historically and today regarding pay, work-life balance, and gender issues.

8. Any Other Business

Nothing for this item.