

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

The minutes are formally approved as the first item on the agenda at the next employers' panel meeting.

Subsequently, the document will be made Publicly Available Information.

MINUTES

Employers' Panel Games Meeting,
September, 24, 2015, at 16:00 – 19:00

Present:

From the Employers' Panel:

Karsten Lund (Chairman), Lego, Nick Price, IO-Interactive, Aksel Køie, Step in Books, Peer Jakobsen, Moviestar Planet ApS, Thomas Howalt (from item 4), Dadiu, Asbjørn Malte Søndergaard, Tactile Entertainment ApS, and Jonas Wæver, Logic Artists.

From IT University of Copenhagen:

Mads Tofte; Espen Aarseth, Lene Pries-Heje, Camilla Rosengaard, Eva Maria Steensig Hauerslev, Sebastian Risi, Martin Pichlmair, and Gitte Gramstrup (minutes taker).

Agenda:

1. Welcome and Round of Introduction

Chairman Karsten Lund bid welcome to this first panel meeting and presented himself. There was an introduction round.

2. The Purpose of the Employers' Panel, by Mads Tofte

Mads Tofte introduced the new Employers' Panel structure at the university and the background for it. The purpose is simple: to maximize the relevance of the study programs of the IT University of Copenhagen. Do we teach the right things; do we teach them right; are they relevant? Being a university we deliver research-based

teaching with space for "blue sky thinking", but the students should graduate with some "employment tickets". One purpose of the panel is to discuss what these might be. The idea with the new Employers' Panels is to have a more direct dialogue with the relevant employers. We need your input and are very thankful that the members are willing to spend some time on this.

3. Presentation of MSc in Games, by Espen Aarseth

Espen Aarseth presented the Games program: - History; - some of the current teachers; - diversity of student careers; - three main orientations (Game Design; Game Programming; Game Theory); - program structure; and – Dadiu (third semester alternative). The program gives the students the opportunity to go deep and to specialize.

4. Q&A About Master in Software Engineering. Discussion of "Employment Tickets"

Espen Aarseth answered specific questions from the panel members and presented his way of seeing the "Employment Tickets". His was very interested in hearing the panel members' thoughts on these.

The panel's reflections and comments:

Regarding Design:

- The students do not have the portfolio to get their first job.
- Need of a different kind of split? – Look at how others construct things.
- The students need to have some practical experience; they should try to make at least one game.
- Some would never hire someone based on his/her Dadiu project only; the student must have made something on his/her own.
- Internships are very good.
- More practical courses in first semester?
- Some thought that ITU has an important role in teaching entrepreneurship.
- Others thought that the companies do not want entrepreneurial graduates as employees, but graduates who have made some games. There seems to be a conflict here?
- There are very few jobs for people with this profile.

Head of Studies Lene Pries-Heje asked the panel what academic content is important to employers. The panel responded that a strong portfolio is more important than academic contents.

Karsten Lund noted that it might be a good idea for the panel members each to go home and consider what they would like interns to be able to do – the basics? Asbjørn Malte Søndergaard responded that he would always look at the portfolio.

Regarding Technical:

- There seems to be a lot of focus on AI.

Regarding Theory/Analysis:

- Not very clear what you are trying to do.

5. ITU's Quality Assurance and Quality Enhancement Procedures, by Mads Tofte

Mads Tofte briefly sketched the procedures around ITU's quality enhancement. The yearly reports from the program specific panels will be given to Executive Employers' Panel and to the Education Group etc., and in principle it will be a publicly available document as well. We prefer your honest opinion and have follow-up procedures. Although you do not decide the contents of the study program, we listen carefully to what you have to say about it and we act for benefit of the students. The panel's first report should be completed by the end of January 2016. It is up to the panel how you want to work with this.

6. Work Planned Between This Meeting and the Next, by Karsten Lund

Karsten Lund wondered how the panel members would like to work with the report. He would like to have a draft in the middle of November and polish on this. His idea was that everyone fills out the report on his own and then the panel meets, compare notes, plus some "brainstorming" etc., until the panel has something everyone agrees on.

Mads Tofte informed that the panel is free to deliver other documents as well, if the panel wants to. On inquiry he stated that it might be possible to give the panel 2013-numbers on unemployment; he would look into the matter. Regarding more information on the intakes this data will be ready in the beginning of October.

There was a discussion on the expected workload. There was a general understanding that all are busy people and not necessarily have to answer all questions in the report individually. Mads Tofte encouraged to focus on a few things and to comment on a level that is interesting to the panel members. On inquiry he confirmed that any suggestions on a bachelor program or other things are possible. Karsten Lund informed that he will send out an e-mail to start the ball rolling (*subsequently sent out on September 27, 2015*).

Thomas Howalt, in light of the political climate of today, encouraged the IT University of Copenhagen also to consider the business 10-12 years from now. Mads Tofte agreed, but thought that this does not take away the obligation to help students to get their first job.

Karsten Lund rounded the meeting and concluded that the panel is allowed to bring in some "blue sky thinking" in the report.