Results from The Danish Student Survey (Danmarks Studieundersøgelse)

IT University of Copenhagen

Table report

January 2022



Learning Barometer 2021 Epinion

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1. READING GUIDE

This report shows the results from the Learning and "Uddannelseszoom" questionnaire. The questionnaire was distributed to all students on higher educations in Denmark and the data was collected from 26th of October to 15th December 2021.

1.1 RESPONSE RATE

608 students participated in the questionnaire and the response rate is 27%.

Group	Number of respondents	Proportion of respondents
1 st semester students	272	45%
BSc students	290	48%
MSc students	318	52%
Total	608	100%

1.2 STUDY ENVIRONMENT ASSESSMENT

65 questions is part of the **Study Environment Assessment** used to assess the physical, psychological, and aesthetic study environment. These questions are marked with a * in the report.

1.3 INDEXSCORES

All responses from the learning questionnaire are recoded to an indexscore on a scale from 1 to 5, where "Unsure / not applicable" is coded as missing. Scores above 4 indicates a very good evaluation, while scores below 2,5 indicates a very bad evaluation.

- >=4: very good evaluation
- 3,5-4: good evaluation
- 2,5-3,5: bad to medium evaluation
- <2,5: very bad evalution</p>



For some questions, the scale is turned around, so that a high value still indicates a good evaluation. All questions from "Uddannelseszoom" that are answered on a likert-scale have also been reported as means. Questions answered on other scales, for instance multiple response sets, are reported as proportions.

1.4 INDICATORS

Only students who have answered all questions in the relevant indicator are included. Therefore, "Unsure / not applicable"-answers are also excluded from this calculation.

Students who are studying on another institution (eg. exchange program) and students who don't know which education program they are in, are excluded from the calculation of indicators.

1.5 DIFFERENCE FROM 2018 AND 2020 TO 2021

The difference between years is calculated as below:

- Difference from 2018 to 2021 = Result(2021)-Result(2018).
- Difference from 2020 to 2021 = Result(2021)-Result(2020).

Thus difference in proportions is calculated as percentage points.



2. LEARNING BAROMETER

- =4: very good evaluation

 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution 		IT University of Copenhagen		BSc Digital Design an Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Scienc	MSc Digital Design ar Interactive Technologies	MSc Digital Innovatio and Management	MSc Games	MSc Software Desigr	MSc Data Science	
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	•
Response rate	27%	-2%	-5%	31%	24%	28%	24%	23%	30%	20%	27%	36%	27%	
Number of respondents	608	-53	-20	48	51	70	121	45	73	55	31	104	10	

Learning Environment

	Conformity	3,8	-0,1	-0,2	4,0	3,9	3,9	3,7	3,8	3,6	3,8	3,9	3,7	3,8
1.	It is clear to me what I am expected to learn	3,9	-0,2	-0,3	4,1	4,0	3,9	3,8	4,0	3,7	3,9	3,8	3,8	3,8
	Strongly disagree	2%	1%	1%	0%	0%	1%	2%	0%	1%	0%	0%	5%	10%
	Disagree	10%	4%	4%	6%	10%	4%	13%	13%	11%	7%	6%	10%	10%
	Neither agree nor disagree	12%	1%	4%	10%	6%	14%	9%	4%	16%	15%	19%	14%	0%
	Agree	53%	-1%	2%	50%	55%	59%	51%	56%	56%	55%	61%	45%	50%
	Strongly agree	24%	-5%	-11%	31%	29%	21%	23%	27%	15%	24%	13%	26%	30%
	Unsure / Not applicable	0%	0%	0%	2%	0%	0%	1%	0%	0%	0%	0%	0%	0%
2.	What we are taught matches what we are expected to learn	3,8	-0,2	-0,3	4,2	4,0	4,0	3,8	4,0	3,7	3,8	3,8	3,7	3,4
	Strongly disagree	2%	1%	1%	0%	2%	0%	2%	0%	3%	2%	0%	2%	10%
	Disagree	9%	5%	6%	0%	8%	6%	11%	7%	5%	11%	10%	16%	10%
	Neither agree nor disagree	15%	1%	2%	8%	10%	11%	17%	11%	23%	13%	16%	14%	30%
	Agree	51%	-1%	3%	65%	43%	59%	47%	53%	55%	55%	52%	45%	30%
	Strongly agree	22%	-7%	-12%	25%	33%	23%	21%	29%	14%	20%	19%	22%	20%
	Unsure / Not applicable	1%	0%	0%	2%	4%	1%	2%	0%	0%	0%	3%	0%	0%
3.	It is clear what is expected from the work that will be assessed (e.g. tasks, projects, exams and tests)	3,5	-0,1	-0,1	3,6	3,6	3,8	3,5	3,6	3,1	3,5	3,7	3,3	3,7
	Strongly disagree	5%	2%	1%	2%	0%	1%	5%	4%	5%	4%	0%	11%	10%
	Disagree	15%	2%	3%	10%	18%	9%	18%	7%	27%	7%	13%	20%	0%
	Neither agree nor disagree	20%	-4%	-6%	19%	22%	19%	17%	27%	23%	31%	13%	14%	20%
	Agree	46%	-1%	3%	58%	41%	50%	44%	49%	36%	51%	55%	42%	40%
	Strongly agree	13%	1%	-2%	10%	20%	21%	16%	11%	8%	5%	13%	13%	20%
	Unsure / Not applicable	1%	1%	1%	0%	0%	0%	1%	2%	0%	2%	6%	0%	10%



3,52,5	4: very good evaluation 5-4: good evaluation 5-3,5: bad to medium evaluation ,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
4.	I see a connection between what we are expected to work on outside the classroom (e.g. assessments, preparation or study groups) and what we need to learn	3,9	0,0	0,0	4,2	3,9	4,1	3,7	3,8	3,7	3,8	4,1	3,9	4,1
	Strongly disagree	2%	2%	1%	0%	0%	0%	5%	4%	1%	4%	0%	2%	10%
	Disagree	8%	3%	3%	6%	10%	9%	6%	9%	11%	5%	3%	11%	0%
	Neither agree nor disagree	12%	-4%	-4%	6%	10%	9%	17%	7%	18%	15%	10%	12%	0%
	Agree	52%	-2%	0%	50%	59%	47%	55%	60%	52%	56%	58%	43%	40%
	Strongly agree	25%	2%	1%	35%	22%	36%	17%	20%	18%	20%	29%	32%	40%
	Unsure / Not applicable	1%	-1%	0%	2%	0%	0%	1%	0%	0%	0%	0%	1%	10%
	Constructive feedback	3,4	-0,2	-0,3	3,6	3,5	3,5	3,3	3,2	3,4	3,3	3,4	3,2	2,9
5.	I feel I get enough feedback on what I do on the programme (e.g. individual or collective feedback from teachers, peers or supervisors)	3,2	-0,4	-0,4	3,2	3,4	3,3	3,3	3,0	3,3	3,2	3,2	3,0	2,7
	Strongly disagree	8%	3%	5%	2%	6%	3%	11%	11%	4%	4%	6%	13%	20%
	Disagree	21%	7%	5%	23%	12%	20%	16%	29%	23%	27%	19%	24%	20%
	Neither agree nor disagree	23%	5%	5%	31%	31%	24%	21%	11%	16%	29%	26%	23%	20%
	Agree	38%	-5%	-5%	38%	41%	40%	36%	47%	52%	25%	39%	31%	30%
	Strongly agree	9%	-10%	-10%	4%	10%	10%	15%	2%	4%	15%	10%	9%	0%
	Unsure / Not applicable	1%	0%	1%	2%	0%	3%	2%	0%	0%	0%	0%	1%	10%
6.	The feedback I receive helps me continue working on what I need to learn	3,5	-0,2	-0,3	3,9	3,7	3,8	3,4	3,4	3,6	3,4	3,7	3,4	3,1
	Strongly disagree	4%	2%	4%	2%	4%	0%	7%	4%	4%	5%	3%	6%	0%
	Disagree	11%	3%	4%	6%	8%	9%	14%	11%	8%	13%	10%	16%	10%
	Neither agree nor disagree	23%	1%	2%	10%	18%	24%	24%	33%	19%	31%	19%	21%	50%
	Agree	45%	-1%	-3%	60%	57%	40%	37%	42%	55%	40%	45%	42%	20%
	Strongly agree	15%	-5%	-7%	17%	14%	24%	15%	9%	12%	11%	23%	14%	0%
	Unsure / Not applicable	2%	0%	1%	4%	0%	3%	2%	0%	1%	0%	0%	0%	20%
7.	What I have not quite understood is made more clear by the feedback I receive	3,2	-0,1	-0,3	3,4	3,4	3,5	3,1	3,2	3,2	3,3	3,4	3,1	3,1
	Strongly disagree	7%	3%	5%	2%	6%	1%	9%	7%	4%	7%	6%	13%	0%
	Disagree	16%	0%	4%	13%	14%	16%	20%	18%	21%	11%	10%	17%	10%
	Neither agree nor disagree	31%	2%	-2%	27%	33%	26%	36%	29%	36%	31%	23%	26%	50%
	Agree	34%	-4%	-1%	56%	31%	41%	24%	38%	30%	36%	42%	31%	20%
	Strongly agree	10%	-1%	-5%	2%	16%	13%	9%	7%	8%	9%	13%	11%	0%
	Unsure / Not applicable	3%	0%	-1%	0%	0%	3%	2%	2%	1%	5%	6%	3%	20%

Unsure / Not applicable



• 3	e=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
8.	On my study programme, I continuously receive feedback on what I do	3,4	-0,2	-0,3	3,8	3,5	3,5	3,5	3,4	3,7	3,2	3,3	3,3	2,2
	Strongly disagree	7%	4%	5%	2%	6%	1%	7%	4%	5%	11%	13%	8%	20%
	Disagree	13%	-1%	1%	4%	10%	11%	8%	18%	8%	24%	10%	16%	40%
	Neither agree nor disagree	23%	3%	3%	23%	24%	31%	25%	18%	16%	18%	23%	25%	20%
	Agree	45%	1%	0%	54%	45%	40%	49%	56%	52%	33%	42%	38%	10%
	Strongly agree	12%	-8%	-10%	17%	12%	14%	9%	4%	18%	13%	13%	12%	0%
	Unsure / Not applicable	1%	1%	1%	0%	4%	1%	2%	0%	0%	2%	0%	1%	10%
	Interest and motivation	4,0	-0,2	-0,2	4,1	4,1	3,8	3,9	4,0	3,8	4,0	4,3	4,2	4,4
9.	*I think most of what we learn is relevant to me	3,9	-0,2	-0,2	3,9	4,0	3,6	3,8	4,0	3,6	3,9	4,1	4,1	4,2
	Strongly disagree	2%	2%	2%	0%	0%	4%	3%	4%	3%	4%	0%	1%	0%
	Disagree	8%	3%	1%	6%	8%	10%	7%	0%	16%	9%	6%	4%	0%
	Neither agree nor disagree	16%	5%	3%	25%	18%	21%	20%	18%	16%	7%	13%	11%	10%
	Agree	47%	-8%	0%	46%	39%	41%	45%	51%	49%	53%	42%	49%	60%
	Strongly agree	26%	-1%	-6%	23%	33%	21%	22%	27%	15%	25%	39%	35%	30%
	Unsure / Not applicable	1%	0%	0%	0%	2%	1%	2%	0%	0%	2%	0%	1%	0%
10	0. *I think most of what I have learned is interesting	4,0	-0,1	-0,2	4,1	4,0	3,7	3,9	4,0	3,9	4,1	4,4	4,3	4,6
	Strongly disagree	1%	0%	1%	0%	2%	1%	2%	2%	0%	0%	0%	0%	0%
	Disagree	6%	1%	2%	2%	6%	13%	8%	2%	10%	7%	3%	2%	0%
	Neither agree nor disagree	14%	4%	6%	10%	20%	17%	14%	20%	14%	13%	10%	10%	0%
	Agree	47%	1%	-2%	58%	39%	44%	53%	49%	52%	38%	26%	47%	40%
	Strongly agree	32%	-6%	-6%	29%	33%	24%	22%	27%	25%	42%	61%	41%	60%
	Unsure / Not applicable	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
1:	1. *I have enjoyed participating in the courses so far	3,9	-0,2	-0,2	4,1	3,9	4,1	3,8	4,1	3,8	4,0	4,4	3,8	4,1
	Strongly disagree	1%	0%	1%	0%	2%	0%	2%	0%	3%	2%	0%	2%	0%
	Disagree	9%	5%	3%	8%	8%	7%	12%	4%	4%	9%	3%	13%	10%
	Neither agree nor disagree	14%	2%	5%	15%	14%	10%	11%	9%	25%	18%	6%	13%	10%
	Agree	45%	3%	-1%	38%	47%	49%	50%	60%	48%	29%	35%	41%	40%
	Strongly agree	31%	-10%	-8%	40%	29%	33%	26%	24%	21%	42%	55%	30%	40%

0% 0% 0% 0% 0% 1% 0% 2% 0% 0% 0% 0% 0%



3,2,	:4: very good evaluation 5-4: good evaluation 5-3,5: bad to medium evaluation ,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
12.	I think I will use, what I am learning after I have finished my study	4,2	-0,1	-0,1	4,1	4,5	3,9	4,2	4,0	3,8	4,1	4,3	4,5	4,5
	programme	•												
	Strongly disagree	1%	0%	0%	0%	0%	1%	2%	2%	1%	0%	0%	0%	0%
	Disagree	4%	1% 1%	1%	0%	0%	10%	2%	7%	10%	5%	0%	1%	0%
	Neither agree nor disagree	10%		1%	10%	4%	11%	5%	11%	19%	18%	16%	5%	0%
	Agree	45% 38%	8% -7%	9% -11%	65% 25%	43% 49%	44% 29%	50% 40%	44% 36%	45%	35% 38%	32% 52%	41% 52%	50% 50%
	Strongly agree	1%		-11%	0%	49%	4%	0%	0%	23% 1%	4%			
	Unsure / Not applicable Support from fellow students	4.2	-3% - 0,1	-0,2	4,3	4,0	4,2	4,3	4.1	4,3	4,1	0% 4,2	1% 4,0	0% 4,0
12	• •	4,2	-0,1	-0,2	4,3	4,0	4,2	4,3	3,9	4,3	3,8	4,2	4,0	3,9
13.	I can get help and support from my fellow students when I need it Strongly disagree	1%	0%	0%	0%	0%	1%	1%	2%	0%	7%	0%	1%	0%
	Disagree	6%	2%	4%	4%	8%	7%	3%	7%	3%	2%	10%	9%	10%
	Neither agree nor disagree	11%	0%	2%	2%	12%	9%	10%	13%	12%	20%	13%	11%	20%
	Agree	44%	2%	7%	56%	49%	46%	40%	49%	49%	40%	35%	40%	40%
	Strongly agree	37%	-3%	-13%	38%	29%	37%	46%	27%	36%	29%	39%	39%	30%
	Unsure / Not applicable	1%	0%	0%	0%	2%	0%	0%	2%	0%	2%	3%	0%	0%
14.		4,3	-0,1	0,0	4,4	4,3	4,3	4,4	4,3	4,3	4,0	4,3	4,2	4,0
	Strongly disagree	1%	0%	0%	0%	0%	1%	1%	2%	0%	2%	0%	0%	0%
	Disagree	2%	0%	0%	0%	6%	6%	1%	0%	1%	2%	3%	2%	10%
	Neither agree nor disagree	12%	3%	1%	10%	10%	1%	10%	11%	12%	22%	16%	17%	20%
	Agree	37%	6%	-3%	44%	33%	47%	31%	36%	41%	40%	29%	36%	30%
	Strongly agree	46%	-8%	1%	46%	47%	44%	55%	49%	45%	33%	45%	45%	40%
	Unsure / Not applicable	1%	0%	1%	0%	4%	0%	2%	2%	0%	2%	6%	0%	0%
15.	I generally feel comfortable working with other students	4,2	-0,1	-0,1	4,4	4,0	4,2	4,2	4,2	4,3	4,4	4,1	4,0	4,1
	Strongly disagree	1%	0%	0%	0%	0%	3%	2%	4%	0%	0%	6%	1%	0%
	Disagree	4%	0%	0%	4%	6%	0%	3%	4%	3%	4%	3%	7%	0%
	Neither agree nor disagree	10%	2%	2%	6%	14%	4%	12%	13%	11%	5%	6%	15%	10%
	Agree	41%	4%	1%	35%	51%	53%	36%	24%	42%	38%	42%	42%	70%
	Strongly agree	42%	-7%	-5%	54%	27%	40%	46%	51%	44%	51%	39%	34%	20%
	Unsure / Not applicable	1%	0%	1%	0%	2%	0%	1%	2%	0%	2%	3%	1%	0%

Strongly agree

Unsure / Not applicable



3,2,	-4: very good evaluation 5-4: good evaluation 5-3,5: bad to medium evaluation 5,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
16.	*I often cooperate with other students in my studies	4,0	-0,3	-0,4	4,3	3,7	4,1	4,1	4,0	4,4	4,0	4,0	3,7	3,9
	Strongly disagree	3%	0%	1%	0%	6%	3%	2%	4%	0%	2%	3%	5%	0%
	Disagree	9%	4%	6%	4%	12%	7%	8%	11%	3%	9%	16%	15%	10%
	Neither agree nor disagree	12%	3%	4%	6%	20%	13%	11%	7%	15%	7%	3%	15%	20%
	Agree	34%	8%	4%	44%	29%	31%	31%	36%	27%	47%	35%	35%	40%
	Strongly agree	41%	-15%	-16%	46%	31%	46%	47%	40%	55%	33%	39%	30%	30%
	Unsure / Not applicable	1%	0%	1%	0%	2%	0%	1%	2%	0%	2%	3%	0%	0%
	Teacher interaction	3,7	-0,1	-0,2	3,8	3,6	3,7	3,5	3,9	3,7	3,9	4,0	3,6	4,3
17.	*The teachers seem enthusiastic about what they teach	4,3	0,0	-0,1	4,3	4,1	4,4	4,3	4,5	4,4	4,4	4,5	4,2	4,5
	Strongly disagree	1%	0%	1%	0%	0%	0%	2%	0%	1%	0%	0%	0%	0%
	Disagree	2%	0%	1%	0%	0%	3%	2%	0%	0%	2%	3%	3%	0%
	Neither agree nor disagree	8%	-2%	1%	4%	20%	6%	8%	2%	10%	5%	3%	11%	20%
	Agree	44%	2%	3%	63%	49%	39%	40%	49%	40%	42%	35%	49%	10%
	Strongly agree	45%	1%	-5%	33%	31%	53%	47%	49%	49%	51%	55%	38%	70%
	Unsure / Not applicable	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	3%	0%	0%
18.	*We have some degree of influence on what teachers emphasize	3,1	-0,2	-0,4	3,1	3,0	3,0	3,0	3,3	3,1	3,2	3,9	2,9	3,7
	Strongly disagree	8%	3%	5%	0%	10%	10%	13%	9%	5%	4%	0%	13%	0%
	Disagree	24%	1%	7%	31%	22%	23%	22%	16%	32%	25%	10%	26%	10%
	Neither agree nor disagree	24%	2%	0%	38%	27%	23%	26%	24%	18%	18%	10%	23%	30%
	Agree	33%	-5%	-5%	21%	31%	36%	28%	38%	38%	38%	55%	30%	40%
	Strongly agree	8%	-2%	-7%	10%	6%	6%	8%	11%	7%	7%	23%	6%	20%
	Unsure / Not applicable	2%	1%	0%	0%	4%	3%	2%	2%	0%	7%	3%	3%	0%
19.	*The teachers spend time helping us understand difficult things	3,7	-0,1	-0,2	3,9	3,6	3,8	3,4	3,9	3,6	3,8	3,8	3,6	4,1
	Strongly disagree	4%	2%	3%	2%	6%	4%	7%	2%	3%	2%	0%	3%	0%
	Disagree	9%	1%	2%	4%	10%	4%	12%	4%	5%	5%	16%	13%	0%
	Neither agree nor disagree	20%	-1%	-2%	19%	18%	14%	21%	18%	34%	25%	10%	17%	20%
	Agree	50%	5%	8%	56%	51%	53%	50%	56%	42%	44%	52%	54%	50%

0% -1% 0% 0% 0%

17% -6% -10% 19% 16% 24% 10% 20% 15% 24%

0% 1%

0% 0%

23% 13% 30%



3,52,5	4: very good evaluation -4: good evaluation -3,5: bad to medium evaluation .5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
20.	*There are good opportunities to discuss important topics of relevance with the teachers	3,7	-0,1	-0,2	3,7	3,8	3,8	3,3	3,9	3,7	4,0	3,9	3,7	4,6
	Strongly disagree	4%	1%	3%	2%	4%	3%	7%	0%	4%	4%	3%	3%	0%
	Disagree	7%	-1%	1%	6%	4%	6%	14%	4%	8%	2%	10%	6%	0%
	Neither agree nor disagree	21%	1%	1%	27%	22%	23%	25%	18%	18%	15%	6%	26%	0%
	Agree	45%	4%	2%	44%	47%	41%	42%	56%	48%	45%	42%	42%	40%
	Strongly agree	20%	-5%	-8%	15%	20%	27%	7%	18%	22%	33%	35%	19%	50%
	Unsure / Not applicable	3%	0%	0%	6%	4%	0%	6%	4%	0%	2%	3%	4%	10%
21.	*The teachers are good at involving the students in the courses	3,7	0,0	-0,1	3,7	3,6	4,1	3,4	3,8	3,9	4,1	3,9	3,5	3,8
	Strongly disagree	1%	0%	1%	0%	4%	0%	3%	0%	0%	0%	3%	1%	0%
	Disagree	11%	2%	4%	13%	10%	7%	16%	11%	8%	5%	3%	14%	0%
	Neither agree nor disagree	24%	-3%	1%	27%	22%	11%	28%	20%	22%	16%	16%	33%	40%
	Agree	42%	-2%	-5%	42%	49%	44%	39%	44%	45%	40%	55%	37%	30%
	Strongly agree	20%	3%	-2%	19%	16%	37%	10%	20%	25%	38%	19%	13%	20%
	Unsure / Not applicable	2%	0%	1%	0%	0%	0%	4%	4%	0%	0%	3%	3%	10%
	Learning for understanding	3,7	-0,2	-0,3	3,8	4,0	3,8	3,3	3,9	3,7	4,1	4,0	3,4	4,1
22.	The courses help me to critically appraise new knowledge or research I am presented with	3,8	-0,2	-0,3	3,9	4,2	4,0	3,3	3,9	4,0	4,5	4,1	3,4	3,8
	Strongly disagree	2%	2%	2%	0%	2%	1%	3%	0%	1%	0%	0%	8%	0%
	Disagree	8%	2%	3%	6%	0%	6%	16%	7%	4%	2%	6%	13%	0%
	Neither agree nor disagree	20%	5%	8%	15%	14%	14%	34%	18%	18%	7%	13%	24%	40%
	Agree	40%	-5%	-4%	58%	45%	43%	28%	51%	47%	25%	42%	37%	40%
	Strongly agree	28%	-4%	-9%	21%	37%	36%	12%	24%	30%	65%	39%	16%	20%
	Unsure / Not applicable	2%	0%	0%	0%	2%	0%	7%	0%	0%	0%	0%	2%	0%
23.	The study programme has given me a sense of the work done by professionals in the field (e.g. scientist, experts, professionals and the like)	3,4	-0,3	-0,5	3,3	4,0	3,3	3,2	3,8	3,2	3,5	3,8	3,4	4,3
	Strongly disagree	7%	4%	5%	4%	4%	7%	10%	0%	10%	7%	10%	7%	0%
	Disagree	16%	3%	7%	19%	4%	19%	19%	13%	19%	16%	0%	18%	10%
	Neither agree nor disagree	21%	3%	6%	29%	10%	23%	26%	16%	27%	16%	16%	20%	0%
	Agree	36%	-3%	-5%	40%	45%	30%	29%	49%	26%	35%	45%	39%	30%
	Strongly agree	19%	-7%	-14%	6%	33%	21%	14%	20%	18%	25%	29%	14%	50%
	Unsure / Not applicable	1%	0%	1%	2%	4%	0%	2%	2%	0%	0%	0%	1%	10%

Strongly agree

Unsure / Not applicable



3,2,	:4: very good evaluation 5-4: good evaluation 5-3,5: bad to medium evaluation ,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
24.	The study programme helps me put what I have learned into a wider context	3,9	-0,2	-0,3	4,1	3,9	4,0	3,7	3,8	3,8	4,4	4,0	3,6	4,1
	Strongly disagree	2%	1%	1%	0%	2%	3%	3%	0%	4%	0%	0%	3%	0%
	Disagree	7%	3%	4%	2%	8%	3%	10%	7%	8%	2%	13%	10%	0%
	Neither agree nor disagree	17%	5%	5%	13%	20%	14%	21%	16%	16%	5%	3%	24%	20%
	Agree	46%	-3%	1%	63%	37%	46%	44%	64%	40%	40%	52%	46%	40%
	Strongly agree	26%	-6%	-11%	23%	31%	33%	19%	13%	30%	51%	29%	16%	30%
	Unsure / Not applicable	2%	1%	0%	0%	2%	1%	2%	0%	1%	2%	3%	1%	10%
25.	The teachers emphasise that we can apply what we have learned to a new context or to practical issues	3,7	-0,2	-0,3	4,0	3,5	3,6	3,6	3,8	3,7	3,7	3,7	3,7	3,9
	Strongly disagree	3%	2%	2%	0%	6%	3%	5%	2%	3%	0%	0%	5%	0%
	Disagree	10%	2%	3%	4%	8%	13%	11%	7%	12%	13%	10%	10%	0%
	Neither agree nor disagree	21%	3%	3%	6%	31%	16%	21%	22%	23%	31%	26%	16%	20%
	Agree	46%	1%	4%	77%	31%	53%	47%	40%	38%	27%	42%	48%	60%
	Strongly agree	18%	-7%	-12%	10%	20%	16%	14%	27%	23%	25%	19%	18%	10%
	Unsure / Not applicable	2%	-1%	1%	2%	4%	0%	2%	2%	0%	4%	3%	3%	10%
26.	The teachers help us understand how to think and come to conclusions in the study programme	3,6	-0,1	-0,2	3,8	3,7	3,7	3,2	4,0	3,7	4,0	3,9	3,3	4,1
	Strongly disagree	4%	2%	3%	2%	4%	0%	5%	2%	3%	4%	0%	8%	0%
	Disagree	9%	-1%	1%	4%	4%	9%	13%	4%	5%	0%	10%	16%	0%
	Neither agree nor disagree	23%	0%	0%	17%	24%	23%	34%	9%	25%	18%	6%	23%	20%
	Agree	48%	1%	1%	65%	47%	54%	35%	60%	55%	49%	52%	39%	40%

5% 1% 2% 4%

13% -4% -7% 8% 16% 13% 5% 20% 11% 27% 19% 11% 30%

4% 1% 2% 13% 3% 10%



- >=4: very good evaluation
- 3,5-4: good evaluation
- 2,5-3,5: bad to medium evaluation
- <2,5: very bad evalution

	IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
20	Difference from 2020	Difference from 2018	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021

Learning Approaches

Organized Learning Access	3,8	0,0	-0,1	3,6	3,7	3,6	3,8	3,8	3,9	3,9	3,5	4,1	3,6
27. *I put a lot of effort into my studies	3,9	-0,1	-0,1	3,7	3,9	3,6	4,0	3,9	3,9	3,9	3,9	4,4	3,3
Strongly disagree	1%	0%	1%	2%	0%	0%	2%	2%	3%	2%	0%	2%	0%
Disagree	7%	2%	2%	4%	8%	13%	5%	9%	8%	5%	10%	0%	40%
Neither agree nor disagree	16%	0%	3%	25%	16%	29%	17%	13%	16%	13%	19%	8%	0%
Agree	47%	3%	-1%	56%	51%	43%	50%	44%	45%	58%	42%	36%	50%
Strongly agree	29%	-4%	-5%	13%	24%	16%	26%	31%	27%	22%	29%	55%	10%
Unsure / Not applicable	0%	0%	0%	0%	2%	0%	0%	0%	0%	0%	0%	0%	0%
28. I generally take a systematic and well-organised approach to my studies	3,7	0,0	-0,1	3,4	3,5	3,5	3,6	3,7	3,9	3,8	3,1	3,9	
Strongly disagree	3%	0%	1%	4%	2%	1%		4%	0%	5%	3%	0%	3,4 10%
							5%						
Disagree	13%	3%	2%	21%	12%	23%	12%	11%	5%	5%	26%	12%	20%
Neither agree nor disagree	20%	-3%	0%	23%	27%	16%	20%	20%	18%	18%	32%	17%	20%
Agree	43%	0%	-3%	40%	47%	49%	44%	36%	53%	47%	32%	39%	20%
Strongly agree	20%	0%	-1%	13%	10%	11%	18%	29%	22%	24%	6%	32%	30%
Unsure / Not applicable	0%	0%	0%	0%	2%	0%	1%	0%	1%	0%	0%	0%	0%
29. I plan my studying in a way that will ensure optimal use of my time	3,7	0,1	0,0	3,5	3,4	3,6	3,6	3,6	4,0	3,9	3,3	4,0	3,4
Strongly disagree	4%	-1%	2%	6%	6%	3%	6%	9%	0%	5%	10%	2%	0%
Disagree	12%	-4%	-4%	21%	20%	16%	12%	11%	11%	4%	13%	5%	20%
Neither agree nor disagree	18%	0%	1%	15%	20%	20%	19%	13%	11%	16%	29%	19%	30%
Agree	43%	3%	0%	35%	43%	46%	41%	44%	49%	47%	32%	42%	40%
Strongly agree	23%	1%	2%	23%	12%	14%	21%	22%	29%	27%	16%	31%	10%
Unsure / Not applicable	0%	0%	0%	0%	0%	1%	0%	0%	0%	0%	0%	1%	0%
 I prioritise my work so that I cover most of what I am supposed to during my study programme 	4,0	0,0	0,0	3,9	4,0	3,8	3,9	4,0	3,9	4,1	3,9	4,1	3,9
Strongly disagree	1%	0%	1%	2%	0%	1%	2%	2%	1%	0%	0%	1%	0%
Disagree	6%	1%	1%	6%	6%	9%	8%	7%	8%	4%	6%	3%	10%
Neither agree nor disagree	13%	-1%	-1%	13%	14%	11%	7%	2%	21%	13%	23%	13%	20%
Agree	52%	-2%	-5%	63%	53%	60%	57%	64%	34%	51%	42%	50%	30%
Strongly agree	25%	1%	3%	17%	22%	17%	24%	22%	34%	33%	23%	31%	30%
Unsure / Not applicable	2%	0%	0%	0%	6%	1%	1%	2%	1%	0%	6%	2%	10%



• 3,5 • 2,5	4: very good evaluation 5-4: good evaluation 5-3,5: bad to medium evaluation .5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	- -	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
	Surface learning	3,2	0,0	-0,2	3,4	3,3	3,4	2,9	3,2	3,4	3,3	3,5	3,1	3,5
31.	*I often find it difficult to remember what I need to learn	3,0	0,1	-0,2	2,9	3,1	3,1	2,9	3,1	3,1	3,0	3,1	3,2	3,1
	Strongly disagree	7%	2%	-2%	2%	16%	6%	2%	9%	5%	7%	6%	12%	20%
	Disagree	34%	3%	-3%	38%	22%	33%	35%	31%	40%	33%	39%	38%	10%
	Neither agree nor disagree	23%	-3%	0%	21%	25%	29%	21%	29%	22%	24%	16%	19%	40%
	Agree	26%	-3%	3%	25%	31%	26%	29%	18%	27%	24%	35%	21%	20%
	Strongly agree	10%	2%	4%	15%	4%	6%	13%	11%	5%	13%	3%	11%	10%
	Unsure / Not applicable	0%	-1%	-2%	0%	2%	1%	0%	2%	0%	0%	0%	0%	0%
32.	*Much of what I have learned seems no more than unrelated bits and pieces in my mind	3,5	-0,2	-0,3	3,6	3,5	3,5	3,3	3,4	3,6	3,3	3,5	3,6	3,6
	Strongly disagree	13%	-4%	-8%	13%	14%	21%	6%	13%	14%	11%	16%	17%	10%
	Disagree	45%	-7%	0%	52%	49%	39%	41%	38%	56%	42%	48%	45%	50%
	Neither agree nor disagree	21%	7%	0%	17%	18%	23%	26%	31%	12%	20%	6%	21%	30%
	Agree	14%	3%	5%	17%	18%	10%	19%	9%	12%	18%	19%	10%	10%
	Strongly agree	5%	1%	3%	0%	2%	7%	5%	7%	4%	7%	10%	5%	0%
	Unsure / Not applicable	1%	0%	0%	2%	0%	0%	2%	2%	1%	2%	0%	2%	0%
33.	I often find it difficult to understand what I need to learn because it is too complicated	3,1	0,1	-0,2	3,5	3,2	3,4	2,5	3,1	3,2	3,3	3,7	2,7	3,5
	Strongly disagree	10%	3%	-1%	10%	10%	11%	2%	11%	14%	13%	26%	9%	0%
	Disagree	30%	-2%	-6%	44%	37%	43%	15%	29%	30%	36%	39%	19%	70%
	Neither agree nor disagree	26%	0%	-2%	33%	27%	26%	26%	24%	25%	27%	16%	26%	10%
	Agree	25%	-1%	5%	13%	18%	17%	40%	29%	26%	16%	19%	24%	20%
	Strongly agree	10%	0%	4%	0%	8%	3%	17%	7%	4%	7%	0%	22%	0%
	Unsure / Not applicable	0%	0%	0%	0%	0%	0%	0%	0%	1%	0%	0%	0%	0%
34.	I often find that things are difficult to understand, even though I have tried to learn it over and over again	3,3	-0,1	-0,3	3,7	3,3	3,5	3,0	3,1	3,5	3,5	3,6	3,0	3,6
	Strongly disagree	13%	-1%	-6%	13%	14%	11%	8%	11%	21%	13%	23%	12%	10%
	Disagree	38%	-2%	-3%	48%	37%	50%	31%	33%	30%	45%	32%	37%	60%
	Neither agree nor disagree	23%	2%	4%	35%	20%	21%	26%	20%	29%	22%	29%	12%	20%
	Agree	18%	0%	2%	2%	24%	11%	24%	29%	15%	13%	13%	26%	0%
	Strongly agree	8%	1%	4%	2%	6%	4%	12%	7%	4%	4%	3%	14%	10%
	Unsure / Not applicable	1%	0%	0%	0%	0%	1%	0%	0%	1%	4%	0%	0%	0%



3,52,5	:4: very good evaluation 5-4: good evaluation 5-3,5: bad to medium evaluation ,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
	Depth learning	3,7	-0,1	-0,2	3,6	3,8	3,6	3,6	3,8	3,7	3.9	4.0	3,9	3,8
35.	*I often find the content presented on the programme stimulating, and	3,6	-0,1	-0,3	3,5	3,7	3,4	3,3	3,6	3,5	3,9	4,2	3,8	3,8
	continue to think about it outside the classroom													
	Strongly disagree	3%	1%	2%	4%	0%	4%	7%	0%	4%	0%	0%	2%	0%
	Disagree	13%	3%	5%	10%	14%	14%	19%	18%	12%	13%	3%	9%	10%
	Neither agree nor disagree	23%	-1%	4%	31%	22%	31%	22%	20%	22%	13%	16%	22%	20%
	Agree	42%	0%	-6%	38%	47%	39%	36%	42%	48%	51%	39%	42%	50%
	Strongly agree	19%	-2%	-6%	17%	18%	11%	14%	18%	14%	24%	42%	25%	20%
	Unsure / Not applicable	0%	-1%	0%	0%	0%	0%	2%	2%	0%	0%	0%	0%	0%
36.	*I study the topics thoroughly so that I can take a critical view of the work we do on the study programme	3,4	-0,1	-0,2	3,1	3,5	3,3	3,4	3,4	3,4	3,4	3,5	3,5	3,4
	Strongly disagree	2%	0%	0%	4%	2%	1%	2%	2%	1%	2%	0%	0%	0%
	Disagree	14%	2%	4%	19%	8%	16%	12%	16%	16%	11%	13%	13%	20%
	Neither agree nor disagree	36%	-1%	4%	38%	37%	37%	36%	31%	36%	42%	35%	32%	30%
	Agree	37%	2%	-8%	40%	37%	40%	34%	33%	36%	40%	42%	38%	40%
	Strongly agree	10%	-4%	-2%	0%	14%	4%	12%	13%	11%	5%	10%	13%	10%
	Unsure / Not applicable	2%	0%	1%	0%	2%	1%	4%	4%	0%	0%	0%	3%	0%
37.	I do my best to relate new knowledge with what I already know about the subject	4,0	-0,1	-0,2	4,0	3,9	3,8	3,9	4,0	4,0	4,1	4,3	4,1	4,0
	Strongly disagree	0%	0%	0%	0%	0%	0%	1%	0%	1%	0%	0%	0%	0%
	Disagree	3%	0%	1%	6%	4%	7%	5%	4%	1%	0%	0%	2%	0%
	Neither agree nor disagree	17%	4%	5%	13%	22%	21%	14%	16%	26%	11%	13%	15%	20%
	Agree	54%	-1%	0%	58%	55%	54%	60%	53%	42%	60%	45%	52%	60%
	Strongly agree	24%	-3%	-7%	21%	20%	17%	19%	24%	29%	24%	39%	31%	20%
	Unsure / Not applicable	1%	0%	0%	2%	0%	0%	2%	2%	0%	5%	3%	0%	0%
38.	I do my best to connect and create an overview of what I learn in different parts of the study programme	3,9	-0,1	-0,2	3,7	3,8	4,0	3,9	4,0	3,9	4,0	4,0	4,0	3,8
	Strongly disagree	1%	0%	0%	2%	0%	1%	2%	0%	0%	0%	0%	0%	0%
	Disagree	5%	0%	2%	8%	4%	3%	6%	4%	7%	2%	6%	7%	0%
	Neither agree nor disagree	17%	2%	3%	23%	29%	13%	15%	16%	19%	16%	13%	11%	40%
	Agree	54%	1%	2%	54%	45%	63%	57%	58%	47%	56%	45%	55%	40%
	Strongly agree	22%	-3%	-7%	13%	22%	19%	18%	22%	26%	24%	29%	28%	20%
	Unsure / Not applicable	1%	0%	0%	0%	0%	1%	2%	0%	1%	2%	6%	0%	0%



- >=4: very good evaluation
- 3,5-4: good evaluation
- 2,5-3,5: bad to medium evaluation
- <2,5: very bad evalution

	IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021

Zoom

39.	*The social study environment is good	4,0	-0,1	-0,4	4,3	3,9	4,2	4,1	4,1	3,8	3,9	3,9	3,9	3,8
	Strongly disagree	2%	1%	2%	2%	4%	1%	2%	0%	3%	4%	0%	2%	0%
	Disagree	7%	0%	4%	4%	2%	1%	6%	9%	8%	7%	13%	10%	10%
	Neither agree nor disagree	14%	2%	9%	6%	22%	19%	10%	7%	19%	7%	13%	19%	20%
	Agree	40%	4%	4%	38%	41%	29%	42%	47%	38%	47%	39%	38%	50%
	Strongly agree	35%	-7%	-19%	50%	29%	49%	39%	31%	29%	27%	29%	30%	20%
	Unsure / Not applicable	2%	0%	0%	0%	2%	1%	1%	7%	3%	7%	6%	1%	0%
40.	*The educational environment is good	4,0	-0,3	-0,5	4,2	4,0	4,2	3,8	4,1	4,0	4,1	4,1	3,8	3,9
	Strongly disagree	3%	1%	3%	0%	4%	1%	4%	2%	0%	2%	3%	5%	0%
	Disagree	6%	3%	4%	2%	2%	1%	10%	0%	4%	5%	0%	12%	20%
	Neither agree nor disagree	11%	6%	7%	10%	14%	6%	11%	7%	21%	9%	10%	11%	0%
	Agree	52%	4%	12%	52%	51%	60%	50%	69%	47%	47%	55%	46%	50%
	Strongly agree	28%	-14%	-27%	35%	29%	30%	26%	20%	29%	36%	29%	26%	30%
	Unsure / Not applicable	1%	0%	0%	0%	0%	1%	0%	2%	0%	0%	3%	1%	0%
41.	*The social study environment increases my motivation to study	3,9	-0,1	-0,1	4,1	3,9	4,1	4,1	3,6	3,8	4,1	3,8	3,7	3,6
	Strongly disagree	4%	0%	1%	2%	2%	3%	3%	7%	7%	2%	3%	6%	0%
	Disagree	7%	0%	0%	6%	8%	4%	3%	9%	12%	5%	6%	10%	20%
	Neither agree nor disagree	16%	3%	1%	17%	18%	14%	14%	27%	10%	13%	19%	18%	30%
	Agree	34%	5%	7%	31%	43%	31%	31%	24%	33%	36%	39%	37%	20%
	Strongly agree	37%	-7%	-9%	44%	27%	44%	45%	29%	38%	40%	26%	27%	30%
	Unsure / Not applicable	3%	-1%	0%	0%	2%	3%	3%	4%	0%	4%	6%	3%	0%
42.	*The educational environment increases my motivation to study	3,8	-0,3	-0,5	4,1	3,8	4,1	3,5	3,9	3,9	4,2	3,9	3,7	3,8
	Strongly disagree	4%	3%	4%	2%	2%	1%	9%	0%	1%	2%	3%	8%	0%
	Disagree	7%	3%	4%	2%	10%	6%	11%	4%	7%	4%	6%	10%	10%
	Neither agree nor disagree	16%	6%	7%	10%	20%	6%	21%	20%	22%	15%	19%	13%	20%
	Agree	42%	-2%	3%	58%	41%	59%	36%	47%	38%	33%	32%	38%	50%
	Strongly agree	28%	-11%	-19%	27%	27%	27%	22%	22%	29%	44%	35%	30%	20%
	Unsure / Not applicable	2%	1%	2%	0%	0%	1%	2%	7%	3%	4%	3%	2%	0%



3,52,5	l: very good evaluation -4: good evaluation -3,5: bad to medium evaluation 5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
43.	My teachers are committed to teaching	4,3	0,0	-0,1	4,3	4,1	4,4	4,2	4,5	4,3	4,5	4,2	4,1	4,1
	Strongly disagree	1%	0%	1%	0%	0%	0%	2%	0%	1%	0%	0%	1%	0%
	Disagree	1%	0%	0%	0%	0%	3%	2%	0%	0%	0%	3%	3%	0%
	Neither agree nor disagree	7%	1%	2%	0%	22%	4%	6%	2%	7%	2%	10%	9%	10%
	Agree	52%	5%	6%	69%	47%	47%	49%	49%	55%	47%	45%	58%	70%
	Strongly agree	38%	-5%	-9%	31%	31%	46%	40%	49%	37%	51%	39%	30%	20%
	Unsure / Not applicable	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	3%	0%	0%
44.	My teachers are good communicators during teaching	3,8	-0,1	-0,1	4,0	3,8	4,1	3,4	4,0	3,8	3,8	3,9	3,6	4,1
	Strongly disagree	2%	0%	1%	0%	2%	0%	5%	0%	1%	4%	3%	4%	0%
	Disagree	7%	2%	3%	2%	10%	3%	12%	2%	4%	7%	0%	13%	0%
	Neither agree nor disagree	20%	1%	0%	17%	22%	11%	26%	16%	23%	16%	19%	23%	20%
	Agree	51%	-3%	-1%	65%	41%	63%	47%	58%	59%	49%	55%	38%	50%
	Strongly agree	18%	0%	-4%	17%	25%	23%	9%	24%	12%	24%	19%	21%	30%
	Unsure / Not applicable	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	3%	0%	0%
45.	My teachers provide me with helpful feedback	3,4	-0,2	-0,3	3,5	3,6	3,6	3,0	3,6	3,4	3,3	3,6	3,2	3,8
	Strongly disagree	4%	2%	3%	0%	2%	1%	8%	2%	1%	5%	6%	7%	0%
	Disagree	14%	4%	4%	13%	8%	9%	20%	11%	14%	16%	10%	20%	0%
	Neither agree nor disagree	31%	3%	6%	27%	35%	33%	31%	27%	32%	35%	19%	30%	50%
	Agree	38%	-6%	-8%	56%	29%	39%	36%	47%	44%	31%	42%	32%	0%
	Strongly agree	11%	-3%	-7%	4%	18%	16%	2%	13%	8%	13%	23%	10%	30%
	Unsure / Not applicable	2%	0%	2%	0%	8%	3%	3%	0%	1%	0%	0%	2%	20%
46.	*My teachers are easy to get in touch with	3,8	-0,2	-0,3	3,7	3,9	3,8	3,6	4,0	3,7	3,9	4,2	3,8	4,3
	Strongly disagree	2%	1%	2%	0%	2%	3%	4%	0%	4%	0%	0%	2%	0%
	Disagree	6%	2%	2%	4%	8%	4%	7%	4%	10%	9%	0%	6%	0%
	Neither agree nor disagree	21%	2%	7%	35%	20%	24%	21%	9%	18%	18%	13%	24%	10%
	Agree	41%	2%	-1%	38%	37%	36%	40%	62%	40%	33%	48%	44%	40%
	Strongly agree	23%	-8%	-12%	17%	27%	27%	17%	22%	23%	31%	35%	21%	40%
	Unsure / Not applicable	6%	1%	2%	6%	6%	6%	11%	2%	5%	9%	3%	3%	10%
47.	My fellow students are committed to the teaching activities	4,0	-0,1	0,0	4,1	4,0	3,8	4,1	4,0	3,9	3,9	4,1	4,2	3,6
	Strongly disagree	1%	0%	0%	2%	0%	1%	1%	0%	0%	0%	0%	0%	10%
	Disagree	4%	1%	1%	0%	0%	6%	2%	4%	5%	9%	3%	3%	10%
	Neither agree nor disagree	16%	5%	1%	10%	25%	21%	11%	18%	25%	20%	10%	13%	0%
	Agree	52% 26%	-3%	-2%	60%	51%	59%	58%	49%	45%	45%	58%	44%	60%
	Strongly agree Unsure / Not applicable	26%	-2% 0%	0% 1%	27% 0%	22%	13% 0%	28% 0%	24% 4%	25% 0%	25% 0%	26% 3%	38% 2%	10% 10%



3,2,	4: very good evaluation 5-4: good evaluation 5-3,5: bad to medium evaluation .5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
48.	*I benefit from the programme	3,8	-0,2	-0,3	3,8	4,0	3,6	3,6	3,8	3,5	3,8	4,1	4,0	3,8
	Strongly disagree	2%	1%	2%	0%	0%	4%	4%	2%	3%	4%	0%	2%	0%
	Disagree	9%	4%	3%	6%	6%	6%	7%	2%	15%	11%	10%	13%	10%
	Neither agree nor disagree	21%	5%	7%	21%	24%	26%	30%	22%	23%	15%	10%	12%	20%
	Agree	43%	-6%	-4%	60%	33%	50%	39%	56%	47%	42%	35%	32%	50%
	Strongly agree	24%	-5%	-9%	13%	37%	14%	20%	16%	10%	27%	42%	41%	20%
	Unsure / Not applicable	1%	0%	1%	0%	0%	0%	1%	2%	3%	2%	3%	1%	0%
49.	The quality of my programme is generally high	4,1	-0,2	-0,3	4,2	4,0	4,1	3,9	4,2	3,8	4,2	4,3	4,1	3,7
	Strongly disagree	3%	2%	2%	0%	4%	1%	4%	0%	4%	2%	3%	4%	10%
	Disagree	4%	2%	1%	2%	4%	4%	6%	4%	5%	4%	0%	6%	0%
	Neither agree nor disagree	12%	5%	6%	4%	14%	14%	14%	7%	18%	9%	6%	10%	20%
	Agree	45%	2%	10%	67%	45%	40%	44%	56%	45%	40%	42%	39%	50%
	Strongly agree	35%	-10%	-19%	27%	33%	37%	31%	33%	26%	45%	48%	39%	20%
	Unsure / Not applicable	1%	0%	0%	0%	0%	3%	1%	0%	1%	0%	0%	2%	0%
50.	I can always do what I set out to do in my studies	3,4	-0,2	-	3,4	3,2	3,9	3,3	3,3	3,7	3,7	3,6	3,0	3,7
	Strongly disagree	4%	2%	-	4%	2%	3%	5%	4%	3%	4%	3%	7%	0%
	Disagree	21%	4%	-	13%	29%	7%	24%	22%	18%	18%	16%	34%	20%
	Neither agree nor disagree	18%	1%	-	27%	27%	13%	20%	22%	11%	9%	19%	18%	20%
	Agree	39%	-5%	-	48%	29%	54%	38%	40%	47%	36%	35%	30%	30%
	Strongly agree	16%	-1%	-	8%	10%	23%	13%	11%	21%	29%	26%	10%	30%
	Unsure / Not applicable	1%	-1%	-	0%	2%	0%	0%	0%	1%	4%	0%	2%	0%
51.	I am certain that I can meet the expectations set for me as a student	3,6	-0,1	-	3,7	3,4	4,0	3,5	3,4	3,8	3,9	4,1	3,2	4,1
	Strongly disagree	4%	2%	-	2%	0%	6%	4%	13%	0%	2%	0%	9%	0%
	Disagree	14%	3%	-	4%	24%	4%	16%	9%	11%	13%	6%	29%	0%
	Neither agree nor disagree	19%	1%	-	27%	29%	10%	25%	18%	23%	7%	10%	17%	20%
	Agree	39%	-6%	-	52%	24%	43%	36%	42%	45%	44%	48%	29%	40%
	Strongly agree	22%	0%	-	15%	20%	36%	17%	18%	21%	33%	35%	16%	30%
52.	Unsure / Not applicable I am good at using the academic adversity and frustration I encounter in my	1%	0%	-	0%	4%	1%	3%	0%	0%	2%	0%	0%	10%
32.	studies to grow and learn	3,3	-0,3	-	3,2	3,4	3,4	3,2	3,4	3,4	3,4	3,5	3,2	3,6
	Strongly disagree	4%	2%	-	2%	2%	0%	5%	4%	1%	5%	10%	9%	0%
	Disagree	17%	5%	-	23%	24%	20%	21%	11%	11%	15%	10%	15%	10%
	Neither agree nor disagree	28%	4%	-	31%	16%	24%	31%	27%	40%	24%	16%	29%	40%
	Agree	40%	-2%	-	35%	53%	43%	31%	49%	37%	44%	52%	36%	30%
	Strongly agree	8%	-9%	-	6%	6%	7%	8%	4%	7%	9%	13%	9%	20%
	Unsure / Not applicable	3%	0%	-	2%	0%	6%	2%	4%	4%	4%	0%	3%	0%



• 3,5 • 2,5	4: very good evaluation 5-4: good evaluation 5-3,5: bad to medium evaluation ,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
53.	When something does not go as planned in my studies, I often feel discouraged	2,8	-0,2	-	2,9	2,6	3,2	2,5	2,4	2,9	2,9	2,7	2,8	3,1
	Strongly disagree	6%	0%	-	6%	6%	9%	5%	2%	4%	11%	3%	6%	10%
	Disagree	23%	-6%	-	19%	22%	36%	17%	16%	30%	18%	19%	28%	20%
	Neither agree nor disagree	24%	-1%	-	33%	18%	21%	24%	22%	26%	22%	32%	22%	40%
	Agree	33%	2%	-	33%	33%	29%	36%	42%	29%	42%	32%	30%	30%
	Strongly agree	12%	4%	-	6%	18%	3%	19%	18%	10%	5%	10%	13%	0%
	Unsure / Not applicable	1%	0%	-	2%	4%	3%	0%	0%	1%	2%	3%	1%	0%
54.	Sometimes I am not sure that I belong in my study programme	3,2	0,0	-	3,2	3,0	3,4	3,1	3,1	3,3	3,8	3,3	3,0	4,0
	Strongly disagree	25%	2%	-	15%	18%	26%	21%	27%	21%	49%	23%	24%	30%
	Disagree	25%	-1%	-	33%	22%	26%	26%	16%	32%	18%	26%	21%	50%
	Neither agree nor disagree	14%	2%	-	17%	16%	19%	10%	22%	12%	5%	19%	13%	10%
	Agree	21%	-4%	-	25%	27%	21%	21%	13%	22%	16%	23%	20%	10%
	Strongly agree	15%	2%	-	10%	16%	7%	21%	22%	12%	11%	10%	22%	0%
	Unsure / Not applicable	0%	-1%	-	0%	2%	1%	0%	0%	1%	0%	0%	0%	0%
55.	I have a group of fellow students with whom I feel comfortable	4,2	0,0	-	4,4	3,9	4,2	4,3	4,1	4,3	4,3	4,1	4,0	4,3
	Strongly disagree	3%	0%	-	0%	6%	4%	3%	4%	0%	7%	0%	5%	0%
	Disagree	6% 9%	1% -1%	-	6% 2%	10% 8%	3% 9%	6% 8%	9% 13%	4% 10%	2% 5%	10% 10%	7% 13%	0% 10%
	Neither agree nor disagree Agree	32%	-1%	-	40%	43%	39%	22%	18%	33%	27%	35%	36%	50%
	Strongly agree	49%	3%		52%	31%	46%	59%	51%	52%	58%	42%	40%	40%
	Unsure / Not applicable	1%	-1%	-	0%	2%	0%	2%	4%	1%	0%	3%	0%	0%
56.	I focus my efforts on what I need to know for my exams	3,8	0,0	-	3,6	3,7	4,0	3,8	3,9	3,8	4,0	3,6	3,7	4,1
	Strongly disagree	2%	1%	-	0%	0%	1%	2%	2%	3%	4%	10%	3%	0%
	Disagree	11%	0%	-	10%	18%	7%	12%	9%	12%	4%	6%	13%	10%
	Neither agree nor disagree	18%	0%	-	38%	16%	17%	13%	13%	16%	13%	23%	21%	10%
	Agree	42%	-6%	-	35%	49%	37%	42%	51%	40%	53%	32%	39%	40%
	Strongly agree	26%	5%	-	17%	18%	36%	29%	24%	26%	27%	29%	21%	40%
	Unsure / Not applicable	1%	1%	-	0%	0%	1%	1%	0%	3%	0%	0%	3%	0%
57.	I hesitate to ask questions and participate actively in class because I fear that I will look stupid	2,9	0,0	-	3,1	2,8	3,2	2,8	3,0	2,9	2,9	3,1	3,0	3,2
	Strongly disagree	16%	0%	-	17%	10%	19%	15%	22%	11%	16%	19%	15%	20%
	Disagree	20%	-1%	-	25%	24%	23%	18%	20%	26%	9%	16%	18%	20%
	Neither agree nor disagree	21%	1%	-	19%	24%	21%	17%	9%	21%	33%	26%	24%	10%
	Agree	28%	2%	-	31%	24%	27%	27%	31%	23%	29%	29%	29%	40%
	Strongly agree	14%	-3%	-	8%	20%	7%	20%	18%	18%	13%	10%	13%	0%
	Unsure / Not applicable	1%	0%	-	0%	0%	3%	2%	0%	1%	0%	0%	1%	10%



• 3,5 • 2,5	4: very good evaluation 5-4: good evaluation 6-3,5: bad to medium evaluation ,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
58.	*Have you experienced feeling lonely at your study?	3,5	0,0	-0,3	3,4	3,3	3,7	3,6	3,7	3,7	3,7	3,2	3,3	3,3
	Always	3%	1%	2%	6%	6%	0%	4%	0%	3%	4%	6%	2%	0%
	Often	15%	2%	8%	8%	22%	13%	11%	18%	4%	15%	23%	26%	30%
	Sometimes	29%	0%	5%	38%	27%	30%	27%	20%	36%	25%	29%	31%	20%
	Rarely	29%	-5%	-9%	31%	25%	27%	32%	33%	32%	25%	26%	24%	40%
	Never	23%	4%	-7%	17%	18%	30%	26%	29%	25%	31%	16%	17%	10%
	Don't know	0%	-1%	0%	0%	2%	0%	0%	0%	1%	0%	0%	0%	0%
59.	*Have you experienced strong stress symptoms* in connection with your study in the everyday life?	3,2	0,0	-0,1	3,6	3,5	3,7	3,2	2,8	3,1	3,4	3,0	2,7	3,7
	Always	8%	0%	2%	4%	6%	1%	11%	13%	3%	5%	10%	17%	0%
	Often	23%	0%	2%	10%	16%	13%	24%	27%	26%	20%	32%	32%	10%
	Sometimes	26%	-1%	-2%	25%	27%	30%	17%	33%	38%	22%	19%	27%	30%
	Rarely	22%	-1%	-1%	40%	16%	23%	21%	22%	25%	29%	23%	11%	40%
	Never	19%	2%	-2%	19%	31%	33%	24%	4%	8%	22%	16%	12%	20%
60	Don't know	2%	0%	1%	2%	4%	0%	3%	0%	0%	2%	0%	2%	0%
60.	*Have you experienced strong stress symptoms* in connection with your study up to exams?	2,8	0,0	0,0	3,0	3,4	3,4	2,7	2,5	2,7	2,8	2,7	2,6	3,6
	Always	17%	-1%	2%	2%	4%	11%	23%	20%	15%	20%	19%	28%	0%
	Often	21%	-1%	-1%	27%	24%	14%	17%	29%	25%	15%	35%	21%	10%
	Sometimes Rarely	22% 14%	1% -1%	-2% 1%	31% 4%	14% 20%	21% 17%	18% 10%	27% 18%	27% 16%	36% 11%	16% 16%	14% 17%	30% 20%
	Never	14%	1%	0%	15%	24%	29%	15%	0%	4%	11%	13%	11%	20%
	Don't know	12%	1%	0%	21%	16%	7%	17%	7%	12%	7%	0%	9%	20%
61.	I have felt cheerful and in good spirits	3.9	-0.2	-	4,2	3,8	4,1	3,8	3,5	4,1	4,1	4,0	3,5	3,8
02.	At no time	3%	2%	-	2%	2%	1%	3%	9%	1%	0%	0%	4%	0%
	Some of the time	16%	4%	-	8%	18%	9%	16%	27%	8%	15%	13%	26%	20%
	Less than half of the time	18%	3%	-	13%	16%	20%	18%	13%	18%	16%	16%	21%	20%
	More than half of the time	25%	-3%	-	25%	33%	26%	27%	16%	30%	18%	29%	19%	30%
	Most of the time	35%	-4%	-	48%	29%	34%	34%	31%	38%	47%	39%	26%	20%
	All of the time	4%	-1%	-	4%	2%	10%	2%	4%	4%	4%	3%	4%	10%
62.	I have felt calm and relaxed	3,2	-0,4	-	3,4	3,4	3,5	3,1	2,8	3,2	3,5	3,3	2,6	3,6
	At no time	12%	8%	-	4%	2%	4%	10%	24%	7%	13%	13%	25%	10%
	Some of the time	25%	4%	-	29%	33%	21%	28%	22%	30%	9%	16%	29%	10%
	Less than half of the time	21%	2%	-	13%	14%	19%	23%	20%	21%	25%	32%	21%	30%
	More than half of the time	23%	-7%	-	31%	24%	33%	21%	20%	26%	24%	13%	14%	20%
	Most of the time	17%	-6%	-	21%	25%	17%	15%	11%	15%	25%	23%	11%	20%
	All of the time	3%	-1%	-	2%	2%	6%	3%	2%	1%	4%	3%	0%	10%

Unsure / Not applicable



• 3	>=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation 2,5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
63	3. I have felt active and vigorous	3,2	-0,2	-	3,4	3,4	3,5	3,1	3,0	3,3	3,4	3,2	3,0	3,4
	At no time	8%	4%	-	4%	6%	7%	10%	11%	3%	9%	13%	10%	0%
	Some of the time	24%	2%	-	17%	24%	19%	26%	33%	22%	25%	19%	27%	30%
	Less than half of the time	25%	2%	-	31%	25%	21%	26%	20%	32%	16%	26%	27%	30%
	More than half of the time	25%	-2%	-	29%	20%	30%	26%	18%	27%	18%	19%	26%	20%
	Most of the time	16%	-4%	-	17%	22%	16%	10%	18%	16%	29%	19%	10%	10%
	All of the time	2%	-1%	-	2%	4%	7%	2%	0%	0%	2%	3%	1%	10%
64	1. I woke up feeling fresh and rested	2,8	-0,3	-	2,5	3,0	3,2	2,7	2,6	3,1	3,1	2,5	2,6	3,0
	At no time	17%	4%	-	19%	14%	11%	20%	24%	16%	13%	19%	19%	10%
	Some of the time	29%	5%	-	31%	27%	27%	29%	33%	18%	25%	29%	37%	20%
	Less than half of the time	23%	3%	-	35%	22%	17%	21%	16%	23%	24%	35%	18%	40%
	More than half of the time	18%	-6%	-	10%	16%	23%	19%	11%	26%	24%	10%	16%	20%
	Most of the time	12%	-5%	-	4%	22%	17%	9%	13%	16%	9%	6%	9%	10%
	All of the time	2%	-1%	-	0%	0%	4%	2%	2%	0%	5%	0%	1%	0%
6!	5. My daily life has been filled with things that interest me	3,9	-0,2	-	4,1	3,8	3,8	3,8	3,7	3,9	4,1	4,1	3,8	4,0
	At no time	3%	2%	-	2%	4%	3%	2%	7%	1%	2%	0%	6%	0%
	Some of the time	14%	2%	-	8%	10%	16%	15%	20%	12%	11%	13%	18%	10%
	Less than half of the time	15%	-1%	-	10%	24%	14%	17%	18%	15%	11%	16%	12%	20%
	More than half of the time	32%	4%	-	40%	27%	33%	36%	18%	37%	33%	32%	28%	40%
	Most of the time	30%	-6%	-	33%	33%	30%	26%	24%	33%	36%	23%	29%	20%
	All of the time	6%	-1%	-	6%	2%	4%	2%	13%	1%	7%	16%	8%	10%
60	5. In general, I feel really good at my education	3,7	-0,3	-0,5	3,8	3,7	3,9	3,6	3,6	3,6	3,9	3,9	3,4	4,1
	Strongly disagree	4%	3%	3%	2%	4%	6%	7%	4%	1%	2%	0%	8%	0%
	Disagree	9%	3%	7%	6%	6%	7%	11%	9%	8%	13%	10%	12%	0%
	Neither agree nor disagree	21%	4%	11%	17%	24%	14%	18%	27%	26%	11%	13%	30%	20%
	Agree	44%	1%	-2%	58%	45%	41%	43%	40%	53%	38%	52%	34%	50%
	Strongly agree	22%	-10%	-19%	17%	22%	31%	21%	18%	11%	36%	26%	17%	30%

0% 0% 0% 0% 1% 2% 0% 0%



3,52,5	4: very good evaluation 6-4: good evaluation 6-3,5: bad to medium evaluation 5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
67	In recent weeks I have felt pressure from (you may select more than one ans	worl												
07.	Thoughts about whether I can keep up with my studies	57%	1%		50%	65%	43%	65%	71%	41%	42%	48%	70%	50%
	Thoughts about what I will be doing after graduation	42%	-5%		46%	33%	30%	34%	33%	58%	55%	71%	38%	30%
	My own expectations about my academic performance	59%	-4%		65%	69%	50%	58%	69%	58%	58%	71%	56%	40%
	The expectations others have about my academic performance	31%	1%		35%	29%	29%	31%	33%	32%	31%	42%	32%	10%
	Practical issues at my institution (rules and regulations, schedule, flexibility, lack of information, etc.)	39%	7%	-	35%	25%	29%	35%	44%	44%	35%	48%	52%	30%
	My social life, family life and other personal relations	55%	3%	-	58%	51%	51%	54%	40%	62%	56%	55%	58%	60%
	Practical circumstances outside my studies (work, economy, housing, etc.)	54%	0%	-	73%	53%	56%	51%	36%	64%	51%	58%	51%	50%
	Having more things on my mind than I can manage	62%	4%	-	58%	43%	47%	60%	58%	71%	75%	71%	72%	20%
	None of the above	4%	2%	-	4%	6%	6%	5%	4%	3%	4%	3%	2%	10%
Which	academic study activities do you experience that are most common in your educ	ation? (you car	n choose up to !	activities)										
68.	Classroom teaching	3,0	0,2	0,3	3,1	2,7	3,1	2,4	3,0	3,1	3,1	3,3	3,0	3,0
	1	20%	5%	6%	14%	0%	16%	10%	11%	28%	20%	47%	24%	20%
	2	16%	-3%	-3%	21%	26%	23%	20%	11%	10%	20%	0%	12%	0%
	3	27%	2%	9%	29%	37%	32%	0%	44%	24%	27%	7%	29%	60%
	4	22%	1%	-1%	36%	21%	16%	40%	33%	21%	13%	33%	12%	0%
	5	15%	-5%	-11%	0%	16%	13%	30%	0%	17%	20%	13%	24%	20%
69.	Lectures	3,7	0,0	-0,1	3,8	4,1	3,9	3,6	3,4	3,8	4,0	3,7	3,4	3,8
	1	32%	-5%	-6%	38%	43%	45%	25%	23%	32%	44%	28%	17%	50%
	2	28%	4%	1%	23%	40%	16%	30%	14%	36%	28%	28%	32%	10%
	3	24%	5%	4%	28%	6%	27%	28%	42%	16%	11%	28%	29%	10%
	4	13%	0%	4%	4%	11%	9%	12%	21%	9%	17%	16%	20%	30%
	5	3%	-3%	-3%	6%	0%	3%	4%	0%	7%	0%	0%	2%	0%
70.	Practical classes (workshops or lab work)	3,0	0,1	0,1	3,2	3,3	3,1	3,2	2,9	2,9	2,6	2,6	2,6	3,0
	1	6%	-2%	-2%	5%	7%	7%	9%	6%	7%	0%	5%	4%	0%
	2	30%	4%	7%	50%	30%	33%	35%	37%	29%	21%	18%	18%	17%
	3	30%	-1%	3%	10%	53%	27%	33%	14%	27%	37%	36%	29%	67%
	4	23%	2%	-6%	25%	3%	27%	17%	29%	25%	21%	14%	37%	17%
	5	11%	-4%	-2%	10%	7%	7%	6%	14%	12%	21%	27%	12%	0%



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evaluation 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
71. Internship (clinical courses or internship within a public or private institution)	1,5	-1,2	-1,4	-	-	-	1,0	-	2,0	-	-	-	-
1	0%	0%	-30%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
2	0%	-33%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
3	0%	-22%	-30%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
4	50%	28%	40%	0%	0%	0%	0%	0%	100%	0%	0%	0%	0%
5	50%	28%	20%	0%	0%	0%	100%	0%	0%	0%	0%	0%	0%
72. Project work (individually or group based)	3,3	0,0	0,0	3,5	2,8	2,8	3,1	3,4	3,9	3,2	4,0	3,1	2,9
1	22%	0%	-2%	29%	10%	19%	23%	21%	39%	20%	36%	8%	11%
2	25%	2%	3%	21%	16%	12%	21%	33%	31%	18%	39%	34%	33%
3	22%	-1%	1%	26%	26%	29%	16%	21%	19%	31%	11%	29%	0%
4	19%	1%	-1%	17%	39%	12%	26%	15%	3%	20%	14%	19%	44%
5	12%	-2%	-1%	7%	10%	29%	15%	9%	8%	10%	0%	10%	11%
73. E-learning (e.g. distance learning)	1,8	-1,3	-0,1	1,0	2,0	1,0	1,7	-	-	1,0	2,3	2,5	-
1	8%	-13%	8%	0%	0%	0%	0%	0%	0%	0%	14%	25%	0%
2	8%	-14%	8%	0%	0%	0%	10%	0%	0%	0%	14%	13%	0%
3	11%	-11%	-26%	0%	33%	0%	20%	0%	0%	0%	14%	0%	0%
	5%	-13%	-13%	0%	33%	0%	0%	0%	0%	0%	0%	13%	0%
5	68%	52%	22%	100%	33%	100%	70%	0%	0%	100%	57%	50%	0%
74. Group work (study group) 1	3,0	-0,1	-0,2	2,9	2,4	3,0	3,0	3,2	3,1	2,8	2,9	3,2	2,4
2	16% 20%	-2% -3%	-4% -5%	19% 11%	3% 20%	11% 25%	17% 17%	31% 16%	21% 15%	13% 25%	7% 21%	19% 26%	13% 25%
3	20%	-3%	-5%	26%		21%	24%	13%	28%	13%	36%	26%	0%
4	28%	2%	8%	26%	17% 37%	36%	33%	19%	28%	25%	29%	18%	13%
5	14%	2%	-1%	19%	23%	7%	9%	22%	9%	25%	7%	11%	50%
75. Independent study activities (preparation, reading, home assignments)	3,7	0,2	0,5	2,9	4,1	3,4	3,9	3,7	3,1	3,5	3,0	4,4	3,8
1	43%	10%	18%	26%	60%	30%	52%	43%	23%	29%	18%	69%	25%
2	18%	-5%	-1%	3%	12%	28%	14%	23%	16%	22%	18%	16%	38%
3	15%	-2%	-8%	26%	14%	8%	17%	11%	23%	22%	23%	6%	25%
4	14%	-2%	-8%	23%	7%	18%	7%	11%	19%	20%	27%	8%	13%
5	10%	-1%	-2%	23%	7%	15%	11%	11%	19%	6%	14%	2%	0%
76. Guidance from teaching staff	1,5	-0,3	-0,5	1,2	1,3	1,0	3,0	1,4	1,7	1,5	1,0	1,6	1,0
1	0%	-7%	-5%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
2	7%	7%	-2%	0%	0%	0%	67%	0%	0%	0%	0%	13%	0%
3	5%	-6%	-10%	0%	0%	0%	0%	20%	14%	0%	0%	0%	0%
4	20%	-15%	-4%	17%	25%	0%	0%	0%	43%	50%	0%	25%	0%
5	68%	20%	21%	83%	75%	100%	33%	80%	43%	50%	100%	63%	100%



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
Time consumption for students who are in a regular course of study at the san	ao timo ao an intornchin												
77. Weekly hours spent on tuition, gns.		0.0	4.2								2.5	12.0	
78. Weekly hours spent on tuition, gris.	6,3	-8,9	-4,3		-		-		-		3,5	12,0	
79. Weekly hours spent on preparation / self-study, gns.	7,0	-9,0	-2,0	-	-	-	-	-	-	-	3,5	12,0	-
80. Weekly hours spent on preparation / self-study, gais.	10,3 11,0	-9,5 -8,0	-9,5 -9,0								5,5 5,5	20,0	
81. Weekly hours spent on internship, gns.					-	-	-	-	-	-			-
82. Weekly hours spent on internship, median	18,7	1,9	-1,7	-	-	-	-	-	-	-	20,5	15,0	
83. Total weekly hours spent on study-related activities, gns.	15,0	-3,0	-5,0	-	-	-	-	-	-	-	20,5	15,0	-
84. Total weekly hours spent on study-related activities, median	16,7	-18,3	-13,7	-	-	-	-	-	-	-	9,0	32,0	-
	18,0	-17,0	-10,0	-	•	-	-	•	-	-	9,0	32,0	-
Time consumption for students who are on an exchange, take the education as		_				40.0	40.0		20.0			4.0	
85. Weekly hours spent on tuition, gns. 86. Weekly hours spent on tuition, median	8,3	-1,1	-3,5	-	-	10,0	13,0	0,0	28,0	9,8	6,1	4,2	-
· · · · · · · · · · · · · · · · · · ·	2,5	-8,5	-10,5	-	•	14,0	10,0	0,0	28,0	7,5	2,0	2,0	-
	22,0	0,3	-0,5	-	-	5,3	11,3	44,0	14,0	21,3	19,3	40,2	-
88. Weekly hours spent on preparation / self-study, median	20,0	0,0	-4,0	-	-	6,0	10,0	44,0	14,0	26,5	16,0	34,0	
89. Weekly hours spent on internship, gns.	3,1	-1,6	2,8	-	-	1,0	0,7	0,0	0,0	7,5	5,7	0,0	-
90. Weekly hours spent on internship, median	0,0	0,0	0,0	-	-	0,0	0,0	0,0	0,0	0,0	0,0	0,0	-
91. Total weekly hours spent on study-related activities, gns.	30,4	-0,8	-3,9	-	-	15,3	24,3	44,0	42,0	31,0	25,4	44,4	-
92. Total weekly hours spent on study-related activities, median	32,0	2,0	-3,0	-	-	22,0	34,0	44,0	42,0	26,5	34,0	34,0	-
Time consumption for students who are in a regular education course													
93. Weekly hours spent on tuition, gns.	17,2	0,2	0,2	17,1	16,3	16,7	19,1	16,3	17,6	15,4	15,5	17,4	17,6
94. Weekly hours spent on tuition, median	16,0	0,0	0,0	16,0	16,0	16,0	18,0	16,0	18,0	16,0	16,0	17,0	17,0
95. Weekly hours spent on preparation / self-study, gns.	20,0	1,2	0,3	13,4	19,7	16,3	20,1	23,0	16,2	15,8	21,8	29,9	13,1
96. Weekly hours spent on preparation / self-study, median	18,0	1,0	0,0	13,0	17,0	14,0	18,0	21,0	14,0	16,0	19,0	29,0	11,5
97. Total weekly hours spent on study-related activities, gns.	37,2	1,4	0,5	30,5	35,9	33,0	39,1	39,3	33,9	31,3	37,3	47,4	30,7
98. Total weekly hours spent on study-related activities, median	36,0	1,0	-1,0	31,0	36,0	31,0	37,0	37,0	35,0	31,0	35,5	47,0	32,5
Other time consumption													
99. Weekly hours spent on paid work, gns.	8,8	1,0	-0,2	7,4	8,3	11,4	5,5	8,3	11,0	15,7	5,4	7,7	12,3
100. Weekly hours spent on paid work, median	10,0	2,0	0,0	6,0	7,0	13,5	3,0	8,0	12,5	15,0	0,0	8,0	15,0
101. Weekly hours spent on volunteer work, gns.	1,0	-0,2	0,1	1,3	0,4	1,1	1,3	1,9	0,6	0,6	1,4	0,4	2,5
102. Weekly hours spent on volunteer work, median	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	0,0	1,0



- >=4: very good evaluation
- 3,5-4: good evaluation
- 2,5-3,5: bad to medium evaluation
- <2,5: very bad evalution

	IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science	
2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	

DCUM - Proportion

The following statements are still about different parts of the psycical study environments. 103. *Ignored or excluded from the study community.						_				4.5	4.5	4.5	4.0
Daily	4,6	-0,1	-	4,5	4,6	4,6	4,7	4,8	4,8	4,5	4,5	4,5	4,6
Weekly	1%	0%		2%	2%	4%	0%	0%	0%	2%	3%	1%	0%
· · · · · · · · · · · · · · · · · · ·	3%	2%	-	2%	6%	0%	4%	2%	3%	2%	3%	7%	0%
Monthly	4%	-1%	-	6%	0%	4%	2%	2%	0%	13%	6%	5%	10%
Rare	17%	2%	-	27%	16%	17%	17%	11%	15%	16%	16%	16%	20%
Never	74%	-3%	-	63%	76%	74%	77%	84%	82%	67%	71%	71%	70%
104. *Recieved offensive, rough or condesending comments	4,9	0,0	-	4,8	4,9	4,9	4,8	4,9	4,9	4,9	4,8	4,7	5,0
Daily	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Weekly	1%	1%		0%	0%	0%	2%	0%	0%	0%	0%	3%	0%
Monthly	2%	1%	-	2%	2%	0%	1%	4%	1%	0%	6%	5%	0%
Rare	7%	-3%	-	13%	2%	9%	7%	2%	8%	7%	6%	8%	0%
Never	90%	1%	-	85%	96%	91%	89%	93%	90%	93%	87%	85%	1009
105. *Exposed to unwanted sexual attention (ie. comments, unwanted physical touching or kisses)	4,9	0,0	-	4,8	4,9	4,9	4,9	5,0	4,9	4,9	4,9	5,0	5,0
Daily	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Weekly	0%	0%	-	0%	0%	0%	2%	0%	0%	0%	0%	0%	0%
Monthly	1%	0%	-	2%	2%	0%	0%	0%	0%	2%	3%	1%	0%
Rare	6%	2%	-	13%	6%	9%	7%	0%	7%	4%	6%	3%	0%
Never	93%	-2%	-	85%	92%	91%	92%	100%	93%	95%	90%	96%	100
106. *Discriminatory treatment (for example based on sexual orientation, religion, sex, handicap)	4,8	0,0	-	4,7	4,9	4,9	4,8	4,8	4,9	4,8	4,7	4,7	5,0
Daily	1%	0%	-	0%	0%	0%	1%	2%	0%	0%	0%	2%	0%
Weekly	2%	1%	-	2%	0%	0%	2%	2%	0%	2%	3%	4%	0%
Monthly	3%	1%	-	2%	2%	3%	3%	2%	0%	4%	3%	4%	0%
Rare	7%	-1%	-	19%	2%	4%	8%	2%	14%	5%	10%	5%	0%
Never	88%	-1%	-	77%	96%	93%	86%	91%	86%	89%	84%	86%	100
107. *Threatened with violence or experienced threatening behaviour	5,0	0,0	-	5,0	5,0	4,9	5,0	5,0	5,0	5,0	5,0	5,0	5,0
Daily	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Weekly	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Monthly	0%	0%	-	0%	0%	1%	1%	0%	0%	0%	0%	1%	0%
Rare	1%	0%	-	4%	0%	3%	1%	0%	0%	0%	3%	2%	0%
Never	98%	0%		96%	100%	96%	98%	100%	100%	100%	97%	97%	100



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
108. *Punched, pushed, kicked etc.	5,0	0,0		5,0	5,0	5,0	5,0	5,0	5,0	5,0	5,0	5,0	5,0
Daily	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Weekly	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Monthly	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	1%	0%
Rare	0%	0%	-	2%	0%	0%	1%	0%	0%	0%	0%	0%	0%
Never	100%	0%	-	98%	100%	100%	99%	100%	100%	100%	100%	99%	100%
109. *Your appearance or gender being commented on in a way that made you uncomfortable or were offensive to you	4,8	0,0	-	4,8	4,9	4,9	4,8	4,8	4,9	4,9	4,7	4,8	5,0
Daily	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	3%	0%	0%
Weekly	1%	1%	-	0%	0%	1%	2%	2%	0%	0%	0%	3%	0%
Monthly	2%	0%	-	4%	0%	1%	4%	2%	0%	2%	6%	1%	0%
Rare	7%	-1%	-	8%	6%	6%	7%	7%	12%	4%	6%	6%	0%
Never	90%	0%	-	88%	94%	91%	88%	89%	88%	95%	84%	90%	100%
110. *Being touched, embraced or kissed in a way that you did not want to	4,9	0,0	-	4,9	4,9	4,9	4,9	5,0	5,0	5,0	4,9	5,0	5,0
Daily	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Weekly	0%	0%	-	0%	0%	0%	1%	0%	0%	0%	0%	1%	0%
Monthly	1%	1%	-	2%	0%	0%	2%	0%	1%	0%	3%	0%	0%
Rare	4%	1%	-	6%	8%	6%	4%	0%	1%	4%	6%	2%	0%
Never	95%	-1%	-	92%	92%	94%	93%	100%	97%	96%	90%	97%	100%
*Within the last 12 months, where have you been exposed to the following during you	r current study	program [This q	uestion is only as	sked if respond	ent has been e	xposed to any o	of the above].						
111. *Ignored or excluded from the study community													
At the educational institution	54%	12%	-	33%	67%	67%	54%	86%	77%	61%	44%	43%	0%
In other study-related contexts	53%	-1%	-	72%	42%	61%	46%	29%	54%	44%	67%	53%	67%
Online	21%	-8%	-	17%	33%	22%	32%	14%	8%	11%	44%	13%	33%
112. *Recieved offensive, rough or condesending comments													
At the educational institution	52%	0%	-	14%	50%	67%	54%	67%	43%	50%	25%	69%	0%
In other study-related contexts	40%	8%	-	71%	50%	33%	31%	67%	29%	25%	75%	31%	0%
Online	27%	-2%		29%	0%	17%	38%	33%	29%	50%	25%	19%	0%
113. *Exposed to unwanted sexual attention (ie. comments, unwanted physical touching or kisses)													
At the educational institution	60%	0%	-	57%	50%	33%	80%	0%	60%	33%	67%	75%	0%
In other study-related contexts	48%	-6%	-	29%	75%	67%	30%	0%	60%	67%	67%	25%	0%
Online	10%	6%	-	14%	0%	0%	0%	0%	0%	0%	33%	50%	0%



>=4: very good3,5-4: good ev2,5-3,5: bad to<2,5: very bad	aluation o medium evaluation		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
114. *Discriminat sex, handica	toy treatment (for example based on sexual orientation, religion,													
At the educa	itional institution	67%	-14%		36%	0%	60%	76%	100%	90%	50%	40%	80%	0%
In other stud	ly-related contexts	49%	3%	-	45%	100%	60%	41%	50%	40%	33%	80%	53%	0%
Online		24%	10%		36%	50%	0%	29%	25%	20%	50%	40%	0%	0%
115. *Threatened	d with violence or experienced threatening behaviour													
At the educa	itional institution	18%	-26%	-	0%	0%	33%	0%	0%	0%	0%	0%	33%	0%
In other stud	ly-related contexts	45%	12%	-	100%	0%	33%	0%	0%	0%	0%	100%	33%	0%
Online		36%	-8%	-	0%	0%	33%	100%	0%	0%	0%	0%	33%	0%
116. *Punched, p	ushed, kicked etc.													
At the educa	ational institution	0%	-25%		0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
In other stud	dy-related contexts	100%	25%	-	100%	0%	0%	100%	0%	0%	0%	0%	100%	0%
	arance or gender being commented on in a way that made you ble or were offensive to you													
At the educa	ational institution	60%	-2%	-	17%	33%	67%	73%	80%	56%	33%	60%	70%	0%
In other stud	dy-related contexts	61%	7%	-	50%	67%	67%	73%	40%	67%	67%	60%	50%	0%
Online		18%	10%	-	33%	0%	0%	13%	40%	22%	0%	20%	20%	0%
118. *Being touch	hed, embraced or kissed in a way that you did not want to													
At the educa	ational institution	48%	-8%	-	75%	25%	50%	67%	0%	50%	0%	33%	33%	0%
In other stud	dy-related contexts	68%	12%	-	25%	75%	50%	56%	0%	100%	100%	100%	100%	0%
*Within the last 12 m	nonths, who has exposed you to the following [This question is only	asked if respo	ndent has been	exposed to any	of the above].									
119. *Ignored or 6	excluded from the study community													
Fellow stude	ents	92%	4%	-	100%	100%	94%	89%	71%	100%	94%	89%	90%	67%
Teachers		6%	-6%	-	0%	0%	6%	11%	0%	0%	17%	11%	3%	0%
Administrativ	ve staff	6%	2%	-	0%	0%	6%	7%	43%	0%	6%	22%	3%	0%
Person(s) wh	nere I am an intern	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Others		6%	-5%	-	0%	8%	6%	11%	0%	0%	6%	11%	7%	33%
120. *Recieved of	ffensive, rough or condesending comments													
Fellow stude	ents	58%	-20%	-	71%	100%	100%	77%	33%	14%	75%	75%	31%	0%
Teachers		35%	21%	-	14%	0%	0%	31%	67%	57%	25%	0%	63%	0%
Administration	ve staff	8%	3%	-	0%	0%	0%	8%	0%	0%	0%	25%	19%	0%
Person(s) wh	nere I am an intern	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Others		15%	3%	-	14%	0%	0%	15%	33%	29%	25%	0%	13%	0%



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
121. *Exposed to unwanted sexual attention (ie. comments, unwanted physical touching or kisses)													
Fellow students	86%	6%	-	86%	100%	100%	80%	0%	80%	100%	67%	75%	0%
Teachers	0%	-13%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Administrative staff	5%	1%	-	0%	0%	0%	0%	0%	0%	0%	33%	25%	0%
Person(s) where I am an intern	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Others	12%	-1%	-	14%	0%	0%	20%	0%	40%	0%	0%	0%	0%
122. *Discriminatoy treatment (for example based on sexual orientation, religion, sex, handicap)													
Fellow students	64%	-10%	-	55%	50%	100%	82%	50%	70%	17%	80%	53%	0%
Teachers	33%	10%	-	45%	0%	0%	18%	75%	30%	67%	0%	47%	0%
Administrative staff	15%	1%	-	0%	50%	0%	18%	50%	10%	17%	0%	20%	0%
Person(s) where I am an intern	1%	1%	-	0%	0%	0%	0%	0%	0%	0%	0%	7%	0%
Others	17%	5%	-	18%	50%	0%	12%	0%	30%	17%	40%	13%	0%
123. *Threatened with violence or experienced threatening behaviour													
Fellow students	64%	19%	-	100%	0%	100%	50%	0%	0%	0%	0%	33%	0%
Teachers	18%	7%	-	0%	0%	0%	50%	0%	0%	0%	0%	33%	0%
Administrative staff	9%	-2%	-	0%	0%	0%	50%	0%	0%	0%	0%	0%	0%
Person(s) where I am an intern	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Others	18%	-15%	-	0%	0%	0%	0%	0%	0%	0%	100%	33%	0%
124. *Punched, pushed, kicked etc.													
Fellow students	67%	42%	-	100%	0%	0%	100%	0%	0%	0%	0%	0%	0%
Teachers	0%	-25%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Administrative staff	0%	-25%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Person(s) where I am an intern	33%	33%	-	0%	0%	0%	0%	0%	0%	0%	0%	100%	0%
Others	0%	-50%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
125. *Your appearance or gender being commented on in a way that made you uncomfortable or were offensive to you													
Fellow students	77%	-11%	-	67%	67%	83%	87%	60%	89%	100%	80%	60%	0%
Teachers	13%	4%	-	17%	0%	0%	13%	40%	0%	0%	0%	30%	0%
Administrative staff	3%	-1%	-	0%	0%	0%	7%	0%	0%	0%	0%	10%	0%
Person(s) where I am an intern	0%	-1%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Others	18%	2%	-	17%	33%	17%	13%	0%	22%	0%	20%	30%	0%



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
126. *Being touched, embraced or kissed in a way that you did not want to													
Fellow students	90%	14%	-	100%	100%	75%	100%	0%	100%	100%	67%	67%	0%
Teachers	3%	3%	-	0%	0%	0%	0%	0%	0%	0%	0%	33%	0%
Administrative staff	3%	-5%	-	0%	0%	0%	0%	0%	0%	0%	33%	0%	0%
Person(s) where I am an intern	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Others	13%	-7%	-	0%	0%	25%	11%	0%	50%	0%	33%	0%	0%
127. *I know where to get support and guidance at my campus if I'm not well [This q	uestion is only	asked if respon	ident has been ex	cposed to any o	of the above].								
Yes, and I have recieved support and guidance at my study program	22%	2%	-	19%	22%	16%	19%	24%	25%	11%	39%	32%	10%
Yes, but I have not needed it	51%	1%	-	65%	65%	67%	45%	31%	47%	65%	45%	39%	50%
No, I do not know, but I have needed it	11%	3%	-	6%	4%	4%	17%	16%	10%	5%	10%	14%	10%
No, I do not know, but I have not needed it	16%	-6%	-	10%	10%	13%	19%	29%	19%	18%	6%	14%	30%
128. *How satisfied are you with the indoor climate in the classrooms where you generally attend class? (indoor climate regards both noise, illumination, ventilation and temperatur)	3,5	-0,1	-	3,3	3,9	3,5	3,8	3,3	3,2	3,3	3,7	3,4	3,4
Very unsatisfied	3%	1%	-	6%	2%	1%	3%	4%	4%	4%	0%	4%	0%
Unsatisfied	20%	6%	-	19%	8%	19%	13%	31%	27%	25%	19%	23%	10%
Neither satisfied nor unsatisfied	17%	-2%	-	23%	18%	21%	9%	13%	26%	16%	10%	17%	40%
Satisfied	44%	-3%	-	46%	47%	49%	52%	31%	32%	44%	48%	43%	50%
Very satisfied	15%	-2%	-	6%	25%	10%	22%	20%	11%	11%	23%	13%	0%
129. *How satisfied are you with the sanitary facilities at your educational institution? (Please consider the number of toilets, location, condition, cleaning etc.)	3,9	-0,1	-	3,8	4,1	3,9	4,0	4,0	4,1	3,6	4,2	3,8	4,3
Very unsatisfied	3%	1%	-	2%	0%	4%	1%	4%	1%	7%	3%	4%	0%
Unsatisfied	9%	1%	-	15%	6%	14%	8%	4%	10%	9%	3%	9%	0%
Neither satisfied nor unsatisfied	12%	0%	-	8%	16%	6%	11%	18%	11%	16%	3%	15%	10%
Satisfied	44%	0%	-	52%	39%	43%	47%	38%	37%	49%	48%	45%	50%
Very satisfied	32%	-2%	-	23%	39%	33%	33%	36%	41%	18%	42%	27%	40%
130. *How satisfied are you with the cleaning of the classrooms, group study rooms and common areas at your educational institution?	4,3	0,0	-	4,2	4,5	4,2	4,4	4,5	4,3	4,2	4,1	4,3	4,5
Very unsatisfied	1%	-1%	-	2%	0%	1%	0%	0%	0%	2%	3%	0%	0%
Unsatisfied	3%	0%	-	4%	2%	3%	2%	0%	3%	2%	6%	3%	0%
Neither satisfied nor unsatisfied	7%	1%	-	6%	8%	9%	2%	4%	14%	11%	10%	6%	10%
Satisfied	44%	-1%	-	48%	33%	47%	45%	44%	37%	45%	35%	52%	30%
Very satisfied	46%	1%	-	40%	57%	40%	51%	51%	47%	40%	45%	39%	60%



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
131. *The classrooms at my educational institution is suited to the teaching that takes place there	3,9	-0,2	-	3,5	4,2	4,0	4,2	3,8	3,6	4,0	3,9	4,0	4,0
Strongly disagree	1%	0%	-	0%	0%	1%	1%	2%	0%	2%	0%	1%	0%
Disagree	10%	5%	-	21%	8%	7%	7%	13%	11%	7%	13%	11%	10%
Neither agree nor disagree	13%	3%	-	21%	8%	13%	7%	13%	32%	13%	13%	9%	20%
Agree	46%	0%	-	46%	43%	50%	45%	42%	48%	44%	42%	49%	30%
Strongly agree	29%	-8%	-	10%	39%	29%	40%	27%	10%	35%	29%	31%	40%
Unsure / Not applicable	1%	0%	-	2%	2%	0%	0%	2%	0%	0%	3%	0%	0%
132. To what extent do you agree or disagree with the following statement? The group study rooms, study areas and reading rooms at my educational institution is suited to the study relevant activities that takes place there.	3,6	-0,1	-	3,3	4,2	3,8	4,0	3,2	3,0	3,5	3,8	3,7	3,8
Strongly disagree	5%	1%	-	10%	0%	3%	2%	16%	10%	7%	3%	4%	0%
Disagree	16%	4%	-	19%	6%	16%	8%	18%	29%	22%	10%	17%	20%
Neither agree nor disagree	13%	0%	-	17%	8%	9%	12%	18%	23%	7%	16%	12%	10%
Agree	40%	-2%	-	38%	49%	43%	47%	29%	30%	42%	39%	38%	40%
Strongly agree	25%	-2%	-	15%	37%	29%	31%	18%	8%	22%	29%	28%	30%
Unsure / Not applicable	1%	0%	-	2%	0%	1%	1%	2%	0%	0%	3%	1%	0%
133. *The physical surroundings at my educational institution are welcoming and comfortable	3,9	-0,2	-	3,7	4,2	4,1	4,1	3,8	3,6	4,0	4,2	3,8	4,3
Strongly disagree	2%	0%	-	2%	0%	1%	1%	2%	3%	2%	0%	3%	0%
Disagree	7%	3%	-	6%	6%	6%	6%	13%	11%	9%	3%	8%	0%
Neither agree nor disagree	16%	5%	-	27%	12%	11%	12%	20%	22%	16%	13%	17%	10%
Agree	46%	2%	-	52%	43%	49%	45%	33%	52%	35%	48%	48%	50%
Strongly agree	29%	-10%	-	13%	39%	33%	36%	29%	12%	36%	35%	23%	40%
Unsure / Not applicable	0%	-1%	-	0%	0%	0%	0%	2%	0%	2%	0%	1%	0%
134. *It is my experience that the physical surroundings at my educational institution are safe to be at (for example no broken inventory, unattached electric cables, defect machinery, which can constitute a safety risk)	4,6	-0,1	-	4,4	4,5	4,6	4,7	4,6	4,6	4,5	4,6	4,6	4,8
Strongly disagree	0%	0%	-	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Disagree	1%	0%	-	2%	2%	0%	1%	0%	0%	4%	0%	0%	0%
Neither agree nor disagree	4%	2%	-	4%	6%	1%	3%	4%	5%	4%	6%	5%	0%
Agree	31%	4%	-	44%	27%	40%	26%	29%	30%	27%	26%	31%	20%
Strongly agree	64%	-5%	-	48%	65%	57%	69%	67%	64%	65%	68%	64%	80%
Unsure / Not applicable	0%	0%	-	2%	0%	1%	1%	0%	0%	0%	0%	0%	0%



- >=4: very good evaluation
- 3,5-4: good evaluation
- 2,5-3,5: bad to medium evaluation
- <2,5: very bad evalution

	IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021

DCUM - Count

135. *Ignored or excluded from the study community	608	-53	-	48	51	70	121	45	73	55	31	104	10
Daily	8	-1	-	1	1	3	0	0	0	1	1	1	0
Weekly	21	10	-	1	3	0	5	1	2	1	1	7	0
Monthly	25	-7	-	3	0	3	3	1	0	7	2	5	1
Rare	102	4	-	13	8	12	20	5	11	9	5	17	2
Never	452	-59	-	30	39	52	93	38	60	37	22	74	7
136. *Recieved offensive, rough or condesending comments	608	-53	-	48	51	70	121	45	73	55	31	104	10
Daily	0	-2	-	0	0	0	0	0	0	0	0	0	0
Weekly	6	4	-	0	0	0	3	0	0	0	0	3	0
Monthly	13	5	-	1	1	0	1	2	1	0	2	5	0
Rare	43	-22	-	6	1	6	9	1	6	4	2	8	0
Never	546	-38	-	41	49	64	108	42	66	51	27	88	10
 *Exposed to unwanted sexual attention (ie. comments, unwanted physical touching or kisses) 	608	-53	-	48	51	70	121	45	73	55	31	104	10
Daily	0	-2	-	0	0	0	0	0	0	0	0	0	0
Weekly	2	2	-	0	0	0	2	0	0	0	0	0	0
Monthly	5	2	-	1	1	0	0	0	0	1	1	1	0
Rare	35	10	-	6	3	6	8	0	5	2	2	3	0
Never	566	-65	-	41	47	64	111	45	68	52	28	100	10
138. *Discriminatoy treatment (for example based on sexual orientation, religion, sex, handicap)	608	-53	-	48	51	70	121	45	73	55	31	104	10
Daily	4	-3	-	0	0	0	1	1	0	0	0	2	0
Weekly	10	9	-	1	0	0	2	1	0	1	1	4	0
Monthly	16	6	-	1	1	2	4	1	0	2	1	4	0
Rare	45	-11	-	9	1	3	10	1	10	3	3	5	0
Never	533	-54	-	37	49	65	104	41	63	49	26	89	10
139. *Threatened with violence or experienced threatening behaviour	608	-53	-	48	51	70	121	45	73	55	31	104	10
Daily	0	-1	-	0	0	0	0	0	0	0	0	0	0
Weekly	0	-1	-	0	0	0	0	0	0	0	0	0	0
Monthly	3	2	-	0	0	1	1	0	0	0	0	1	0
Rare	8	2	-	2	0	2	1	0	0	0	1	2	0
Never	597	-55	-	46	51	67	119	45	73	55	30	101	10



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
140. *Punched, pushed, kicked etc.	608	-53	-	48	51	70	121	45	73	55	31	104	10
Daily	0	-1	-	0	0	0	0	0	0	0	0	0	0
Weekly	0	-1	-	0	0	0	0	0	0	0	0	0	0
Monthly	1	0	-	0	0	0	0	0	0	0	0	1	0
Rare	2	1	-	1	0	0	1	0	0	0	0	0	0
Never	605	-52	-	47	51	70	120	45	73	55	31	103	10
141. *Your appearance or gender being commented on in a way that made you uncomfortable or were offensive to you	608	-53	-	48	51	70	121	45	73	55	31	104	10
Daily	1	0	-	0	0	0	0	0	0	0	1	0	0
Weekly	7	6	-	0	0	1	2	1	0	0	0	3	0
Monthly	13	-1	-	2	0	1	5	1	0	1	2	1	0
Rare	41	-11	-	4	3	4	8	3	9	2	2	6	0
Never	546	-47	-	42	48	64	106	40	64	52	26	94	10
142. *Being touched, embraced or kissed in a way that you did not want to	608	-53	-	48	51	70	121	45	73	55	31	104	10
Daily	0	-2	-	0	0	0	0	0	0	0	0	0	0
Weekly	2	2	-	0	0	0	1	0	0	0	0	1	0
Monthly	6	4	-	1	0	0	3	0	1	0	1	0	0
Rare	23	2	-	3	4	4	5	0	1	2	2	2	0
Never	577	-59	-	44	47	66	112	45	71	53	28	101	10
*Within the last 12 months, where have you been exposed to the following during your	current study	orogram [This q	uestion is only as	sked if respond	ent has been e	xposed to any o	of the above].						
143. *Ignored or excluded from the study community													
At the educational institution	85	22	-	6	8	12	15	6	10	11	4	13	0
In other study-related contexts	83	1	-	13	5	11	13	2	7	8	6	16	2
Online	33	-10	-	3	4	4	9	1	1	2	4	4	1
144. *Recieved offensive, rough or condesending comments			-										
At the educational institution	32	-8	-	1	1	4	7	2	3	2	1	11	0
In other study-related contexts	25	0	-	5	1	2	4	2	2	1	3	5	0
Online	17	-6	-	2	0	1	5	1	2	2	1	3	0
 *Exposed to unwanted sexual attention (ie. comments, unwanted physical touching or kisses) 			-										
At the educational institution	25	7	-	4	2	2	8	0	3	1	2	3	0
In other study-related contexts	20	4	-	2	3	4	3	0	3	2	2	1	0
Online	4	3	-	1	0	0	0	0	0	0	1	2	0



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evalution 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
146. *Discriminatoy treatment (for example based on sexual orientation, religion, sex, handicap)													
At the educational institution	50	-10		4	0	3	13	4	9	3	2	12	0
In other study-related contexts	37	3		5	2	3	7	2	4	2	4	8	0
Online	18	8	-	4	1	0	5	1	2	3	2	0	0
147. *Threatened with violence or experienced threatening behaviour													
At the educational institution	2	-2	-	0	0	1	0	0	0	0	0	1	0
In other study-related contexts	5	2	-	2	0	1	0	0	0	0	1	1	0
Online	4	0	-	0	0	1	2	0	0	0	0	1	0
148. *Punched, pushed, kicked etc.													
At the educational institution	0	-1		0	0	0	0	0	0	0	0	0	0
In other study-related contexts	3	0		1	0	0	1	0	0	0	0	1	0
149. *Your appearance or gender being commented on in a way that made you uncomfortable or were offensive to you													
At the educational institution	37	-5	-	1	1	4	11	4	5	1	3	7	0
In other study-related contexts	38	1	-	3	2	4	11	2	6	2	3	5	0
Online	11	6	-	2	0	0	2	2	2	0	1	2	0
150. *Being touched, embraced or kissed in a way that you did not want to													
At the educational institution	15	1	-	3	1	2	6	0	1	0	1	1	0
In other study-related contexts	21	7	-	1	3	2	5	0	2	2	3	3	0
*Within the last 12 months, who has exposed you to the following [This question is only	asked if respo	ndent has been	exposed to any	of the above].									
151. *Ignored or excluded from the study community													
Fellow students	144	12	-	18	12	17	25	5	13	17	8	27	2
Teachers	9	-8	-	0	0	1	3	0	0	3	1	1	0
Administrative staff	10	3	-	0	0	1	2	3	0	1	2	1	0
Person(s) where I am an intern	0	0	-	0	0	0	0	0	0	0	0	0	0
Others	10	-7	-	0	1	1	3	0	0	1	1	2	1
152. *Recieved offensive, rough or condesending comments													
Fellow students	36	-24	-	5	2	6	10	1	1	3	3	5	0
Teachers	22	11	-	1	0	0	4	2	4	1	0	10	0
Administrative staff	5	1	-	0	0	0	1	0	0	0	1	3	0
Person(s) where I am an intern	0	0	-	0	0	0	0	0	0	0	0	0	0
Others	9	0	-	1	0	0	2	1	2	1	0	2	0



3,52,5	4: very good evaluation -4: good evaluation -3,5: bad to medium evaluation 5: very bad evalution		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
		2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
153.	*Exposed to unwanted sexual attention (ie. comments, unwanted physical touching or kisses)													
	Fellow students	36	12	-	6	4	6	8	0	4	3	2	3	0
	Teachers	0	-4	-	0	0	0	0	0	0	0	0	0	0
	Administrative staff	2	1	-	0	0	0	0	0	0	0	1	1	0
	Person(s) where I am an intern	0	0	-	0	0	0	0	0	0	0	0	0	0
	Others	5	1	-	1	0	0	2	0	2	0	0	0	0
154.	*Discriminatoy treatment (for example based on sexual orientation, religion, sex, handicap)													
	Fellow students	48	-7	-	6	1	5	14	2	7	1	4	8	0
	Teachers	25	8	-	5	0	0	3	3	3	4	0	7	0
	Administrative staff	11	1	-	0	1	0	3	2	1	1	0	3	0
	Person(s) where I am an intern	1	1	-	0	0	0	0	0	0	0	0	1	0
	Others	13	4	-	2	1	0	2	0	3	1	2	2	0
155.	*Threatened with violence or experienced threatening behaviour													
	Fellow students	7	3	-	2	0	3	1	0	0	0	0	1	0
	Teachers	2	1	-	0	0	0	1	0	0	0	0	1	0
	Administrative staff	1	0	-	0	0	0	1	0	0	0	0	0	0
	Person(s) where I am an intern	0	0	-	0	0	0	0	0	0	0	0	0	0
	Others	2	-1	-	0	0	0	0	0	0	0	1	1	0
156.	*Punched, pushed, kicked etc.													
	Fellow students	2	1	-	1	0	0	1	0	0	0	0	0	0
	Teachers	0	-1	-	0	0	0	0	0	0	0	0	0	0
	Administrative staff	0	-1	-	0	0	0	0	0	0	0	0	0	0
	Person(s) where I am an intern	1	1	-	0	0	0	0	0	0	0	0	1	0
	Others	0	-2	-	0	0	0	0	0	0	0	0	0	0
157.	*Your appearance or gender being commented on in a way that made you uncomfortable or were offensive to you													
	Fellow students	48	-12	-	4	2	5	13	3	8	3	4	6	0
	Teachers	8	2	-	1	0	0	2	2	0	0	0	3	0
	Administrative staff	2	-1	-	0	0	0	1	0	0	0	0	1	0
	Person(s) where I am an intern	0	-1	-	0	0	0	0	0	0	0	0	0	0
	Others	11	0	-	1	1	1	2	0	2	0	1	3	0



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evaluation 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
158. *Being touched, embraced or kissed in a way that you did not want to													
Fellow students	28	9		4	4	3	9	0	2	2	2	2	0
Teachers	1	1		0	0	0	0	0	0	0	0	1	0
Administrative staff	1	-1		0	0	0	0	0	0	0	1	0	0
Person(s) where I am an intern	0	0		0	0	0	0	0	0	0	0	0	0
Others	4	-1		0	0	1	1	0	1	0	1	0	0
159. *I know where to get support and guidance at my campus if I'm not well [This q	uestion is only	asked if respon	ident has been e	kposed to any o	of the above].								
Yes, and I have recieved support and guidance at my study program	135	0	-	9	11	11	23	11	18	6	12	33	1
Yes, but I have not needed it	310	-18		31	33	47	55	14	34	36	14	41	5
No, I do not know, but I have needed it	64	12	-	3	2	3	20	7	7	3	3	15	1
No, I do not know, but I have not needed it	99	-47		5	5	9	23	13	14	10	2	15	3
160. *How satisfied are you with the indoor climate in the classrooms where you generally attend class? (indoor climate regards both noise, illumination, ventilation and temperatur)	608	-53	-	48	51	70	121	45	73	55	31	104	10
Very unsatisfied	20	4	-	3	1	1	4	2	3	2	0	4	0
Unsatisfied	121	31	-	9	4	13	16	14	20	14	6	24	1
Neither satisfied nor unsatisfied	105	-24	-	11	9	15	11	6	19	9	3	18	4
Satisfied	269	-45	-	22	24	34	63	14	23	24	15	45	5
Very satisfied	93	-19	-	3	13	7	27	9	8	6	7	13	0
161. *How satisfied are you with the sanitary facilities at your educational institution? (Please consider the number of toilets, location, condition, cleaning etc.)	608	-53	-	48	51	70	121	45	73	55	31	104	10
Very unsatisfied	17	3	-	1	0	3	1	2	1	4	1	4	0
Unsatisfied	54	3	-	7	3	10	10	2	7	5	1	9	0
Neither satisfied nor unsatisfied	72	-6		4	8	4	13	8	8	9	1	16	1
Satisfied	270	-26	-	25	20	30	57	17	27	27	15	47	5
Very satisfied	195	-27		11	20	23	40	16	30	10	13	28	4
162. *How satisfied are you with the cleaning of the classrooms, group study rooms and common areas at your educational institution?	608	-53	-	48	51	70	121	45	73	55	31	104	10
Very unsatisfied	4	-8	-	1	0	1	0	0	0	1	1	0	0
Unsatisfied	16	-4	-	2	1	2	3	0	2	1	2	3	0
Neither satisfied nor unsatisfied	43	2	-	3	4	6	2	2	10	6	3	6	1
Satisfied	267	-28	-	23	17	33	54	20	27	25	11	54	3
Very satisfied	278	-15	-	19	29	28	62	23	34	22	14	41	6



 >=4: very good evaluation 3,5-4: good evaluation 2,5-3,5: bad to medium evaluation <2,5: very bad evaluation 		IT University of Copenhagen		BSc Digital Design and Interactive Technologies	BSc Data Science	BSc Global Business Informatics	BSc Software Development	MSc Computer Science	MSc Digital Design and Interactive Technologies	MSc Digital Innovation and Management	MSc Games	MSc Software Design.	MSc Data Science
	2021	Difference from 2020 to 2021	Difference from 2018 to 2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021
163. *The classrooms at my educational institution is suited to the teaching that takes place there	604	-51	-	47	50	70	121	44	73	55	30	104	10
Strongly disagree	5	1	-	0	0	1	1	1	0	1	0	1	0
Disagree	61	28	-	10	4	5	8	6	8	4	4	11	1
Neither agree nor disagree	82	14	-	10	4	9	8	6	23	7	4	9	2
Agree	279	-26	-	22	22	35	55	19	35	24	13	51	3
Strongly agree	177	-68	-	5	20	20	49	12	7	19	9	32	4
Unsure / Not applicable	4	-2	-	1	1	0	0	1	0	0	1	0	0
164. To what extent do you agree or disagree with the following statement? The group study rooms, study areas and reading rooms at my educational institution is suited to the study relevant activities that takes place there.	602	-53		47	51	69	120	44	73	55	30	103	10
Strongly disagree	32	2	-	5	0	2	2	7	7	4	1	4	0
Disagree	97	15	-	9	3	11	10	8	21	12	3	18	2
Neither agree nor disagree	79	-9	-	8	4	6	14	8	17	4	5	12	1
Agree	244	-35	-	18	25	30	57	13	22	23	12	40	4
Strongly agree	150	-26	-	7	19	20	37	8	6	12	9	29	3
Unsure / Not applicable	6	0	-	1	0	1	1	1	0	0	1	1	0
165. *The physical surroundings at my educational institution are welcoming and comfortable	605	-49	-	48	51	70	121	44	73	54	31	103	10
Strongly disagree	10	2	-	1	0	1	1	1	2	1	0	3	0
Disagree	45	13	-	3	3	4	7	6	8	5	1	8	0
Neither agree nor disagree	98	26	-	13	6	8	14	9	16	9	4	18	1
Agree	278	-10	-	25	22	34	55	15	38	19	15	50	5
Strongly agree	174	-80	-	6	20	23	44	13	9	20	11	24	4
Unsure / Not applicable	3	-4	-	0	0	0	0	1	0	1	0	1	0
166. *It is my experience that the physical surroundings at my educational institution are safe to be at (for example no broken inventory, unattached electric cables, defect machinery, which can constitute a safety risk)	605	-52	-	47	51	69	120	45	73	55	31	104	10
Strongly disagree	0	-1	-	0	0	0	0	0	0	0	0	0	0
Disagree	5	0	-	1	1	0	1	0	0	2	0	0	0
Neither agree nor disagree	25	10	-	2	3	1	4	2	4	2	2	5	0
Agree	186	9		21	14	28	31	13	22	15	8	32	2
Strongly agree	389	-70		23	33	40	84	30	47	36	21	67	8
Unsure / Not applicable	3	-1	-	1	0	1	1	0	0	0	0	0	0