IT-UNIVERSITETET I KØBENHAVN

Minutes approved: September 12 2016

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 Public Available Information.

MINUTES

Employers' Panel Meeting Games
April 21 2016, at 16:00 – 19:00
Room 3A20/28, IT University of Copenhagen, Rued Langgaards Vej 7, 2300 Kbh S.

Present:

From the Employers' Panel: Karsten Lund (Chairman), Lego; Aksel Køie, Step in Books; Peer Jakobsen, Moviestar Planet ApS; Asbjørn Malte Søndergaard, Tactile Entertainment ApS; Jonas Wæver, Logic Artists.

From IT University of Copenhagen: Mads Tofte, Vice Chancellor; Lene Pries-Heje, Head of Studies; Martin Pichlmair, Head of Programme; Espen Aarseth, Associate Professor; Hans-Joachim Backe, Assistant Professor; Daniel Cermak, Associate Professor; Sebastian Risi, Associate Professor; Eva Hauerslev, Programme Coordinator (minutes taker).

Absent: Thomas Howalt, DADIU; Simon Løvind, Danish Film Institute; Nick Price, IO-Interactive; Camilla Rosengaard, Head of Communications.

Agenda

1. Approval of minutes
The minutes from the meeting on January 14 2016 was approved with no comments.

2. Approval of agenda
Head of Programme Martin Pichlmair asked to move item five to item three.
The agenda was approved.

3. Report on status of the current study programme (application numbers for fall etc. (by Head of Programme))
Martin Pichlmair presented the status of the current programme:

The overall course evaluation for the Games courses from spring 2014 until spring 2016 has improved and no courses are rated in the low end. Comparing to the ITU in general, the average at Games is after 2014

better than the ITU average (the ITU overall includes the numbers from Games). The course evaluation include both qualitative and quantitative data.

Continuing on the application numbers for the fall 2016 intake have gone down 5.9% (all priorities) but the numbers are still regarded as stable and healthy.

The Panel asked about employment numbers distributed on the different tracks as the numbers in the report are aggregated and therefore difficult to integrate in their work. Furthermore, it could be interesting for the Panel to follow the restructuring from the beginning so the panel can have newer data for future meetings.

Vice Chancellor Mads Tofte responded that it might be possible to get more specified numbers from the analysis department at ITU and he would look into the matter of getting better data. Hans-Joachim Backe adds that the lecturers did an informal analysis of employment earlier this year. The Panel was interested in seeing the informal analysis.

4. Clarifications and feedback on the Employers' Panel report (by Head of Programme)
Martin Pichlmair gave feedback on the Employers' Panel report by going through the SWOT analysis (excluding the strengths), which was a part of the Employers' Panel report:

Weaknesses
In order to make sure that students are qualified and are a right fit for the programme, a new admission process will be developed. It could consist of more focused motivation letters and portfolios or include skype interviews. Interviews would be very time consuming but could be used for borderline cases.

Regarding internships, this is something the programme is looking into expanding. Last year about 13 students did a collaboration with a company.

Continuing with the statement that graphics and concept designers should not be educated at ITU, Martin Pichlmair responded that the competences are needed to some extent for making games. The panel discussed to what level students should be able to do graphics and whether it is important. A panel member stated that it should not be a part of the programme. Other panel members believed that it should not be a focus point but the students should get some introduction to asset creation, as it is necessary to understand the mechanics of a game.

Regarding irrelevant and low level courses, the revision of the programme will look into this. The panel replied that the intention with this statement was to ask for a higher entry level than today.

Opportunities
Following the last statement in 'weaknesses', the discussion continued on improving the level of the programme. The Panel suggested that this could be done by having a BSc in Games or offer propaedeutic courses. Mads Tofte responded that a BSc in Games is not very likely. Head of Studies Lene Pries-Heje continued that ITU can look further into supplementary courses. Hans Joachim Backe added that it is important not to exclude international students. The Panel suggested online courses as a solution.

Continuing with the item that designers should learn to code and programmers should learn to design, Martin explained that the students already do this but voluntarily. A Panel member responded that it should be mandatory and could be an entry point as 2nd and 3rd semester could benefit from it. Other Panel members do not think it is necessary to make it a central focus or an entry point but just touching on it in order to understand the technical side and its limitations.

Regarding more focus on data driven methods, Martin Pichlmair agrees that it could be included more in the new curriculum. Furthermore, marketing has been included in the Game Development course but could also have a data driven focus.

Threats
Looking at the threats defined by the Panel, Martin Pichlmair responded the redesign of the programme will focus on a design that have value for employers and that fit the competences of faculty. Moreover, new hirings will be possible. Furthermore, how to include the game theory area in a productive way will be discussed in the redesign.

Regarding overlapping programmes in Denmark, Martin replied that while the Technology track is not completely unique, the Design track is a unique in its focus on playful design.

Finalizing the item, the Panel discussed how to continue working with the employment tickets, whether the Panel should works with *as is* or *to be*. The Panel agreed to work with the future programme instead of the existing one. The Panel and Martin Pichlmair agreed to discuss the employment tickets and how to define 'winning' based on data and benchmarks at a workshop before the summer and present the employment tickets at the next Employers' Panel meeting.

5. Status of the revision of the Games programme (by Head of Programme)
Martin Pichlmair outlined the mandate for revising the programme. The project is ongoing and relevant parties such as teachers, students and employers will be included in the process now and in the fall. Also including industry people from non-games companies in order to figure out where alumni can work outside of the games industry. The redesign project is based on different reports such as the internal and external report and the employers' panel report.

6. Commendations and recommendations
The item was not discussed separately but included in the other items on the agenda.

7. Any Other Business
No input for this item.