

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

The minutes are formally approved in an email hearing.

Subsequently, the document will be made Public Available Information.

MINUTES

Extraordinary Employers' Panel Meeting Games September 12 2016, at 16:00 – 19:00 Room 2A08, IT University of Copenhagen, Rued Langgaards Vej 7, 2300 Kbh S.

Present:

From the Employers' Panel: Karsten Lund, LEGO (Chairman, via Skype), Aksel Kjøie, Step in Books; Peer Jakobsen, Moviestar Planet ApS; Jonas Wæver, Logic Artists; Simon Løvind, Danish Film Institute; Thomas Howalt, DADIU.

From the IT University: : Mads Tofte, Vice-chancellor; Lene Pries-Heje, Head of Studies; Camilla Rosengaard, Head of Communications; Martin Pichlmair, Head of Programme; Hans-Joachim Backe, Assistant Professor; Daniel Cermak, Associate Professor; Miguel Sicart, Associate Professor; Eva Hauerslev, Programme Coordinator (minutes taker).

Absent: Asbjørn Malte Søndergaard, Tactile Entertainment ApS; Sebastian Risi, Associate Professor.

Agenda

1. Approval of agenda

Agenda approved without comments.

2. Approval of minutes from April 21 2016

Minutes approved without comments.

3. Update on the state of the redesign process & the programme (Martin Pichlmair)

Head of Programme Martin Pichlmair gave an update on the revision process and the programme:

- The process of changing the admission process to the programme has been merged with another, more general reform of the MSc programmes at ITU. At present, Martin is selecting bachelor programmes for easier access and in this way streamlining the admission. In the near future, he will look at professional bachelor programmes and to what extent those bachelors should have easy access to Games.
- The new curriculum is being developed to be fully sustainable. The programme will have to share courses with other programmes, which is also done today e.g. the course Data Mining and the new courses need to be attractive for other programmes. Different parties such as Education Group, Study Board, students, Subject Area Teams, Executive Management are being heard regarding the new curriculum.
- The collaboration with industry is being strengthened at the moment, especially with Unity.
- Games has been contacted by SKAT, who is interested in playful design. There will be a hackathon in October together with the Danish Security and Intelligence Service.
- Regarding marketing, there will be a larger focus on this aspect later in the process. Faculty is working with an idea for demo nights, where students can show their projects – course related or private projects.
- At the Culture Night on October 13, Games will showcase student and faculty projects both at ITU and in the Ministry of Science.

The panel asked when the deadline for the project of redesigning the programme is. Martin Pichlmair responded that the Board of Directors will make a final decision on November 24.

The panel then asked about numbers on where students are going after graduation and where they are coming from. Martin Pichlmair responded that the Panel have received unemployment numbers divided on tracks and that ITU have numbers on where the students are coming from but where they are going is an informal analysis – only publicly available information but still informal research. However, an alumni initiative at ITU is being established and that might be helpful.

Additionally, the panel asked if ITU have compared the numbers with other universities. Mads Tofte responded that students coming from arts oriented bachelor degrees do better after studying Games but in general the programme is doing worse. The numbers should also include start-ups and other projects.

4. Approval of the Employment Tickets (Panel)

Chair Karsten acknowledged the work of the panel on the Employment Tickets. One panel member asked for a little more argumentation on why the changes have been made.

The Panel was very happy with the Employment Tickets and approved them.

5. Discussion of the new programme (Panel)

Comments on the proposed revision of the programme by the panel:

The panel asked about content production and if this area will disappear from the programme. Martin Pichlmair responded that based on the feedback from the panel, among others, content production has been removed. Students interested in sound engineering, graphics and animation should choose differently than Games.

Furthermore, the interdisciplinary of students on the programme was discussed. The panel mentioned that there is a need for a constant focus on the interdisciplinary – especially on the design track. Martin Pichlmair added that DADIU will be important in the future and that the interdisciplinary project in the third semester will bring students with diverse competences together. Martin replied that there is not a problem in the design track but the tech track could use a student population with different interests. Hans-Joachim Backe continued that the admission is input driven and that they can only choose between applicants.

The panel were very pleased with the redesigned programme and the quality hereof.

Martin Pichlmair asked the panel for ideas on how to get real data for the data driven development course. The panel responded that they most likely could deliver data.

6. Any Other Business (all)

The next ordinary meeting will take place in January 2017. Eva Hauerslev will send out a Doodle in October in order to plan the next meeting.

The Panel asked the ITU representatives how ITU would measure the success of the programme. Vice Chancellor Mads Tofte responded that many follow-up procedures are defined in the ITU Quality Policy, which quickly will show issues that need to be dealt with.

Mads Tofte asked Martin Pichlmair if he has looked into who the target group is for the programme and if this topic could be an item for the next Employers' Panel meeting. Martin Pichlmair responded that he is looking into this now and agrees that that could an interesting topic.

A panel member asked about the possibility of a Games bachelor programme or a Games specialisation in e.g. the BSc in Software Development. Mads Tofte replied that a bachelor programme is not plausible but a specialisation or two elective courses could be. Miguel Sicart continued that Games is offering a course together with the bachelor programme in Digital Media and Design and the students that attend this course are more prepared for attending.

Finally, the panel and ITU representatives discussed the objectives for learning output for the programme and how the goals can be reached. Martin Pichlmair explained that the programme objectives have been matched to the Qualification Framework for Higher Education. The bridge to the Employment Tickets is more abstract but it could be interesting to map those to the objectives too and present it at the next meeting.