IT-UNIVERSITETET I KØBENHAVN

Minutes approved 01-02-2019

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

The minutes are formally approved in an email hearing.

Subsequently, the document will be made Public Available Information.

MINUTES

Employers' Panel Meeting Games
January 14 2019, at 16:00 – 19:00
Room 0E01, IT University of Copenhagen, Rued Langgaards Vej 7, 2300 Kbh S.

Participants

Panel: Gry Bauer (chair), Danish Tax Authority (UFST); Karsten Lund, LEGO; Aksel Køie, Step in Books; Na'Tosha Bard, Unity; Marina Surdu, IO Interactive.

IT University of Copenhagen: Martin Zachariasen, Vice-chancellor; Stine Gotved, Head of Studies; Lone Malmborg, Head of Department; Camilla Rosengaard, Head of Communications; Martin Pichlmair, Head of Programme; Espen Aarseth, Professor; Paolo Burelli, Assistant Professor; Hans-Joachim Backe, Associate Professor; Daniel Cermak, Associate Professor; Miguel Sicart, Associate Professor; Eva Hauerslev, Programme Coordinator (minutes taker).

Absent: Thomas Howalt, DADIU; Sandra Mondahl, Massive Entertainment; Dajana Dimovska, NapNok.

Agenda

1. Approval of Agenda

The agenda was approved without comments.

2. Welcome to New Members

The ITU representatives and the Employers' Panel introduced themselves.

3. Updates on the Programme

Martin Pichlmair gave a short presentation of the programme. Furthermore, he updated the Panel on the status of the programme:

- The autumn semester course evaluation was the second best regarding student evaluation. Furthermore, more students participated in the evaluation.
- Unemployment rate is still a focus point. The redesigned programme has not produced graduates yet so we do not know the results of the redesign. Furthermore, the admission process was changed in 2018 in order to admit the right students. This will have an effect too.
- In the coming year, the programme will focus on the following topics
    - More diversity in teaching body
    - More externals co-teaching courses in the programme
    - Establishing closer industry ties. The participants agreed to talk about this topic at the next meeting.
    - Sharpening the Design Track profile

4. Faculty Presents

Professor Espen Aarseth and Associate Professor Miguel Sicart presented their research. Hereafter, the Panel and other ITU representatives could ask questions.

5. Current Challenges in Education in Denmark

Martin Pichlmair presented the item supplemented by Lone Malmborg, Martin Zachariasen, and Stine Gotved. The Ministry of Higher Education and Science has come forward with a decision to put a cap on admission of international students as they believe too many leave Denmark after graduating. ITU does not have to cut on admission as over 40% of ITU international graduates are employed in Denmark. However, ITU has made changes to the admission requirements on a few programmes in order to grow as an institution; applicants are now required to have Danish level A.

The question is how we keep more international alumni in Denmark after graduation. The Panel and ITU representatives discussed the question and topic.

A panel member mentioned that Danish skills are not important in the sector so it should be very possible for more international Games alumni to be employed in Denmark. The panel decided to discuss in another meeting how to connect students closer to the local companies through e.g. student jobs, projects, and internships.

Hereafter, the panel discussed entrepreneurship as a way of keeping up the good numbers. Entrepreneurs create more jobs but often require support in the beginning. A panel member mentioned that not all companies employ fresh out of university graduates but rather 1-2 years into their career. Therefore, start-ups could be a solution for recent graduates. The participants agreed that incubators is a good way of supporting students' ideas and that it could be done together with e.g. the Design School.

A panel member mentioned that Danish students seems more undecided about their career while they are studying. Students can focus very early if they know what challenges the industry experiences. Martin Pichlmair responded that the Programme, together with the Study and Career Guidance, offer career workshops in the second semester in order to help the students focus.

The participants agreed to address this topic again at the next meeting.

6. Employers' Panel Report 2019

Gry Bauer presented the process for writing the report. The Panel will meet in a workshop to discuss and write the report. In the workshop, the Panel will also discuss the report template itself.

Deadline for the report: February 13 2019.

7. Approval of the Employment Tickets

Martin Pichlmair presented a new ticket based on the suggestion of the panel.

The Panel discussed the proposed ticket but did not find the ticket relevant as the content already is reflected in one of the existing ones.

The Panel approved the existing Employment Tickets.

8. Employment Possibilities and Emerging Trends in the Games Industry

The item was postponed, as Sandra Mondahl was not present.

9. Revisiting the Definition of "Depth" of the Programme

The Panel will discuss the term 'Depth' in the report writing workshop.

Paolo Burelli suggested that the Panel could benefit from course descriptions when they write the report. The Panel agreed that this could be helpful. Paolo agreed to send course descriptions to the Panel after the meeting.

10. Discussion of the Collaboration between the Games Programme and the Employers' Panel

Martin Pichlmair presented the item. He would like more input on how to collaborate more among students, externals and panel members. The participants agreed to discuss the item at the following dinner and at the next meeting.

11. Any Other Business

Nothing for this item.