IT-UNIVERSITETET I KØBENHAVN

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 12 2017, at 16:00 – 19:00
Room 3A20, IT University of Copenhagen, Rued Langgaards Vej 7, 2300 Kbh S.

Present:

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

From the IT University: : Mads Tofte, Vice-chancellor; Lene Pries-Heje, Head of Studies; Lone Malmborg, Head of Department; Camilla Rosengaard, Head of Communications; Martin Pichlmair, Head of Programme; Eva Hauerslev, Programme Coordinator (minutes taker).

Absent: Simon Løvind, Danish Film Insitute; Thomas Howalt, DADIU.

Agenda

1. Approval of agenda

The agenda was approved without comments.

2. Update on the programme

Head of Programme, Martin Pichlmair gave an update on the programme:

- The course evaluation for autumn 2016 courses showed high satisfaction: 5.15 out of 6 (4.75 being the goal). The programme, thesis and individual project evaluation showed low ratings. However, that evaluation was based on too few respondents (1 to 6).
- Two large projects will start in 2017: GIFT (Martin Pichlmair, Anders Løvlie and Miguel Sicart) and Making Sense of Games (Espen Aarseth)
- There were 20 student publications in 2015
- Extracurricular activities have been increased due to broader industry interest. There have been events such as game jam with PET and SKAT and Demo Night, where students and externals can show projects.
- Unemployment measured in quarters 4-7 after graduation is still too high. A panel member asked if alumni are employed in the games industry or outside of the industry. Martin Pichlmair replied that they are employed in the industry but the longer they have been away from university the alumni are more likely to move away from the games industry.

Martin Pichlmair continued by presenting the revised programme. The new curriculum was approved in the Board of Directors on November 25 2016 and admission for the revised programme will be autumn 2017. The text on the ITU webpage has been altered.

Subsequently, the panel discussed the content of the courses and the structure. A panel member asked why there are not more electives in the first semester. Martin Pichlmair responded that the programme is not allowed to have more electives. Another panel member asked if the Design track students will get in touch with data. Martin Pichlmair responded that both tracks will work with data in the Data Driven Design & Development course.

Mads Tofte thanked Martin for the work on behalf of the Board of Directors. The Board of Directors was very pleased and has confidence in the programme and the faculty.

3. Global Competence Profile

Martin Pichlmair presented the Global Competence Profile of the programme. The programme in its nature is very globally oriented – both the academic area, faculty and students. It is difficult to get students abroad as many already are abroad. Internships abroad is not possible now as it can only be half the semester.

A panel member asked if an increase in the number to the tech track would mean more students that are international. Martin Pichlmair responded that the tech track is the more homogenised track of the two so probably not.

4. Measuring the success of the programme (KPI)

Chair of the panel, Karsten Lund, presented the item. Data tracking is hard but it would be good to know more in detail how the programme is doing in order to know where focus the work of the panel. The panel and ITU need to make sure that the data collection is improved continuously and start tracking now.

Karsten Lund continued saying that the panel is interested in employment numbers and he asked what the target is. Vice Chancellor, Mads Tofte, replied that ITU has benchmarks built into the quality policy and the unemployment numbers need to be under the national averages. When looking at the new programme ITU will know unemployment numbers in 2020. The best one can do now is to focus on qualitative methods such as employment tickets and how the programme delivers on them through the learning objectives of the programme.

A panel member asked if Martin Pichlmair got feedback from the companies that have students in for a project collaboration. Martin Pichlmair responded that this is not something ITU does now but that it is a good idea.

A panel member continued by suggesting that ITU track the engagement of the students e.g. by looking at grade point average from the qualifying bachelor degree, how they are doing while at ITU and if they get a job. Mads Tofte replied that the Games students have the shortest completion times among the programmes at ITU and that that must show engagement. Furthermore, ITU does have access to e.g. grade point averages from the qualifying bachelor's degrees and exam results while being at ITU.

Mads Tofte continued talking about the admission to the programme. The programme has a high number of applicants and is a selective programme. The Head of Programme does an admission memo every year and this year shows good students. Assistant Professor, Hans-Joachim Backe, continued saying there was a lot of handpicking of students this year, especially because of feedback from the panel. However, the grade point average is one aspect of the admission process and sometimes there are applicants with stellar grades that we have to offer a place even though they might be less suited for the programme.

Continuing, Mads Tofte said that there is a strong correlation between the technical skills of the students and the job security and what is going to make or break the new programme is how good the design students is in getting technical skills. Hans-Joachim Backe continued saying that it is not just about tech knowledge. Instead, it is the techniques on learning how to make games.

Head of Studies, Lene Pries-Heje, pointed out that with only about 25 students in each track it only takes a few not employed to in the statistics. Lene Pries-Heje suggested that ITU could locate students from former intakes that was not employed and look at their qualifying bachelor's degree and how they did while at ITU.

A panel member asked if it would be an idea to have talks on how game designers get jobs. Martin Pichlmair responded that that is his plan after the next semester.

The panel and ITU representatives agreed that ITU will present a proposal at the next meeting

5. Programme-specific Employers' Panel Report 2017

The deadline is February 10 2017. Karsten Lund proposed that the panel would work on the report online and that he would coordinate the work. The panel agreed to the suggestion.

6. Any Other Business

Head of Studies, Lene Pries-Heje briefly talked about the change of panel members that will take place during the next year. She hopes that some panel members will like to continue another period in the panel. The change will take place from 2018. The panel will receive an email Lene will send out an email about this.

Head of Section, Lone Malmborg, asked if a person from outside of the industry could be in the panel. Lene Pries-Heje said that that would be possible.