IT-UNIVERSITETET I KØBENHAVN

Meeting in the Employers' Panel for GAMES

01 October 2020, 16:00-18:00 via Zoom

Participants

Employers' Panel:

Hannah Nicklin

Adam Mechtley

Astrid Refstrup

Robert David Pearce

Kelly Griffin

Jonathan Bonillas

Na'Tosha Bard

Marina Surdu

IT University of Copenhagen:

Martin Pichlmair

Søren Sønderskov Hansen

Agenda

1. Welcome New Members and Approval of Agenda

Martin welcomed all new members and told about the Employers Panel and the structure: Two meetings pr. year. A small one in the Fall and a bigger, more formal one in the Spring.
Then all the participants presented themselves and their backgrounds. Martin then gave a short overview of the agenda that was approved.

2. Presentation and discussion of key points of the Study Programme Report 2020

Martin began with a presentation of the Games programme and its history at ITU: Games is a two-year Msc programme that has existed since 2005. The current programme has two tracks: A Technology and a Design track. The whole programme is taught in English. Around 60 % of the students are Danish.
The gender balance is better in the Design track than in the Technology track. In general, the gender balance could be better, so we hope to improve it with different initiatives.

Every year we must make a Study Programme Report. It describes the state of the programme. The conclusion of this year's report is that we in general are doing good. We received one of the best teaching evaluations at ITU. Therefore, the Study Programme Report has an Action Plan.

The points from Action Plan 2020 are:

- Inclusivity check of all communication to increase visibility of the programme

- Develop a vision for the two tracks and the whole programme
- Formulate a relation between the two tracks
- Further include career development initiatives into the programme
- Execute the planned reform of the Tech Track. *See the presentation of the Tech Track changes*
- Prepare for second wave of COVID-19
- Formulate clear admission guidelines
- Replace CrossDit with a course that provides the same learnings with higher quality
- Increase percentage of DVIPs

3. Election of New Chair of the Employers' Panel

We talked about the workload and what the chair entails: The chair is two year and cannot be prolonged. The chair prepares the Employers Panel meetings with Head of Study Programme(s) and helps with a yearly report summarising the work of the panel. The position is about 5-10 hours of work.

Astrid was chosen as chair.

4. Presentation of changes in the Technology Track

The reason for the changes is that we are trying to separate the content of the different courses working with data. We have three classes working with data: Data-Driven Design and Development, Modern AI and Data Science in Games.

The Tech Track changes consists in:

- Data Science in Games will be turned into an elective, so it is not mandatory anymore. It is now called Data Mining
- Instead Algorithms for Games Development will be a specialisation. We have moved game-specific general-purpose AI algorithms from Modern AI
- Inclusion of UX in Data-Driven Design and Development

5. Discussion of a vision statement for the Games Programme

We ended the meeting with a round-table discussion of a vision statement for the Games Programme.

The panel contributed with valuable inputs:

- The programme should give the students time to experiment and make mistakes. In that way they will develop and learn important skills
- Empathy must be part of the students' communication skills
- Games developing face no borders: Students need to able to communicate their skills across cultures
- We should be careful with the term "Game programmer". It is more a term that you use if you present yourself to a person who is not in the business.
- Cross disciplinary collaboration should be woven into every class instead of isolated in a course
- Narrative Design and Development Tool design are two topic areas that could be explored further
- Some employers want more focus from students, especially programmers should be round but definitely also experts in a field

Thank you for the feedback. We will incorporate it in the vision statement.

6. Any Other Business

No other business.