

Student Affairs and Programmes
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Minutes approved 05.01.2024

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.

Employers' Panel Meeting Games - minutes

Date: 11 October 2023, at 16:30 – 18:00.

Where: Online.

PARTICIPANTS

Employers' Panel: Astrid Refstrup, Christos Iosifidis, Marina Surdu, Adam Mechtley, Bjørn Højlund Rasmussen, Anders Tankred (absent), Aleksandra Bralczyk (absent), and Hannah Nicklin (absent).

IT University of Copenhagen: Miguel Sicart, Lone Malmborg, Pernille Rydén, Hanna Wirman, Rune Nielsen, and Eva Hauerslev.

AGENDA

1. Approval of Agenda

Initially, the participants introduced themselves. Then Miguel Sicart introduced the purpose of the panel for new members and the gave a brief introduction to the Centre for Digital Play and the upcoming events hosted by the Centre.

The agenda was approved.

2. Information: Update on the Programme

Miguel Sicart informed on developments and current state of the MSc in Games programmes and ITU:

- There are 37 students in the 2022 cohort, which is the smallest cohort in many years. Many applicants did not accept the offer. However, there are 67 students in the new cohort. This creates opportunities as well as challenges.
- We will introduce a change in the admission process 2024. A Statement of Purpose with specific questions is required instead of a motivation letter. Furthermore, there is a change in the academic requirements for the technology track.
- There has been a change in staffing, which is solved with part-time teachers and temporary full-time contracts. Staffing is stabilised.

- Our course evaluations are generally good. A few courses in the tech track have been flagged, which will be investigated.
- A Women Students' Mentorship Programme launched beginning of the semester together with SYBO and IO Interactive. The focus is wellbeing and career development.
- The programme has an extremely active student body, who run their own events, industry visits and talks, student magazine, study trips etc. Any support from the panel members e.g. for playtesting, sponsoring, or joining Summer or Winter Games is most welcome.
- We have a designed a module of five units aimed at employed people, a life-long learning initiative. The plan is to run it once or twice every semester. More information will be provided when ready.

3. Approval: Green Competences in the Employability Profiles

Dean of Education, Pernille Rydén, presented the item:

The university has entered a framework contract with the Ministry of Higher Education and Science. An element in this contract is an agreement on contributing to green competences by creating green competences profiles. The ITU suggests including the green competences in the already existing Employability Profiles instead of making new profiles. What we ask the Employers' Panel to consider is if they can accept using the existing Employability Profiles to describe the green competences, and if the five pillars in the Profiles already cover green competences.

The Employers' Panel approved that the Employability Profiles can be used to describe green competences, and that the Employability Profiles cover green competences.

4. Discussion: New institute for Danish Game Development and Industry Status

Head of the Centre for Digital Play, Miguel Sicart, introduced the item.

A new Institute for Danish Game Development is being established. The Games programme strongly supports the development, and we would like to contribute as we have many years of experience in Games research and running a MSc programme in Games.

Comments from the panel:

- I support it too, and it will be exciting to see who will run it and how it will be run. We have looked towards Sweden and how they do it and it has been very helpful.
- Hopefully, diversity and inclusivity are included into the model from the get-go.
- We have gathered suggestions to send to the Ministry of Culture, e.g. financial support for publishing, promote Danish made games, the distribution of children games, talent development, facilitate data collection and analysis, facility a dialogue between institutions and industry, make projects that can elevate the Danish games sector.

Finally, the participants shared ideas for events to join and relevant people to initiate conversation with to learn more.

5. Any Other Business

There were no items.