

Student Affairs and Programmes
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Minutes approved 04 March 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: 31 January 2024

Where: IT University of Copenhagen, Rued Langgaards Vej 7, 2300 Kbh S. in 3A20/28

Participants

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

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

Agenda

1. Approval of Agenda

Firstly, the participants introduced themselves.

The agenda was approved.

2. Update on the Programme

Hanna Wirman informed on new developments and current state of the MSc in Games programmes and ITU:

- Upcoming events: Copenhagen Gaming Week (12-14 April), where ITU students present; Winter Games (2 February); Fake News Game Jam in Barcelona in May; NASG game jam in Skövde (7-11 June)
- Women's Mentorship Programme. [See article in itu.dk.](#)
- Change in the admission process 2024: introducing a Statement of Purpose + updated admission requirements for the Technology Track.
- Changes in the Technology Track from 2024: The current elective 'Foundation of Game AI' will become a mandatory course in the second semester. Furthermore, a title change of the course 'Deep Learning in Games and Simulations' into 'Artificial Intelligence for Games and Simulations'.
- In the future, the programme will be involving PhD students more in teaching activities.

- Course evaluations 2023: Generally good. DADIU has seen some issues this fall semester and we will follow up on that.

Finally, Hanna Wirman and Pernille Rydén introduced the ITU guidelines on Generative AI. The guidelines are expected to evolve over time. The Employers' panel asked to see the guidelines, and they will be shared after the meeting. Then the participants discussed the need for talent within the area of Generative AI. The discussion ended in how to promote e.g. student positions and project collaborations to students. These can be shared [here](#) or by contacting Hanna directly.

3. Current State of Games students' employability and Planning the Next Steps Forward

Hanna Wirman began with an introduction on the future of games education in Denmark. Hanna frequently engaging with reports, meetings, and interviews regarding the Danish Game Institute, and growth is expected in all areas. Often, the 'industry' is not understood as broadly as we understand it as the skills needed change constantly and thus the understanding of roles too. Currently the focus is on understanding what the best way is to train more people.

ITU supports more education in general. We will not offer skills-based training but academic, critical, research based, future-oriented education, along with life-long learning opportunities. We would welcome applications from people with a completed bachelor's degree within the area. A panel member made the comment that if you complete a bachelor's degree and work some years after it is a big decision to go back fulltime to university. Thus, part-time, and flexible studies are important. ITU believes it will not be an issue as we already have students with a professional background, but we will adapt when we know more. Another panel member mentioned that a professional bachelor's degree and an academic master's degree would be an interesting candidate.

Then Hanna Wirman mentioned that in terms of employability the programme is proud of the many students who build up a company after graduating. There is much learning in this, and crashing is not a bad thing. The Panel agreed to this. Finally, Hanna Wirman showed statistics from Danmarks Statistik, and of the Games graduates 0 % is unemployed after 10 years. We would like to know where the graduates find jobs and we will look into this in the spring.

4. Employers' Panel Report 2024

The Chair Astrid Refstrup went over the template and the participants discussed the questions. The report will be completed after the meeting.

General feedback is that ITU can reach out more to the panel members for support e.g. in CV and portfolio check, events, guest lectures etc.

5. AOB

Pernille Rydén is giving a presentation on inclusion and diversity in DADIU and the industry in a DADIU steering group meeting. The participants are asked for input to the presentation. The participants discussed the topics, and Pernille Rydén will bring the feedback to the relevant people and include it in the presentation.