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Minutes approved 20230119

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

28 November 2022, at 16:00 – 19:00 Room 3A20, IT University of Copenhagen, Rued Langgaards Vej 7, 2300 Kbh S.

PARTICIPANTS

In attendance from the Employers' Panel: Jonathan Bonillas, Adam Mechtley, Christos Iosifidis, Marina Surdu, Anders Tankred, Astrid Refstrup, and Simon Jon Andreasen.

In attendance from the IT University of Copenhagen: Martin Pichlmair, Paolo Burelli, and Hanna Wirman

Apologies: Hannah Nicklin and Kelly Griffin.

AGENDA

1. Approval of agenda

The agenda was approved without comments.

2. Information: Update on the programme

Astrid Refstrup presented the item and introduced Martin Pichlmair, Co-Head of Programme.

Martin Pichlmair commenced by mentioning the following updates from ITU and the Programme:

- ITU has a new Vice Chancellor, Per Bruun Brockhorff.
- The Digital Design Department has been restructured. There are now four research groups, and one
 of them is the Games group. Furthermore, Games is a part of the newly established Centre for
 Digital Play. Head of the Centre is Miguel Sicart.
- Martin Pichlmair will step down as Head of Programme in January 2023. Hanna Wirman will take over. Hanna is from the design side and will need support from faculty and the Panel, especially for technical matters.
- Course evaluations are still overall good. Usually, autumn evaluations are better than spring.

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Martin Pichlmair continued to address the newest unemployment rate. The new numbers are looking good as it seems like it is going down. It will be very interesting to follow the coming semesters. A panel member replied that it seems like DADIU students have not suffered at all compared to regular film students during and after COVID. It could be a sign of the industry is growing and has not suffered that much under Corona and in the aftermath.

Finally, Martin Pichlmair informed the panel of the admission process 2022. It was affected by many students turning down the offer, that not all applicants could apply due to COVID-related restrictions in their home countries, and that the gender distribution is at the same level again this year, though still not good in the tech track. A panel member asked what other Danish institutions applicants come from. Martin Pichlmair replied that it is often RUC, KEA, and DTU, but it is really a mix of other universities and educational institutions. From ITU, it is mostly from the BSc in Software Development as they have a legal right to the tech track. Another panel member replied that diversity is very much in focus right now in their company, and they would like to help with initiatives to attract a more diverse student body.

3. Profile of the Tech Track

Hanna Wirman introduced Associate Professor, Paolo Burelli. Paolo Burelli presented a proposal for changes to the Tech Track. According to Paolo Burelli, the objective is to rationalise resources, reduce/maintain externals, and solve staffing challenges. The suggested solution is to curate a list of electives from other programmes, make changes to the courses in the programme, avoid external lecturers in the first year, and redesign courses based on jobs and internal resources.

Comments

- It sounds like it is going in the right direction. Game Play Programmer sounds like a collaborative project, which is not so tangible. But I might need to learn more about it.
- At DADIU, we started working on technical challenges for the programmers. The point is to give them a more practical, technical experience that they can use e.g., in the thesis or for applying for work after graduating.
- We get many programmers from AAU as many tech students from ITU lack knowledge in some areas.
- We anticipate that we will grow in cloud-based content pipelines so a mix of knowledge on distributed systems and databases is on our radar.
- Does the programme offer an AI pipeline course? Paolo Burelli replied that the programme does offer a course called Foundations of AI, where we teach basic methods and AI assisted content creation.
- Tools programming is an easy way into some of the companies.

Hanna Wirman asked the panel what is important for students to present to future employers when they have graduated? The panel replied that a portfolio is important, and for one panel member a full-time internship in a semester, which ITU students cannot do. Finally, the participants discussed internships fulltime vs. parttime.

Paolo Burelli thanked the Employers' Panel for their input.

4. Green agenda & sustainability in the games industry

Hanna Wirman presented the item.

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ITU is asking all programmes to have a green agenda and implement sustainability activities in the programmes in a variety of ways. A part of this is also to figure out what we are already doing. This will be an action item at ITU in 2023.

Comments

- We work with this in our studio. Also, when applying for public funding, we will have to present how much CO2 is being produced. We started two years ago and there is a lot we can do by making certain choices, e.g., what servers you use. There is a lot of knowledge out there to uncover. We are not always sure if we are going in the right direction, but we keep on asking the questions every time we have a decision to make.
- We also have a focus on reusing the machines we have.
- All the small things add up, even though it feels petty when doing it.

Hanna Wirman thanked the panel for their input and said that the agenda will be discussed again at a later meeting.

5. Professional courses for small companies

Martin Pichlmair presented the item.

Martin Pichlmair met with Karsten Lund, former chair of the Employers' Panel, and they discussed the need for professional courses for companies. It could be employees with no educational background or just employees educated many years ago. Martin Pichlmair asked the panel for their thoughts on this.

Comments from the Employers' Panel

- We spend a lot of time on educating the employees. It is all from project managers, tech etc. The biggest hurdle is to find the right courses and match it with the right people.
- It sounds great. Maybe it could be a bit overwhelming for you as there might be a lot of interest out there.
- Denmark has a high reputation so we should be able to attract internationals.

Martin Pichlmair thanked the panel for their input.

6. AOB

Marina Surdu thanked the panel for the past four years being on the panel.