

Student Affairs and Programmes  
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Minutes approved 17 February 2020

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 27 January 2020, at 16:00 – 19:00 Room 3A20, IT University of Copenhagen, Rued Langgaards Vej 7, 2300 Kbh S.
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## PARTICIPANTS

Employers' Panel: Karsten Lund, LEGO; Aksel Kjøie, Step in Books; Thomas Howalt, DADIU; Marina Surdu, IO Interactive; Hannah Nicklin, Die Gute Fabrik; Rob Pearce, Framebunker, Christos Iosifidis, Vivino; Kelly Griffin, Tactile.

IT University of Copenhagen: Martin Zachariassen, Vice Chancellor; Aske Kammer (acting chair), Head of Studies; Lone Malmborg, Head of Department; Camilla Rosengaard, Head of Communications; Martin Pichlmair, Head of Programme; Paolo Burelli, Co-head of Programme; Miguel Sicart, Associate Professor; Eva Hauerslev, Programme Coordinator (minutes taker).

Absent: Na'Tosha Bard, Unity.

## AGENDA

### 1. Approval of Agenda

The agenda was approved.

### 2. Welcome New Members & Short Introduction of the Programme

The participants introduced themselves.

Then the Head of Programme, Martin Pichlmair, presented the MSc in Games to all participants:

- The programme started as Multimedia Technology: Games in 2005
- It is now a two-year, English taught programme with two tracks: Design (admits app. 20 students) and Tech (admits app. 30 students)
- App. 60% student from DK, the rest mostly European
- The programme is under dimensioning until 2023, where the admission should be 48 students.
- Learning goals of the programme can be found in the curriculum
- Programme structure can be found on [www.itu.dk](http://www.itu.dk).

### **3. Introduction of the Employers' Panel**

Head of studies, Aske Kammer, presented the work of the Employers' Panel based on the new Terms of Reference.

### **4. Confidential item**

### **5. Election of New Chair of the Employers' Panel**

The Employers' Panel Games is in need of a new chair as the old one no longer is in the Employers' Panel.

Aske Kammer will contact the members after the meeting.

### **6. Update on the Programme**

Head of Programme, Martin Pichlmair, updated the participants on what has happened since the last meeting in the Employers' Panel:

There have been some challenges such as too little diversity in the teaching body and a lack of external teachers. This has been solved to some degree as latest hirings for permanent positions have been more diverse and we have also employed more external teachers.

Another development is that the specialisation on the Design track has undergone a change. The reason for this was that we wanted a sharper profile for the specialisation. This spring, we have introduced a new course called 'Psychology of Play and Games' taught by Rune Nielsen and we are very excited to see how the course will do.

Martin Pichlmair also followed up on recommendations from the Employers' Panel report from last year. The report recommended that we established an incubation programme for small studios. This will be hard to carry out but we can do bits and pieces of it. A suggestion is to organise mentoring sessions with students and faculty.

Another recommendation was to strengthen the network to similar programmes internationally. Martin replied that he has been in touch with other Heads of Programme from universities such as UCLA (USA) and Future University Hakodate (Japan) and will continue to strengthen ties internationally.

Lastly, the Employers' Panel recommended creating more non-gaming industry collaborations with specific skill sets in focus such as AI, UX, and User Research. Martin replied that this is in process and mentioned that our associate professor, Sebastian Risi, just established a successful AI company. Furthermore, we have now a new panel member from outside of the games industry.

Other news in brief

- The new employment rate for the 2017 cohort has been published and the numbers are good.

- The ITU has rented space in the DR building as we are growing out this building. The Games group will move into the new building.

## **7. DADIU**

Martin Pichlmair gave a short update on DADIU. DADIU is an opportunity for Games students, among others, to make games in the 3<sup>rd</sup> semester. This is a good opportunity for our students, who would like to go into the AAA industry, and it is unique in the world. However, the future of DADIU is unknown.

The Employers' Panel expressed concerns about the future of the DADIU program. One panel member mentioned that it is problematic for the DADIU situation to continue as is and that clarity is necessary as soon as reasonably possible from the parties involved. Otherwise, the opportunities granted to students at ITU are potentially compromised. Another panel member stressed the importance of DADIU and its continuation as one's company has a demonstrated history of successful hires from DADIU, and not having the programme will affect the employability of ITU students.

Lastly, the participants discussed ways to secure the future of the program.

## **8. Employers' Panel Report 2020**

Martin Pichlmair presented the new report template. The report has changed format. The report template provides the opportunity to write a longer, more cohesive text based on the suggested questions and the data in the report.

Tasks

- The report must be filled in (page 2 and 3) and signed by the chair
- The Employment Tickets must be approved by the Employers' Panel

The deadline for the report is 17 February 2020. It is up to the chair to decide how it should be filled in. A suggestion could be to distribute the report template and all panel members chip in.

However, the first step is to find a new chair. The Employers' Panel should therefore wait for an email from the Head of Studies regarding this.

## **9. Any Other Business**

There was no time for this item.