

Agenda from Subject Area Team Games meeting

27 May 2020 at 14.00 via Zoom

Participants

- Trine Møller
- Mads Kjeldgaard Caspersen
- Eva Hauerslev
- Sebastian Risi
- Hajo Backe
- Martin Pichlmair
- Jonathan Jung Johansen
- Alberto Giudice

Absent

- Mike Hyslop Graham
- Paolo Burelli

Agenda

1. Approval of agenda

2. Approval of minutes from meeting 29 April 2020

3. Information

- Study and Career Guidance
- Study Board
- Events
- Students

4. Summer Games

5. DADIU

Replace DADIU with something more streamlined?

6. Diversity

7. Admission stuff from Mike

See text on the next page.

13. AOB

FROM MIKE:

(warning, long mail)

Hey all!

Thanks for a highly interesting meeting today. Love seeing you all, although I really really miss our 'true' meeting format.

Anyways, I thought I'd share the admission information versus diversity point from the last part of the meeting today. Note that I can't really say this is a student rep opinion, but more of a personal one as I haven't discussed this with the old generation. I'd be happy to ask them, if they remember anything about it.

The first point I'd like to make is, that there is a sorting process which we do not know much about. And this process we will probably never truly be able to dissect. This is the process, where potential applicants choose whether to apply or not, based on the information available to them. We know who do apply obviously, but that is the extent of it as far as I am aware. So there is a group of people, who may want to apply, but never do so. How big this group is and who it may be is unknown. Personally, I believe we are currently repelling groups of people who could potentially broaden the diversity of the programme.

Now, when looking at the available information on ITU's website, I am concerned with the information regarding the design track. The design track may not be the problematic one one the two in terms of diversity of the students, but I cannot seem to find anything regarding the tech track that I can meaningfully challenge at present. Maybe someone else can, with same'ish glasses.

The things I would like to point out, is the 'advantage list' and the 'admission requirement' template.

First of all, there is a discrepancy between documents, depending on accessing it from the English ITU website or the Danish.

Danish: https://www.itu.dk/~media/en/programmes/msc-programmes/games/games_design_admission_2018_list-pdf-pdf.pdf?la=en

Claiming GBI and DMD have legal claim, which isn't quite right, right?

English:

https://en.itu.dk/~media/dk/uddannelser/kandidatuddannelser/games/2019/games_design_admission_2018_list-pdf-pdf-pdf.pdf?la=en

Correctly (for now) stating B-DDIT as a legal rights claim.

Also, the point of these degrees and courses 'not being a requirement' is more visible in the English website version in comparison to the Danish. However, I fear that the application base suffers both from the documents above here, and the one to come below, along with the general information in the 'how to apply' part of the website (pictures in the bottom for reference).

I know this 'advantage list' has not been there for that long (2-3 years), but is it truly necessary?

From an applicant perspective this could be an affirmation that you are right to apply, if you have

one of the degrees or courses listed. However, if you do not have the degree or courses, it may very well make you question if you should even try. I find this troublesome for several reasons.

1. The list is not and never will be exhaustive.
2. The list is very much geared towards IT, but only the 'ITU' kind of IT. From one of our earlier in regards to ILOs on projects, we how Msc. in IT is interdisciplinary, with no one field being above other.
3. With the work that we actually do on the programme and the learning that is expected, does the list portray an actual advantage for both the student, and the selection of applicants? Would a psychologist not be equally at an advantage? Who is being catered to and why?
4. As it is formulated, while sometimes saying it is not a requirement to have something on the list, it is still presented as 'Admission requirements' in the template that all applicants have to fill out and attach to their application. See this link for the document:
<https://en.itu.dk/programmes/msc-programmes/~media/CCBE3C0F84284B5F97AD7E349137FB04.ashx>
5. Note, in this document: "If you do not have courses covering the programme-specific admission requirements, please fill in your personal details, leaving the rest blank." Which I would deem acts as a deterrent. Sending a blank document in a serious application? The wording here raises the question of 'required' versus 'not required', and sends the signal that 'blanks' are sent to the bin.
6. Add to this a potentially incredible amount of work to get the documentation needed in order to make an argument in this template document, if you choose to try and do so.

My own personal experience with this 'advantage list' and the documentation requirement in the 'admission requirements' document is, that my expectation of admission were lower, than the year before. (That's right, I tried twice! Don't know if you would regret any of the two decisions or opt for a third had you known the trouble :D) First year: "Cool, you can get in from all kinds of backgrounds." Second year: "Damn... now it's only the people already involved in stuff I don't know about, who can get in".

That is obviously a gross simplification of something very life changing and deeply intricate, but the point stands, that even with 15ECTS from the old 'Computer Games and Culture' course, I could not recognise myself in these 'advantages'.

So my fear is, that the programme is losing a selection of applicants on the basis of something that may not be super relevant, although I have no idea how you use the information in the application assessment. In terms of diversity, it is hard for me to make an exact argument, but I will say, that the current 'advantage list' along with 'admission requirement template' does skew the picture. If nothing else, then at least towards a less diverse educational background of the cohorts, with the corresponding issues of these degrees' issues of diversity.

The question is, if it could be replaced with a description of what students are expected to do and learn on the programme instead? In this manner, people of less IT or media specific backgrounds may be more prone to see the possibilities, rather than the barriers. Emphasise some overall key areas, like culture studies, design, programming, philosophy or the likes, and even then we are omitting careers and practices like project management, games and learning (don't get me started here), sociology, arts and aesthetics and many many more. So as with many things these days,

problems are many, answers and solutions less clear. I just hope this is sufficient to see a potential issue.

TL;DR: I think the 'advantage list' and 'admission requirements' template document is lessening the potential diversity of the student intake. I question if it should be removed, or reformulated into something which lets potential applicants see possibilities rather than barriers. Documents available from the website are not up to date it seems. If anything, at least it should be clear what is a requirement and what is not.

Sorry for the long rant. Hope I got a message through in there somewhere, or at the very least started some thoughts as to what an advantage might be 😊 Happy to have a discussion via mail if that makes sense, or to talk about it next time we meet.

With soap and disinfectant
All the best!
-Mike

Pictures from ITUs website on how to apply for the Games programmes.

Note per example the two sentences when not having the 'advantage degrees' but something that may be comparable:

"Here, you must show how you believe you live up to the admission requirements, comparable to the following courses"

"Her skal du vise, hvordan du vurderer, at du opfylder adgangskravene, der svarer til følgende kurser"

And the non comparable? What are these new admission requirements other than English B and a Bachelor or professional Bachelor degree?

English:

If your bachelor education is not on the list of educations that live up to the education specific admission requirements

When applying for admission on the **Games Technology Track** with a bachelor's degree that is not on the list, but is equivalent to those on the list, you must fill out [this template](#). Here, you must show how you believe you live up to the admission requirements, comparable to the following courses:

- Object Oriented Programming or equivalent (minimum 15 ECTS) and
- Algorithms and Data Structures (minimum 5 ECTS) and
- Discrete Mathematics and/or courses in vector mathematics (minimum 5 ECTS)

When applying for admission on the **Games Design Track** with a bachelor's degree that is not on the list, but is equivalent to those on the list, you must fill out [this template](#). Here, you must show how you believe you live up to the admission requirements, comparable to the following courses:

- User-centred design (15 ECTS minimum) or
- Game design (15 ECTS minimum) or
- Interaction design (15 ECTS minimum) or
- Creative media studies (15 ECTS minimum) or
- At least one practical design project, game-related research project or games project (15 ECTS minimum)

You should only put down ECTS-awarding courses.

Make sure you have all the documentation ready before you start your application. You should also save drafts of your application in the application portal continuously. Read more about how to live up to the documentation requirements in the section on "Documentation" below.

Danish:

Hvis din bacheloruddannelse ikke er på listen over bacheloruddannelser, der opfylder de uddannelsesspecifikke adgangskrav

Hvis du søger om optagelse på sporet SpilTeknologi, og din bacheloruddannelse ikke er anført i [listen](#), men du har en tilsvarende bacheloruddannelse, skal du udfylde [denne skabelon](#). Her skal du vise, hvordan du vurderer, at du opfylder adgangskravene, der svarer til følgende kurser:

- Object Oriented Programming eller lignende (minimum 15 ECTS) og
- Algorithms and Data Structures (minimum 5 ECTS) og
- Discrete Mathematics og/eller kurser i vector mathematics (minimum 5 ECTS)

Du skal kun angive ECTS-givende kurser.

Hvis du søger om optagelse på sporet SpilDesign, og din bacheloruddannelse ikke er anført i [listen](#), men du har en tilsvarende bacheloruddannelse, skal du udfylde [denne skabelon](#). Her skal du vise, hvordan du vurderer, at du opfylder adgangskravene, der svarer til følgende kurser:

- User-centred design (minimum 15 ECTS) eller
- Game design (minimum 15 ECTS) eller
- Interaction design (minimum 15 ECTS) eller
- Creative media studies (minimum 15 ECTS) eller
- Mindst ét praktisk designprojekt, spil-relateret forskningsprojekt eller spilprojekt (minimum 15 ECTS)

Du skal kun angive ECTS-givende kurser.

Sørg for at have din dokumentation klar inden du starter din ansøgning. Du bør løbende gemme kladder undervejs i ansøgningsportalen. Læs mere om hvordan du opfylder dokumentationskravene i afsnittet 'Dokumentation' nedenfor.