

## Minutes of Employer Panel meeting, Sound and Music Computing

Monday 4. november 2019

AAU Copenhagen

### **Aalborg Universitet**

Sagsbehandler: Mikkel Gede Hansen Telefon: 41675151

Email: mgha17@student.aau.dk

Dato: 11-04-2019 Sagsnr.: [Sagsnr.]

Participants: Jesper Udesen (JU), Neo Kaplanis (NK), Stefania Serafin (STS)

Other participants: Mikkel Gede Hansen, minutes taker

### **Minutes**

#### **Revised-Curricula Discussion**

## Presentation highlights

The new SMC curriculum was presented by Stefania Serafin.

It was discussed how the curriculum was designed in order to specify the competencies of SMC in Copenhagen (e.g. programming, sound processing, interaction design, music perception and cognition).

In Copenhagen we also have the need to distinguish ourselves from educations such as acoustics at DTU.

In the new curriculum machine learning, which is currently shared with the Medialogy master, is moved to the third semester as an elective.

Stefania Serafin presented new interesting collaborations such as the Danish Museum of Musical Instruments, part of the National Museum, that now has its own exhibition space dedicated to SMC students.

It was stressed how few companies in Denmark are focused on sound effects and sound synthesis, so several students with this interest tend to move to Berlin for internships at prestigious companies such as Ableton and Native Instruments.

A characteristic of SMC is not only the technical skills acquired but also the applications.

# **Comments from (Employers)**

It was discussed how it would be very useful for the companies to send a catalogue of semester project ideas to the students, in order to facilitate a collaboration.

NK pointed out that there is a nice balance between theory and practice in regards to student knowledge (Both know the theory and how to apply it, etc.)

JU found it positive that the students do their master's thesis individual, since when they apply for a job then the interviewer can compare them properly since they know that the student themselves have done the entire project.

## **Collaboration with Industry**

STS informed that Internship is an important way of creating contacts to companies. Therefore the students sent to internship need to have relevant competences and give a good impression.



JU said that he has not had any AAU students in internships, but then remembered he actually had two; NK had 2 AAU students in internships. NK selects students for internships based on how independent the workflow of students from that specific University is based on previous experiences.

JU recommended a project catalogue to be sent to companies that describes some suggestions for collaboration options. He also asked for more concise information about internship. Neo found it important that the university makes information easy and fast for the industry (1 paper that gives all the info they need, etc.)

NK proposed that we promote where the students are -now- in regards to the study (Take inspiration from University of Surrey).

NK found it attractive to hire students after a 3 month internship. After the internship they are equipped with 3 months of knowledge and are already integrated into the company culture. But they have to apply for jobs in the right time, knowing when companies make their yearly accounting and plan accordingly.

# **Employability**

STS underlined that AAU students do not necessarily have all the skills students from DTU or other universities have. BUT they have the experience of being in a group-structure, know where to find the necessary information and how to acquire the necessary competencies by themselves. NK found the PBL model very useful.

NK: Students focus on generalization over specialization, but students need to be able to communicate, discuss and argue for their choices. Not just know the theory.

NK: Students/graduates bring new tools and skills to the table that the "old people" in the company do not have. This can be a major boost. if the student/graduate for example knows how Virtual Reality (VR) works and can implement it. They know the state of the art within their fields. For example he pointed out that a VR application developed by an SMC student is now used extensively at Bang and Olufsen.

NK found the SMC courses quite unique, and we need to advertise it more and show the strengths proper. He suggested to have digital presence and actual PR for the education. He also suggested to have industrial talks where companies visit the university with the purpose to inspire students for internships.