Vælg et element.
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Referat af aftagerpanelmøde for Teknoantropologi og Techno-Anthropology onsdag d. 13. oktober 2021

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Afbud: Allan J. Christensen (Cambiamento), Anne Klærke (Microsoft), John Stoltze Madsen (Logica), Kasper Birkeholm Munk (Health Science and Innovation, Region Hovedstaden), Klaus Bystrup (Aalborg Forsyning, Renovation), Lise Bitsch (Teknologirådet), Signe Andreasen Lysgaard (Institut for Menneskerettigheder), Søren Herold Poulsen (Digitalisering & IT Region Nordjylland), Torben Chrintz (Concito – Danmarks Grønne Tænketank), Lone Kaalund (National og Tværregional IT).

Referent: Evie Marcelia Trappaud Rønne (AAU)

Ad 1. Godkendelse af dagsorden

The agenda is approved.

Ad 2.0 Nye Studieordninger for Teknoantropologi og Techno-Anthropology:

Bilag:

- Bsc studieordning paragraffer Aalborg
  - STUDIEORDNING BACHELORUDDANNELSEN TEKNOANTROPOLOGI AALBORG 2022
  - MODULER SOM INDGÅR I STUDIEORDNINGEN

- Bsc studieordning paragraffer Aalborg
  - STUDIEORDNING BACHELORUDDANNELSEN TEKNOANTROPOLOGI AALBORG 2022
  - PARAGRAFFER OG OVERBLIK

- TAN Msc Study curriculum paragraphs Aalborg
  - STUDY CURRICULUM TECHNO-ANTHROPOLOGY AALBORG 2022
  - PARAGRAPHS AND OVERVIEW

- TAN Msc Curriculum modules Aalborg
  - CURRICULUM MASTER's PROGRAMMETECHNO-ANTHROPOLOGY AALBORG 2022
  - MODULES THAT ARE PART OF THE CURRUCULUM

The new curriculums are the outcome of two years of re-making/-thinking the TAN study programs to include digitalization and to be similar in content in Aalborg and Copenhagen.

Notes on the study programs during the talk-through of the changes to the BSc and MSc:

- It is a very good challenge to explain a techno-anthropological problem to a lay-man or an engineer, it could be an improvement to do it on a grading scale for 'Udvikling og vurdering af teknologi', but it could be better on 'Bæredygtige ingeniørvidenskabelige modeller'. (TAN2)
    - Learning the language of engineering is good.
- The domains and semesters have an increased focus on the purpose of the students learning how to deconstruct the sectors and technology more accurately.
- Having STEM/engineering students come to the TAN Master's program will give students a good knowledge background for after their graduation, and they will be very good at teaching in the technical high school. It is also compulsory!
- The ethnographic part and understanding of the bias in technology and science in the BSc is an important aspect of the students' knowledge.
- The TAN BSc + MSc students are not very suited for the teaching in the technical high schools, they lack the apparent technical understanding such as math.
    - If the students focus on the STEM domain through their education, they can have a big impact on the teaching in technical high schools.
    - The addition of micro-credentials can also, post-graduation, be a great addition to the suitability for TAN students in STEM teaching and work.
- There is a need for computer assisted methodologies in the professional world, it is expected of the companies to include scalability in their qualitative methods.
    - Suggestion of the computer assisted tools in the project can help with this and include it up front for the students earlier in the education both BSc and MSc.
    - Giving access to these programs can help the students learn how to use these tools.
- The difference between UX designers work and UX researchers/TAN students, TAN students need to understand how to work with their programs and methods. When TAN students have a design background, they easily get jobs.
    - The improved focus on digitalization is an improvement for the study programs.
    - Digitalization of the real for the app developers, user stories and user flows to give the engineer and giving the engineers an understanding of the user.

Ad 2.a Diskussion af indholdet af de nye studieordninger ift. employability for de studerende

This point was a part of the previous talks.

Ad 2.b Hvordan kommunikeres studieordningernes nye indhold bedst til potentielle arbejdsgivere for de kommende dimittender

- Using the buzzwords/typologies that companies are using when looking for employers, to help the students with learning what they can do and how to tell it.
    - UX teams, and how to actually use UX research when designing an app or similar.
    - Apply the insights that others cannot.
    - Identify the clients that companies work for and give them a list of students that can help them with UX or other.
- An example of an elective that could be useful for the employers to learn about TAN:
    - Learn about a tech that an employer is using, then going out and talking to the user about the tech and how they can use it, after this go back to the employer and present the findings on how their tech can (also) be used.
- A project database with projects from employers.