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## Meeting in the Educational Committee of Bachelor in Graphic Storytelling

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Location:  
Online and at The Animation  
Workshop, Kasernevej 5, Viborg  
(Big Meetingroom)

Meeting date:  
Wednesday, March 25, 2026  
12.30-14.45

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### Participants

Joana Mosi, Peter Dyring-Olsen, Erik Barkman, Martin Flink, Line Høj Høstrup, Marie Munch Burski, Kasper Kruse, Erik Petri, Maria Skov Petersen,

### Declined

Angelica Inigo, Leonor Barbosa de Almeida Cruz da Silva, Sascha Altschuler

### Guest

Dean Gitte Nørgaard

### Attachment

- *Results for GS from Denmark's Study Survey 2025* (unfortunately only in Danish)
  - *Evaluation of the work in the educational committees at TAW 2022-25.* (In both English and Danish)
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## SUMMARY/ AGENDA

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Meeting chair:

Referent:  
Anna-Maj Geyti

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Date: 09 April 2026  
J.no.:Insert j.no.  
Ref.:Insert reference

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## Minutes

### 1. Welcome

12.30-12.35 (Peter Dyring-Olsen)

#### a. Welcome

*Peter gave the welcome to the last meeting in this committee.*

#### b. Approval of agenda

*The agenda was approved.*

#### c. Election of meeting chair.

*Peter was elected as the meeting chair.*

### 2. News from the bachelor department

#### 2.a News from GS

12.35-12.50 (Erik Barkman)

3<sup>rd</sup> Year:

- *Four weeks of visual development for video games and storytelling in games.*
- *Electives*
- *A workshop of teaching.*

*1<sup>st</sup> Year*

- *Storytelling.*
- *Page layout*
- *Electives*
- *Idea generating and writing*
- *Writing dialogue.*

*Erik and Thorbjørn are both adjunter/assistant professors, working towards becoming lektorer/associate professors. Erik will hand in his lektoranmodning in June, academic articles in the works.*

## **2.b. Denmark's Study Survey 2025**

12.50-13.05 (Peter Dyring-Olsen)

Every other year, the Danish Study Survey is carried out across all higher education programmes in Denmark. The purpose of the survey is to provide systematic knowledge about student well-being and learning, and to create dialogue about the study and learning environment at VIA. The study survey also forms the basis for the mandatory educational environment assessment.

The results are also used to follow up on strategic initiatives, and data from the study survey are translated into key figures in VIA's quality system and contribute indicators to VIA's strategic framework contract. The results for Graphic Storytelling are very positive. However, it should be kept in mind that only 8 out of the programme's 40 students responded.

The results nevertheless align with the teaching evaluations, which do not ask the same questions but assess students' satisfaction with their learning outcomes, the individual courses, and their overall well-being in the programme. These evaluations are also positive for Graphic Storytelling, as they usually are.

At the meeting, selected results from the Danish Study Survey for GS will be presented, and there will be an opportunity to discuss the responses.

Attachment: *Results for GS from Denmark's Study Survey 2025.*

*Some highlighted results (5 is the best):*

- *Good academic environment (4,6)*
- *A good social environment (4,6)*
- *Have you felt lonely during your studies (3,1)*
- *Have you felt stress (3,5) - but we can see that it is mostly not related to the study.*

*We will not go further into the results in this meeting since the results are based on very few respondents.*

*The committee took note of the briefing.*

## **3. Briefing on Tegneseriernes hus (The House of Comics)**

13.05-13.20 (Peter Dyring-Olsen)

As part of the Minister of Culture's new literary action plan to strengthen literature and reading, 5 million DKK have been allocated over the next two years for Dansk Tegneserieråd / the Danish Comics Council to establish Tegneseriernes Hus / House of Comics. Peter will provide an update on TAW's wish to be involved in the work.

*TAW is very interested in running the House of Comics and Viborg Municipality is interested, too.*

TAW has a very strong basis around comics including our lab “Animated Learning Lab” where we are engaged in using animation for learning and didactics in Danish Schools, which we can apply to comics. We are taking an initial meeting with Viborg Municipality and Dansk Tegneserieråd about it.

Erik Petri added that Visual Rights Denmark is focused on protecting artwork created by humans rather than by AI, as municipalities are increasingly interested in using AI-generated images to save money.

#### **4. News from the members**

13.20-13.40 (Erik Petri)

We would like to get a bit closer to what is happening in the industries related to our educational programs. Therefore, we would like the members to give a brief presentation at the meetings on how things are going in the industry – in general and particularly in relation to new technology, such as AI.

Erik Petri will give a presentation at this meeting. After the presentations all members are welcome to discuss or give input to the topic:

*AI has been a game changer, empowering our clients to take on tasks themselves. With increased speed and results that are often “good enough,” clients can resolve many tasks independently. This means that building strong client relationships becomes even more important. Clients need to genuinely feel that they receive high-quality work. At the same time, speed remains essential.*

*For this reason, Erik has participated in the initiative “Lev af det” - a campaign for Danish artists focused on how they can make a living from drawing: [Kan man leve af at tegne?](#)*

#### **BREAK (10 minutes)**

#### **5. Updates on the reform process for Graphic Storytelling**

13.50-13.55 (Peter Dyring-Olsen)

- February 2026: New ministerial order from intake 2027
- Autumn 2026: Updating the education
- Early spring 2027: New study program (will be submitted for review by the educational committee)
- Summer 2027: New study plans and student’s handbook.

The work has been postponed a year since the last meeting. The next intake at Graphic Storytelling is not before 2027, so we are focusing on Animation for now.

*The committee took note of the briefing.*

#### **5. Evaluation of the committee work**

13.55-14.40 (Anna-Maj Geyti)

In the autumn of 2025, VIA’s educational committees will have been active for three years, approaching the end of their current term, which concludes in July 2026. During this period, the committees have gained valuable experience in their work. In order to be able to build on these experiences, VIA has asked all committee members to evaluate their time in the committee and provide feedback. You received a survey in November, and your responses have been passed on to VIA’s Dean Team, Executive Management, and Board of Directors in December.

The results will also be discussed at this final committee meeting, with the aim of preparing for the launch of the new committee in autumn 2026.

At the meeting, we would like the committee to formulate recommendations for the incoming committee and for how TAW can best prepare for the new term.

Please prepare for this agenda item by reading the attached note, *Evaluation of the Work in the Educational Committees at TAW 2022–25*, and by considering which topics you would like to discuss during the meeting.

- **Overall format:**  
*The current structure and agenda work well for meetings held twice a year, moving from updates to workshops and discussions.*
- **Program insights:**  
*There is a need for more information about the structure of the education programme and how it operates.*
- **Composition of the board:**  
*The board would benefit from broader representation, particularly animation studios and visual development professionals.*
- **Meeting frequency:**  
*Twice a year is appropriate. However, some members would welcome one or two additional meetings to strengthen relationships and enable deeper discussions.*
- **Stronger student focus:**  
*A fixed agenda point dedicated to students (their role, needs, and perspectives) should be included.*
- **Onboarding:**  
*VIA's standard onboarding materials should be supplemented with TAW-specific information.*
- **First meeting format:**  
*The first meeting should be longer and focused on introductions and networking, potentially across both committees.  
A mid-year meeting could be held off-site, e.g., in Copenhagen.*
- **Guest participation:**  
*Consider inviting guest speakers such as visiting lecturers, industry professionals, FOU's or policymakers.*
- **Short check-ins:**  
*Introduce one or two brief check-in sessions during the year.*
- **Clearer annual themes:**  
*Develop clearer themes throughout the year. Invite members to suggest relevant topics for discussion.*
- **Bilateral work on specific topics:**  
*Invite members to collaborate on concrete subjects, e.g., development projects or partnership discussions, through smaller dedicated meetings.*
- **Member presentations:**  
*The agenda point where members present their work is highly valuable for the programme.*
- **Erik's note:**  
*Erik participates because "this is the last place that keeps drawing alive." His aim is to ensure that as many as possible can make a living from drawing. He suggests strengthening collaboration with the Danish Artists' Council and Visual Rights Denmark—and increasing visibility.*

## 7. AOB

14.40-14.45

### Status for GS Almuni at the Arsenalet

*Marie: The most recent incubation team ended up establishing a shared office space. They remain closely connected to the other companies. They receive extensive training in how to start and run a business. It will be exciting to see whether our increased efforts will help more participants become self-sufficient—either as freelancers or as owners of their own companies.*