

# Universities and Industry

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1. The Scene – Two Worlds
2. Bridging the Gap
3. Conclusion and Open Problems

## UNIVERSITIES

- Strive to bring understanding
- Provide learning environment
- Requirement on the Environment  
Open and Free Exchange of Ideas

## INDUSTRY

- Increase profit
- Beat the competition
- Be first on the market
  
- Requirement on the Environment
  - New ideas to be kept **Secret and Protected**

## UNIVERSITIES

To bring understanding takes time

## INDUSTRY

Bringing new product to market must be fast

# RESEARCH

**INDUSTRY** – fewer research departments

**UNIVERSITIES** – changing the character of research

**Before:** Frontier research + Consolidation

**Now:** No time to consolidate, research – apply fast

Was there any “Before” for Informatics ?

# Benefits and Losses

- Short time benefit for industry
  - Long time losses  
for the whole informatics community, including  
industry, and society
- ⇒ Need to replenish the knowledge pool of  
informatics

Rejecting theory as useless in order to work only on everyday things is like proposing to cut the roots of a tree because they do not carry fruit.  
*(Marquis de Condorcet, 1775)*

Maybe rediscovered in 7th FP



# Two Major Roles of Informatics

- **Providing Service**

Overemphasized, Most appreciated,  
Quick-fix solutions acceptable

- **Providing Understanding**

Not considered important or useful  
Lagging behind the needs

## **Consequence for Education –**

Quick Application Training Preferred to Long Term  
Education

# EDUCATION

## UNIVERSITIES (Past)

Provide understanding

Have students master fundamentals

Have students adapt *after* graduation

## INDUSTRY (preferred graduate)

Productive from Day One

Detailed knowledge of current technology

Flexible

# Influencing Education

- **“Disposable economy” influence**  
Hire fresh graduates or students having fresh knowledge (saving on retraining, salaries, . . .)
- **“Cheap goods” influence**  
Producing ‘Fast and Cheap’ is a survival scenario in industry. At universities ‘Fast’ is difficult ‘Cheap’ is doable. (‘unnecessary’ subjects, replacing education by training, ‘IT chance for everyone’)
- **The More the Better**  
Governmental policies stimulate increase in the number of universities and students (both doubled in 20 years in Slovakia, quality?)

## SOME QUESTIONS

Do the universities serve the student or the industry?

Who cares about quality? What is it?

What 'wisdom' expects the general public of a graduate?

## Bridging the Gap – Comenius University Example

### Curriculum in 1973 – Through Abstraction to Flexibility

- Mathematics
- Theoretical Computer Science
- Practical computer Science

### Bridge to industry

- Starting from the university side problematic
- Good graduates provoked industry initiative in the eighties
- Research still a problem

# Building a Two-Way Bridge

## INDUSTRY interests

- Get access to graduating students
- Get access to cheap (and well trained) labour
- Push product or technology via students
- PR use of the cooperation with the university

## UNIVERSITY interests

- Provide practical experience to students
- Use industry experts for practical lab sessions or lectures
- Use industry experts to co-supervise theses.

# Research Bridge Still Weak

## INDUSTRY interests

- Research (if needed) performed in home countries
- Development work needed instead of research
- Individual contracts more frequent than contracts with the University

## UNIVERSITY interests

- Sometimes access to better equipment
- Practical problems inspiration for research work

# Technology Park Experience

- Companies 'uneasy' in more open environment
- Unification in technologies helps
- Easier for Engineering schools

Are they substituting for research departments in industry?



# Universities (SK) Lack Experience

- IPR handling
- Dealing with Industry
- Shifting (profitably) 'repeatable' work to spin-offs

# Moving Towards the Knowledge Society

- People will be 'wiser' and live more sensibly
- Improved functioning of (current) industry
- Knowledge becoming a commodity – *new* industry

Two possible scenarios

## Industry vs. University Scenario

- “Pieces of knowledge” to be sold

(secretive environment, perhaps ‘knowledge patents’, ...)

- “Pieces of knowledge” free, ability to find the proper ones to be sold

(open environment, stimulates need for new understanding of the information and knowledge space)

## Which Scenario ?

- Industry will become more like a university
- Presently universities are becoming more like an industry

## Consequences in Education

- Succumbing to short term 'current technology' requirement
- Not teaching important things  
(not understanding them well enough)
- Not emphasizing power of ICT and responsibility
- Failing e-learning  
Still underperforming after more than 30 years

## Consequences in Science

- Lagging behind practice
- No time to consolidate knowledge
- Failing to enhance the core  
The source of new ideas and stimuli may dry out.

## More Questions

- Can we do better when the whole society evaluates everything in terms of money only?
- Does 'well functioning' individual (institution) mean it is 'improving' himself (itself)?
- Do we need so many universities and university graduates?

## What can we do?

Universities and Industry may live on different planets

but they ride the same boat

Need for more communication and understanding

Accept common responsibility



**WE CANNOT AFFORD  
TO DO NOTHING**

THANK YOU !