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| **2016\_17** | **Year Long** | **LEVEL 4/5** |
| 26th - 30th Sept | Week 1 | Students will be introduced to information on the project and will be allocated their teams by FRIDAY 30th September |
| 3rd – 7th Oct | Week 2 | Students will get further information on group project and be meeting their team members in preparation for the pitch for the game. Tutorials with staff by arrangement with Project Managers |
| 10th - 14TH Oct | Week 3 | Tutorials with staff by arrangement with Project Managers |
| 19th Oct | Week 4 | **FIRST student pitch ROOM** |
| 26th Oct | Week 5 | Wk1 |
| 2nd Nov | Week 6 | Wk2 |
| 9TH Nov | Week 7 | Wk3 |
| 15TH Nov | Week 8 | **SECOND student pitch ROOM** |
| 23rd Nov | Week 9 | Wk1 |
| 30th Nov | Week 10 | Wk2 |
| 7TH Dec | Week 11 | Wk3 |
| 14TH Dec | Week 12 | **THIRD student pitch [FINAL DELIVERY OF GAME 1] POSTMORTEM SUBMISSION** |
| 19TH December  20th January | Christmas + Intersemester Break  Students will recieve their new teams and the brief during the intersemester Break. | |
| 23RD - 27th Jan | Week 13 | DEBRIEF ON SEMESTER ONE PROJECT : LESSONS FOR SEMESTER TWO |
| 1ST Feb | Week 14 | **FIRST student pitch ROOM** |
| 8TH Feb | Week 15 | Wk1 |
| 15TH Feb | Week 16 | Wk2 |
| 22ND Feb | Week 17 | Wk3 |
| 1ST Mar | Week 18 | **SECOND student pitch ROOM** |
| 8TH Mar | Week 19 | Wk1 |
| 15TH Mar | Week 20 | Wk2 |
| 22nd Mar | Week 21 | Wk3 |
| 29th Mar | Week 22 | **THIRD student pitch ROOM** |
| 3rd April - 21st April | Easter | |
| 26th April | Week 23 | TUTORIALS BY ARRANGEMENT |
| 3rd May | Week 24 | **FOURTH student pitch [FINAL DELIVERY OF GAME 2] POSTMORTEM SUBMISSION** |

**WEEK ONE AND TWO AND THREE SCHEDULE IN DETAIL:-**

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| **Wednesday 28th September** | TEAMS NOT FORMED : NO GAMES PROJECT MODULE SESSIONS THIS WEEK. |
| **Wednesday 5th September**  **GAMES LABS A2.12/14** | 9:00 am to 10:00 am  **ROB KURTA** : Formal Introduction to the module.  10:00 - 11:00 am  **CHRIS JANES**: Introduction to Project Management Development Tools. **Jira and Svn**.  11:00 - 12:00 am  **DAVE PIMM**: Consideration of the brief for the first group project. |
| **WEDNESDAY 12TH OCTOBER** | **Games tutors can meet with group project teams in the labs for a tutorial by request.** |