BA (Hons) Games Design & Art

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Induction week

wk 00
Beg. 22/09

Monday	Tuesday	Wednesday	Thursday	Friday
11.45 >12:45: LTB **Games Studio Course intro & briefing.** **AP / JS / AL**	**10.00 >11.00: Games Studio** **Ice breaking Tour of the WSA Campus** **AP**	**Bun Fight.** **Highfield** (recommend joining 3 max)		**Freshers Fair** **Highfield**
15:00 >16:00: LTA **DSPP Induction.** **AP**	**13:00 >17:00: Games Studio** **Screenings / Video Games / Indie Game** **AP**			

wk 01
Beg. 29/09

Film

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >13.00: Games Studio Summer Project Crit **AP / JS**	**09:30 >11.00: LTC** Intro to Research & Communication Skills **AP / DY** **14.00 > 15.00: Games Studio** Film Brief Launch **AP** **15.00 > 17:00:** Filming Assignment	**10.00 >12.00** Filming assignment Location	**10.00 >12.00: TBM** Workshop Mathematics Primer **JS** **14.00 >16.00: TBM** Filming assignment / Editing	**14.00 >16.00: Games Studio** Film Screening Observe & Record Briefing **ALL STAFF** **16:00 > 18:00: GA Studio** - Join GA Banquet

wk 02
Beg. 06/10

1.1 Observe & Record

Monday	Tuesday	Wednesday	Thursday	Friday
9:00: WSA Meet coach at WSA London field trip Core Process 01 Launch Research activities at British Museum **AP (join with Graphic Arts Team)**	**9:00: WSA** Meet coach at WSA London field trip Research activities at British Museum **AP**	Independent study	**10.00 >12.00: TBM** Workshop Logic Operations **JS** **14.00 >17.00: 1165W** Workshop Play - Homo Ludens **AL**	**11.00 >13.00: Harvard Room** Analyse & Interpret briefing **AP**

wk 03
Beg. 13/10

1.2 Analyse & Interpret

Monday

11.00 >13.00: Games Studio Tutorial Group
AP

14.00 >16.00: : Games Studio Tutorial Group
AP

Tuesday

09.30 >11.00: LTC Research & Communication Skills Modernism
AP / DY

14.00 >15.00: Games Studio Research Seminar
AP

Wednesday

Guest Speaker Series Hub Sign up

Thursday

10.00 >12.00: TBM Workshop Introduction to Computational Thinking
JS

14.00 >17.00: 1165W Play, games and gameplay
AL

Friday

10.00 >11.00: Harvard Room Synthesize & Present Briefing
AP

COMIC CON this weekend (study trip - ticket dependant)

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wk 04
Beg. 20/10

1.3 Synthesize & Articulate

Monday

11.00 >13.00: Games Studio Tutorial Group
AP

14.00 >16.00: Games Studio Tutorial Group
AP

Tuesday

09.30 >11.00: LTC Research & Communication Skills Swiss Graphic Design
AP / DY

14.00 >15.00: Games Studio Research Seminar
AP

Wednesday

14.00 >16.00: 1161W Sci Fi Futures Reading Group

Guest Speaker Series Hub Sign up

Thursday

10.00 >12.00: TBM Workshop Functions
JS

14.00 >17.00: 1165W Visual design - style, metaphor, colour, typography
AL

Friday

Independent study MOZ FEST London (study trip - ticket dependant)
AP/JS

MOZ FEST Continues on Saturday

wk 05
Beg. 27/10

1.3 Synthesize & Articulate

Monday

11.00 >12.00: LTA
Digital Literacies

14.00 > 16.00: Games Studio Tutorial Group
AP

Tuesday

09.30 >11.00: LTC
Research & Communication Skills
American Modernism
AP/DY

14.00 > 15.00: Games Studio
Research Seminar
AP

Wednesday

11.00 >13.00: Games Studio
Guest Speaker - Diogo Lopes (GA Alumni)

Hub Sign up

Thursday

10.00 >12.00: TBM
Workshop
Function Design
JS

14.00 >17.00: 1165W
Workshop
Story, perspective and interaction
AL

Friday

10.00 >11.30: Harvard Room
Proposal Presentation (10mins per team)
AP/JS

wk 06
Beg. 03/11

2.1 Analyze & Respond

Monday

11.00 >12.00: LTA
Digital Literacies

14.00 >16.00: Games Studio Core Process 02 Launch
AP

Tuesday

09.30 >11.00: LTC
Research & Communication Skills
Alternative Culture
AP / DY

14.00 >15.00: Games Studio
Research Seminar
AP

Wednesday

10.00>13.00: Romeo & Juliet Games Studio
AP

Thursday

10.00 >12.00: TBM
Workshop
Intro to OOP
JS

14.00 >16.00
Games Studio
Romeo & Juliet Audio Visual Workshop
AP

Friday

10.00 >12.00: TBM
14:00 >17:00: Games Studio
50 Prototypes
Game Mechanics Workshop
JS
Engines / Libraries

wk 07
Beg. 10/11

2.1 Reading Week

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >12.00: LTA **Digital Literacies**	**Independent study**	**Independent study**	**Independent study**	**Independent study**

wk 08
Beg. 17/11

2.2 Interpret

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >13.00: Games Studio Tutorial Group **Storyboards** **AP** **14.00 > 16.00: Games Studio** Tutorial Group **AP**	**09.30 >11.00: LTC** **Research & Communication Skills Protest** **AP / DY** **14.00 >15.00: Games Studio** **Research Seminar** **AP**	**Guest Speaker Series Hub Sign up** **14.00 >16.00 : 1161W** **Sci Fi Futures Reading Group**	**10.00 >12.00: TBM** **Workshop** **OOP** **JS** **14.00 >17.00: 1165W** **Workshop** **Animatics** **AL**	**10.00 >11.00: Harvard Room** **Brief launch Articulate** **AP** **14.00 >16.00: Games Studio** **Exhibit concept boards** **ALL STAFF**

wk 09
Beg. 24/11

2.3 Articulate & Present

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >13.00: Games Studio Tutorial Group **AP**	**09.30 >11.00: LTC** Research & Communication Skills Post Modernism **DY / AP**	**Guest Speaker Series Hub Sign up**	**10.00 >12.00: TBM** Workshop Designing Player Class **JS**	**Independent study**
14.00 > 16.00: Games Studio Tutorial Group **AP**	**14.00 >15.00: Games Studio** Research Seminar **AP**		**14.00 >17.00: 1165W** Workshop Narrative - classical, Freytag's Triangle **AL**	

wk 10
Beg. 01/12

2.3 Articulate & Present

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >13.00: Games Studio Tutorial Group Game Prototype surgery **AP**	**09.30 >11.00: LTC** Research & Communication Skills Assessment briefing **DY / AP**	**Guest Speaker Series Hub Sign up**	**10.00 >12.00:TBM** Workshop Managing Animation Functions **JS**	**13.00>16.00: Graphic Arts Main Studio, Join** Presentation Showcase
14.00 > 16.00: Games Studio Tutorial Group **AP**		**14.00 >16.00: 1161W** Sci Fi Futures Reading Group	**14.00 >17.00: 1165W** Workshop Interactive narrative **AL**	**16.00 > 19.00: Graphic Arts Main Studio** Drinks **Research & Communication Skills HAND IN**

wk 11
Beg. 08/12

Formative Feedback

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >12.00: Games Studio 1 to 1 sessions (15 mins each student) **AP / JS** **13.00 >15.00: Games Studio** 1 to 1 sessions (15 mins each student) **AP / JS**	**Independent study**	**Guest Speaker Series Hub Sign up**	**10.00 >12.00: TBM** Workshop Sprite Animation Player Class **JS** **14.00 > 17.00: 1165W** Workshop Defining and designing interactions **AL**	**10.00 >11.00: Games Studio** Semester de-briefing / Assessment briefing **AP**

wk 12
Beg. 05/01

Showcase

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >13.00: Games studio Porfolio surgery **AP** **14.00 > 16.00: Games Studio** Tutorial Group **AP**	**Independent study**	**Guest Speaker Series Hub Sign up** **14.00 >16.00: 1161W** Sci Fi Futures Reading Group	**10.00 >12.00:TBM** Workshop Intro to Game Architecture **JS** **14.00 >15.00:** **Games studio** Set up Arcade Exhibition **JS / AL**	**15.00 >17.00:** **Games Studio** Arcade Exhibtion with drinks **ALL STAFF** Invite GA staff / students specifically

Ass wk 13
Beg. 12/01

Assessment

Monday	Tuesday	Wednesday	Thursday	Friday
Independent study	**Independent study**	**Independent study**	**10.00 >16.00: Games Studio** **Assessment presentation (30 min each team)** **AP / JS / AL** **Games Practice HAND IN**	**11.00 >13.00: Games Studio** **Semester 2 intro & briefing** **AP**

Ass wk 14
Beg. 19/01

Assessment

Monday	Tuesday	Wednesday	Thursday	Friday
Independent study	**Independent study**	**Independent study** **14.00 >16.00: 1161W** **Sci Fi Futures Reading Group**	**Independent study**	**Independent study**