

BA (Hons) Games Design & Art

Programme Leader: Adam Procter

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2014/15 Level 04 Timetable

wk 00 Beg. 22/09		Induction week			
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

11.00 > 13.00: Games Studio
Summer Project Crit
AP / JS

Tuesday

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

Wednesday

10.00 > 12.00
Filming assignment Location

Thursday

10.00 > 12.00: TBM
Workshop
Mathematics Primer
JS

14.00 > 16.00: TBM
Filming assignment / Editing

Friday

15.00 > 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

8:00: WSA
Meet coach at WSA
London field trip
Core Process 01 Launch

Research activities at **British Museum**
AP (join with Graphic Arts Team)

Tuesday

8:00: WSA
Meet coach at WSA
London field trip

Research activities at **British Museum**
AP

Wednesday

Independent study

Thursday

10.00 > 12.00: TBM
Workshop
Logic Operations
JS

14.00 > 17.00: 1165W
Workshop
Play - Homo Ludens
AL

Friday

10.00 > 11.00: Harvard Room
Analyse & Interpret briefing
AP

wk 03
Beg. 13/10

1.2 Analyse & Interpret

Monday

10.00 >12.00: Games
Studio Tutorial Group
AP

15.00 >17.00: : 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

10.00 >13.00: Games
Studio
Play, games and game-
play
AL

Thursday

10.00 >12.00: TBM
Workshop
Introduction to Computa-
tional Thinking
JS

Friday

10.00 >11.30: Harvard
Room Proposal Pres-
entations
AP

wk 04
Beg. 20/10

1.3 Synthesize & Articulate

Monday

11.00 >13.00: Games Stu-
dio Synthesize & Present
Briefing
AP
(Library Staff Demo
12:30)

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

10.0 >12.00: LTA
Guest Speaker - Sennep

Hub Sign up

Thursday

10.00 >12.00: TBM
Workshop
Functions
JS

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

Friday

Independent study
MOZ FEST London
(study trip - ticket de-
pendant)

COMIC CON London
(study trip - ticket de-
pendant)

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 > 12.00: LTA
Guest Speaker - KIN

13.00 > 15.00: Romeo &
Juliet Screening Games
Studio
AP

Thursday

10.00 > 12.00: TBM
Workshop
Intro to OOP
JS

14.00 > 16.00
Games Studio
Game Mechanics/ Work-
shop
JS Engines / Libraries

Friday

10.00 > 16.00: Graphics
Studio Level 3 eastside
Romeo & Juliet
AP

wk 07
Beg. 10/11

2.1 Reading Week

Monday

11.00 >12.00: LTA
Digital Literacies

Tuesday

Independent study

Wednesday

Independent study

Thursday

Independent study

Friday

Independent study

wk 08
Beg. 17/11

2.2 Interpret

Monday

11.00 >13.00: Games Studio Tutorial Group
Storyboards
AP

14.00 > 16.00: Games Studio Tutorial Group
AP

Tuesday

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

14.00 >15.00: Games Studio
Research Seminar
AP

Wednesday

10.00 >12.00: LTA
Guest Speaker -
Futurising

Hub Sign up

14.00 >16.00 : 1161W
Sci Fi Futures Reading Group

Thursday

10.00 >12.00: TBM
Workshop
OOP
JS

14.00 >17.00: 1165W
Workshop
Animatics
AL

Friday

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

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
Post Modernism
DY / AP

14.00 > 15.00: Games
Studio
Research Seminar
AP

Wednesday

10.00 > 12.00: LTA
Guest Speaker -
Lucienne Roberts

Hub Sign up

Thursday

10.00 > 12.00: TBM
Workshop
Designing Player Class
JS

14.00 > 17.00: 1165W
Workshop
Narrative - classical,
Freytag's Triangle
AL

Friday

Independent study

wk 10
Beg. 01/12

2.3 Articulate & Present

Monday

11.00 > 13.00: Games
Studio
Tutorial Group
Game Prototype surgery
AP

14.00 > 16.00: Games
Studio
Tutorial Group
AP

Tuesday

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

Wednesday

10.00 > 12.00: LTA
Guest Speaker -
Accept & Proceed
Hub Sign up

14.00 > 16.00: 1161W
Sci Fi Futures Reading
Group

Thursday

10.00 > 12.00: TBM
Workshop
Managing Animation
Functions
JS

14.00 > 17.00: 1165W
Workshop
Interactive narrative
AL

Friday

13.00 > 16.00: Graphic
Arts Main Studio, Join
Presentation Showcase

16.00 > 19.00: Graphic
Arts Main Studio
Drinks

Research &
Communication Skills
HAND IN

wk 11

Beg. 08/12

Formative Feedback

Monday

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

Tuesday

Independent study

Wednesday

Guest Speaker TBC
Hub Sign up

Thursday

10.00 > 12.00: TBM
Workshop
Sprite Animation Player
Class
JS

14.00 > 17.00: 1165W
Workshop
Defining and designing
interactions
AL

Friday

10.00 > 11.00: Games
Studio
Semester de-briefing /
Assessment briefing
AP

wk 12

Beg. 05/01

Showcase

Monday

11.00 > 13.00: Games
studio
Portfolio surgery
AP

14.00 > 16.00: Games
Studio
Tutorial Group
AP

Tuesday

Independent study

Wednesday

Guest Speaker TBC
Hub Sign up

14.00 > 16.00: 1161W
Sci Fi Futures Reading
Group

Thursday

10.00 > 12.00: TBM
Workshop
Intro to Game
Architecture
JS

14.00 > 15.00:
Games studio
Set up Arcade Exhibition
JS / AL

Friday

15.00 > 17.00:
Games Studio
Arcade Exhibition
with drinks
ALL STAFF
Invite GA staff / students
specifically

Ass wk 13

Beg. 12/01

Assessment

Monday

Independent study

Tuesday

Independent study

Wednesday

Independent study

Thursday

10.00 >16.00: Games
Studio

Assessment
presentation
(30 min each team)
AP / JS / AL

Games Practice
HAND IN

Friday

11.00 >13.00: Games
Studio

Semester 2 intro &
briefing
AP

Ass wk 14

Beg. 19/01

Assessment

Monday

Independent study

Tuesday

Independent study

Wednesday

Independent study

14.00 >16.00: 1161W
Sci Fi Futures Reading
Group

Thursday

Independent study

Friday

Independent study