

# 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

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

Independent study

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  
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  
Storyboards / Animatics  
AL

Friday

10.00 >11.00: Harvard Room  
Brief launch Articulate  
AP

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  
Exhibit concept boards  
ALL STAFF

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