BA (Hons) Games Design & Art

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2014/15 Level 04 Timetable

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** **15:00 >16:00: LTA** **DSPP Induction.** **AP**	**10.00 >11.00: Games Studio** **Ice breaking Tour of the WSA Campus** **AP** **13:00 >17:00: Games Studio** **Screenings / Video Games / Indie Game** **AP**	**Bun Fight.** **Highfield** **(recommend joining 3 max)**		**Freshers Fair** **Highfield**

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	**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	Tuesday	Wednesday	Thursday	Friday
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)	**8:00: 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**	**10.00 >11.00: Harvard Room** Analyse & Interpret briefing **AP**

wk 03
Beg. 13/10

1.2 Analyse & Interpret

Monday	Tuesday	Wednesday	Thursday	Friday
10.00 >12.00: Games Studio Tutorial Group **AP**	**09.30 >11.00: LTC** Research & Communication Skills Modernism **AP / DY**	**10.00 >13.00: Games Studio** Play, games and game-play **AL**	**10.00 >12.00: TBM** Workshop Introduction to Computational Thinking **JS**	**10.00 >11.30: Harvard Room** Proposal Presentations **AP**
15.00 >17.00: : Games Studio Tutorial Group **AP**	**14.00 >15.00: Games Studio** Research Seminar **AP**			

wk 04
Beg. 20/10

1.3 Synthesize & Articulate

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >13.00: Games Studio Synthesize & Present Briefing **AP** (Library Staff Demo 12:30)	**09.30 >11.00: LTC** Research & Communication Skills Swiss Graphic Design **AP / DY**	**10.0 >12.00: LTA** Guest Speaker - Sennep	**10.00 >12.00: TBM** Workshop Functions **JS**	Independent study
14.00 >16.00: Games Studio Tutorial Group **AP**	**14.00 >15.00: Games Studio** Research Seminar **AP**	Hub Sign up	**14.00 >17.00: 1165W** Visual design - style, metaphor, colour, typography **AL**	MOZ FEST London (study trip - ticket dependant)
				COMIC CON London (study trip - ticket dependant)

wk 05
Beg. 27/10

1.3 Synthesize & Articulate

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >12.00: LTA Digital Literacies **14.00 > 16.00: Games Studio** Tutorial Group **AP**	**09.30 >11.00: LTC** Research & Communication Skills American Modernism **AP/DY** **14.00 > 15.00: Games Studio** Research Seminar **AP**	**11.00 >13.00: Games Studio** Guest Speaker - Diogo Lopes (GA Alumni) Hub Sign up	**10.00 >12.00: TBM** Workshop Function Design **JS** **14.00 >17.00: 1165W** Workshop Story, perspective and interaction **AL**	**10.00 >11.30: Harvard Room** Proposal Presentation (10mins per team) **AP/JS**

wk 06
Beg. 03/11

2.1 Analyze & Respond

Monday	Tuesday	Wednesday	Thursday	Friday
11.00 >12.00: LTA Digital Literacies **14.00 >16.00: Games Studio** Core Process 02 Launch **AP**	**09.30 >11.00: LTC** Research & Communication Skills Alternative Culture **AP / DY** **14.00 >15.00: Games Studio** Research Seminar **AP**	**10.00>12:00: LTA** Guest Speaker - KIN **13.00>15:00: Romeo & Juliet Games Studio** **AP**	**10.00 >12.00: TBM** Workshop Intro to OOP **JS** **14.00 >16.00** Games Studio Romeo & Juliet Audio Visual Workshop **AP**	**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**	**10.00>12:00: LTA Guest Speaker - Futurising** **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** **14.00 > 16.00: Games Studio** **Tutorial Group** **AP**	**09.30 >11.00: LTC** **Research & Communication Skills Post Modernism** **DY / AP** **14.00 >15.00: Games Studio** **Research Seminar** **AP**	**10.00>12:00: LTA** **Guest Speaker - Lucienne Roberts** **Hub Sign up**	**10.00 >12.00: TBM** **Workshop Designing Player Class** **JS** **14.00 >17.00: 1165W** **Workshop Narrative - classical, Freytag's Triangle** **AL**	**Independent study**

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** **14.00 > 16.00: Games Studio** **Tutorial Group** **AP**	**09.30 >11.00: LTC** **Research & Communication Skills Assessment briefing** **DY / AP**	**10.00>12:00: LTA** **Guest Speaker - Accept & Proceed Hub Sign up** **14.00 >16.00: 1161W** **Sci Fi Futures Reading Group**	**10.00 >12.00:TBM** **Workshop Managing Animation Functions** **JS** **14.00 >17.00: 1165W** **Workshop Interactive narrative** **AL**	**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	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 TBC** **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 TBC** **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