	Monday 29/08/2022	Tuesday 30/08/2022	Wednesday 31/08/2022	Thursday 01/09/2022	Friday 02/09/2022	Saturday 03/09/2022	Sunday 04/09/2022
08:00	Late Summer Bank Holiday - UAL CLosed 08:00-22:00						
09:00							
09:00							
10:00							
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12:00 12:00							
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19:00 19:00							
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20:00 20:00							
21:00 21:00							
22:00							

	Monday 19/09/2022	Tuesday 20/09/2022	Wednesday 21/09/2022	Thursday 22/09/2022	Friday 23/09/2022	Saturday 24/09/2022	Sunday 25/09/2022
08:00	Public Holiday - UAL closed 08:00-22:00						
	Bank Holiday for the State Funeral of Queen Elizabeth II						
09:00	Queen Elizabeth II						
09:00							
10:00							
10:00							
11:00 11:00							
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21:00							
22:00							

Group timetable - LCC_BA (Hons) Games Art (wk starting 26/09/2022)

	Monday 26/09/2022	Tue: 27/09	sday 0/2022	Wednesday 28/09/2022	Thursday 29/09/2022	Friday 30/09/2022	Saturday 01/10/2022	Sunday 02/10/2022
08:00								
09:00								
11:00	Supervised Studio or Workshop Time 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308; Staff: RISINO,	GpA Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405;Staff: HANKIN, Jane	GpB Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401;Staff: ORR, Lucy					
11:00	Luca							
12:00 13:00								
13:00								
14:00 15:00		GpA PoGA Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A;Staff: OCAMPO,Peter	GpB PoGA Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308; Staff: RISINO,	-		ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: OCAMPO,Peter; RISINO,Luca		
15:00 16:00		OCAMPO,Peter	Luca			KISINO,LUCa		
16:00 17:00								
17:00								
18:00								
19:00								
20:00		1		<u> </u>				
21:00 21:00 22:00		1						

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Games Art (wk starting 03/10/2022)

Tuesday Thursday Monday Wednesday Friday Saturday Sunday 03/10/2022 05/10/2022 06/10/2022 08/10/2022 04/10/2022 07/10/2022 09/10/2022 08:0 09:00 09:00 10:00 10:00 GpB PoGA GpB Intro to Supervised Studio or Workshop Time, Seminar, 10:00-13:00 Seminar, 10:00-13:00
 Internation
 Luca 11:00 ome Event - BAAni, BAGA Z Other: Inductions, 11:00-12:00 ant too large - resources not printe 12:00 12:00 13:00 13:00 14:00 14:00 GpA PoGA GpB PoGA ONLINE Collaborate Ultra Supervised Studio or Workshop Time Supervised Studio or Workshop Time Online Supervised Studio or 14:00-17:00 14:00-17:00 Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_Group: LCC_BA (Hons) Games Art_ Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: OCAMPO,Peter; 15:00 A; Room: EC_M302A;Staff: OCAMPO,Peter B; Room: EC_M308; Staff: RISINO, Luca RISINO,Luca 16:00 16:00 17:00 17:00 18:00 18:00 19:00 19:00 20:00 20:00 21:00 21:00 22:00

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Games Art (wk starting 10/10/2022)

Monday Wednesday Thursday Tuesday Friday Saturday Sunday 10/10/2022 11/10/2022 12/10/2022 13/10/2022 14/10/2022 15/10/2022 16/10/2022 08:0 09:00 09:00 10:00 10:00 GpB PoGA GpB Intro to Supervised Studio or Workshop Time, Seminar, 10:00-13:00 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 11:00 B; Room: EC_M308; Staff: RISINO, uca Luca 11:00 12:00 12:00 13:00 13:00 14:0 14.00 GpA PoGA GpB PoGA ONLINE Collaborate Ultra Supervised Studio or Workshop Time Supervised Studio or Workshop Time Online Supervised Studio or 14:00-17:00 14:00-17:00 Workshop Time, 14:00-17:00 Group: LCC BA (Hons) Games Art 1 Group: LCC BA (Hons) Games Art Group: LCC BA (Hons) Games Art 15:00 A; Room: EC_M302A; Staff: B; Room: EC_M308; Staff: RISINO, (FT Yr 1); Staff: OCAMPO,Peter; OCAMPO, Peter Luca RISINO,Luca 15:00 16:00 16:00 17:00 17:00 18:00 18:00 Other: Workshop, 18:00-21:00 19:00 19:00 20:00 20:00 . bhimanyu Chattopadhyay 21:00 21:00 22:00

	Monday 17/10/2022	Tue: 18/10	sday)/2022	Wednesday 19/10/2022	Thursday 20/10/2022	Friday 21/10/2022	Saturday 22/10/2022	Sunday 23/10/2022
08:00								
09:00								
11.00	GpB PoGA Supervised Studio or Workshop Time 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 R Porom: FC_M308:Staff: RISINO	GpA Intro to Seminar, 10:00-13:00 Group: LCC BA (Hons) Games Art_1 A; Room: EC_T1405; Staff: HANKIN, Jane	GpB Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401; Staff: ORR, Lucy	-				
11:00	Luca							
12:00 12:00								
13:00 13:00								
14:00 14:00		GpA PoGA Supervised Studio or Workshop Time 14:00-17:00	GpB PoGA Supervised Studio or Workshop Time 14:00-17:00			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00		
15:00 15:00		Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A;Staff: OCAMPO,Peter	Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308; Staff: RISINO, Luca			Group: LCC_BA (Hons) Games Art (FT Yr 1): Staff: OCAMPO,Peter; RISINO,Luca		
16:00 16:00						-		
17:00 17:00								
18:00 18:00								
19:00 19:00								
20:00 20:00								
21:00 21:00								
22:00								

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Games Art (wk starting 24/10/2022)

Wednesday Thursday Monday Tuesday Friday Saturday Sunday 24/10/2022 25/10/2022 26/10/2022 27/10/2022 28/10/2022 29/10/2022 30/10/2022 08:0 09:00 09:00 10:00 10:00 GpB PoGA GpB Intro to Supervised Studio or Workshop Time, Seminar, 10:00-13:00 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 11:00 B; Room: EC_M308; Staff: RISINO, uca Luca 11:00 12:00 12:00 13:00 13:00 14:0 14.00 GpA PoGA GpB PoGA ONLINE Collaborate Ultra Supervised Studio or Workshop Time Supervised Studio or Workshop Time Online Supervised Studio or 14:00-17:00 14:00-17:00 Workshop Time, 14:00-17:00 Group: LCC BA (Hons) Games Art 1 Group: LCC BA (Hons) Games Art Group: LCC BA (Hons) Games Art 15:00 A; Room: EC_M302A; Staff: B; Room: EC_M308; Staff: RISINO, (FT Yr 1); Staff: OCAMPO,Peter; OCAMPO, Peter Luca RISINO,Luca 15:00 16:00 16:00 17:00 17:00 18:00 18:00 Other: Workshop, 18:00-21:00 19:00 19:00 20:00 20:00 . bhimanyu Chattopadhyay 21:00 21:00 22:00

	Monday 31/10/2022	Tue: 01/11	sday /2022	Wednesday 02/11/2022	Thursday 03/11/2022	Friday 04/11/2022	Saturday 05/11/2022	Sunday 06/11/2022
08:00								
09:00								
11.00	GpB PoGA Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308;Staff: RISINO, Luca	GpA Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405;Staff: HANKIN, Jane	GpB Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401,Staff: ORR, Lucy					
12:00 12:00								
13:00 13:00								
14:00		GpA PoGA Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1	GpB PoGA Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art		
15:00 15:00 16:00		Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A;Staff: OCAMPO,Peter	B; Room: EC_M308; Statt: RISINO, Luca			Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: OCAMPO,Peter; RISINO,Luca		
16:00						-		
17:00								
18:00 19:00								
19:00 20:00								
20:00 21:00								
21:00								

	Monday 07/11/2022	Tue: 08/11	sday /2022	Wednesday 09/11/2022	Thursday 10/11/2022	Friday 11/11/2022	Saturday 12/11/2022	Sunday 13/11/2022
08:00								
09:00								
10:00								
10:00 11:00 11:00	10:00-13:00	GpA Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405;Staff: HANKIN, Jane	GpB Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401;Staff: ORR, Lucy					
12:00								
12:00								
13:00								
13:00								
14:00 14:00		GpA PoGA	GpB PoGA			ONLINE Collaborate Ultra		
15:00		Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A; Staff: OCAMPO,Peter	Supervised Studio or Workshop Time 14:00-17:00			Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: OCAMPO,Peter;		
15:00		OCAMPO,Peter	Luca			RISINO,Luca		
16:00								
16:00								
17:00 17:00								
18:00 18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (VHT Creative Corr (FT Yr 3): LCC_BA (Hons) Animation (WHT Creative Corr COC BA (Hons) Animation (WHT Creative Corr	(Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation putting) (FT Yr 3) (BA (Hons) Animation (Full Time));					
19:00		(Functional content of the second content oo	I TI 3) (EA (Hons) Animation: 3D Computer Animation proputing) (FT Yr 3) (BA (Hons) Animation: Animation /e Computing) (FT Yr 3) (BA (Hons) Animation: Game /e Computing) (FT Yr 3) (BA (Hons) Animation: Viewal					
19:00		2 Other: Workshop, 18:00-21:00	puter Animation (FT YT 3) (BA (Hons) Animation: 3D titon: Animation Arts (FT YT 3) (BA (Hons) Animation: 3D ame Arts (FT YT 3) (BA (Hons) Animation: Game Arts TY YT 3) (BA (Hons) Animation: Visual Effects (Full Time) (Games Design (FT YT 1); LCC, BA (Hons) Games 3); LCC_BA (Hons) Virtual Reality (FT YT 1); LCC, BA					
20:00 20:00		(Hons) Virtual Reality (FT Yr 2); LCC_BA (Hons) Virtual Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021) Games Design (FT Yr 1) (2021/22); LCC_MA Virtual Rez 22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; Abhimanyu Chattopadhyay	Reality (F1 Yr 3); LCC_JM3 3D Computer Animation (FT 22); LCC_MA Games Design (FT Yr 1); LCC_MA ality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/ EC_M308; EC_M310; Staff: KAC2MAREK,Thom					
21:00								
21:00		<u></u>						
22:00								

1	Monday 14/11/2022	Tues 15/11	sday /2022	Wednesday 16/11/2022	Thursday 17/11/2022	Friday 18/11/2022	Saturday 19/11/2022	Sunday 20/11/2022
08:00								
09:00								
Group	ervised Studio or Workshop Time, 0-13:00 up: LCC_BA (Hons) Games Art_1_	GpA Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405; Staff: HANKIN, Jane	GpB Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401; Staff: ORR, Lucy	-				
11:00 12:00								
13:00 13:00								
14:00		GpA PoGA	GpB PoGA			ONLINE Collaborate Ultra		
15:00		GpA PoGA Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A;Staff: OCAMPO,Peter	GpB PoGA Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308;Staff: RISINO, Luca	-		ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1): Staff: OCAMPO,Peter; RISINO,Luca		
16:00						_		
16:00								
17:00		<u></u>	<u></u> _					
18:00 18:00								
19:00 19:00								
20:00 20:00								
21:00 21:00								

Group timetable - LCC_BA (Hons) Games Art (wk starting 21/11/2022)

Monday 21/11/2022	Tuesday 22/11/2022	Wednesday 23/11/2022	Thursday 24/11/2022	Friday 25/11/2022	Saturday 26/11/2022	Sunday 27/11/2022
08:00						
09:00						
10:00 Tutor Will Be Online: GpA PoGA This Class is Online but the Room is Avalable if you wish to use it GpB PoGA 11:00 Group: LCC_BA (Hons) Z Other: Workshop, 10:00-130 Group: LCC_BA (Hons) 11:00 Grames Art_1_A; Staff: OCAMPO,Peter Grames Art_1_A; Room: EC_ M308; Staff: RISINO	s) Games Art_1_A;Room: EC_ Games Art_1_B;Room: EC_ n: EC T1405; Staff: HANKIN,Jane T1401; Staff: ORR,Lucy					
13:00						
14:00 14:00 15:00 15:00	GpA PoGA Supervised Studio or Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_A;Room: EC_ Games Art_1_B;Room: EC_			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1) Staff:		
15:00	M302A; Staff: OCAMPO, M308; Staff: RISINO,Luca Peter			OCAMPO,Peter; RISINO, Luca		
16:00 17:00 17:00						
18:00	Came Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00	1				
19:00 19:00	Groups: LCC_BA (Hons) Animation (FT Yr 1); LCC_BA (Hons) Animation (FT Yr 2); LCC BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT					
20:00	 Toron Lein (1971 vol) (Bad Hend), Holl; LOC & D. Circoux Annutation (High Tames). CC, BA (Hond) Annutation (with Creative Computing) (ETY 3) (BA (Hond) Annutation, C. Animation Arts (Full Time)); LOC, BA (Hond) Animation (with Creative Computing) (FT Y 3) (BA (Hond) Animation: Game Arts (Full Time)); LOC, BA (Hond) Animation (with Creative Computing) (FT Y 3) (BA (Hond) Animation: Visual Effects (Full Time)); LOC, Computer Animation (Full Time)); LOC, BA (Hond) Animation: Wall (BA (Hond) Animation: Animation Arts (Full Time)); LOC, BA (Hond) Animation: Care Arts (FT Y 3) (BA (Hond) Animation: Visual Effects (Full Time)); LOC, BA (Hond) Animation: Animation Arts (Full Time)); LOC, BA (Hond) Animation: Care Arts (FT Y 3) (BA (Hond) Animation: Visual Effects (Full Time)); LOC, BA (Hond) Animation: Visual Effects (FT Y 3) (BA (Hond) Animation: Visual Effects (Full Time)); LOC, BA (Hond) Animation: Visual Effects (FT Y 3) (BA (Hond) Animation: Visual Effects (Full Time)); LOC, BA (Hond) Animation: Reality (FT Y 1); LOC, BA (Hond) Animation (FT Y 1); LOC, BA (Hond) Visual Reality (FT Y 1); LOC, BA (Hond) (FT Y 1); LOC, BA (Hond) Visual Reality (FT Y 1); LOC, DA (Hond) (Sames Beagin (FT Y 3); LOC, BA (Hond) Visual Reality (FT Y 1); LOC, DA (Hond) (Sames Beagin (FT Y 3); LOC, BA (Hond) Visual Reality (FT Y 1); LOC, DA (Hond) (Sames Beagin (FT Y 3); LOC, BA (Hond) Visual Reality (FT Y 1); LOC, DA (Hond) (Sames Beagin (FT Y 1); LOC, BA (Hond) Visual Reality (FT Y 1); LOC, DA (Hond) (Sames Beagin (FT Y 1); LOC, BA (Hond) Visual Reality (FT Y 1); LOC, DA (Hond) (Sames Beagin (FT Y 1); LOC, BA (Hond) (Sames Hond) (FT Y 1); LOC, BA (Hond) (Sames Beagin (FT Y 1); LOC, BA (Hond) (Sames Hond) (FT Y 1); LOC, AM (Sames Beagin (FT Y 1); LOC, BA (Hond) (Sames) (FT Y 1); LOC, MA (Sames Beagin (FT Y 1); LOC) (Anounce (FT Y 2); LOC, BA (Hond) (Sames Beagin (FT Y 1); LOC, MA (Sames Heating) (FT Y 1); LOC) (Andumey (FT Y 2); LOC, AM (Sames Beagin (FT Y 1); LOC, MA (Sames Heating) (FT Y 1); LOC) (Andumey (FT Y 2); LOC, AM (S	4 ()				
21:00 21:00	Boom: EC_M104, EC_M301-Play/Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREX,Thom Abhimanyu: Chattopaethyay					
22:00	Page 11 published 15/08/2023 17:44:24 - Unive	arsity of the Arts London - CELC				

	Monday 28/11/2022	Tue: 29/11	sday /2022	Wednesday 30/11/2022	Thursday 01/12/2022	Friday 02/12/2022	Saturday 03/12/2022	Sunday 04/12/2022
08:00								
09:00								
11:00	GpB PoGA Supervised Studio or Workshop Time 10:00-13:00 Group: LCC BA (Hons) Games Art 1 B: Room: EC. M308: Staff: RISINO.	GpA Intro to Seminar, 10:00-13:00 Group: LCC BA (Hons) Games Art_1 A; Room: EC_T1405;Staff: HANKIN, Jane	GpB Intro to Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401; Staff: ORR, Lucy	-				
11:00	Luca							
12:00								
13:00 13:00	<u> </u>	L]	I]					
14:00 14:00		GpA PoGA Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1	GpB PoGA Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308; Staff: RISINO,			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_ BA (Hons) Games Art		
15:00 15:00		Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A; Staff: OCAMPO,Peter	B; Room: EC_M308; Staff: RISINO, Luca			Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: OCAMPO,Peter; RISINO,Luca		
16:00 16:00								
17:00 17:00								
18:00 18:00								
19:00 19:00								
20:00 20:00								
21:00 21:00								
22:00								

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Games Art (wk starting 05/12/2022)

Wednesday Thursday Monday Tuesday Friday Saturday Sunday 05/12/2022 06/12/2022 07/12/2022 08/12/2022 09/12/2022 10/12/2022 11/12/2022 08:00 09:00 09:00 10:00 10:00 GpB PoGA GpB Intro to Supervised Studio or Workshop Time, Seminar, 10:00-13:00 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 11:00 B; Room: EC_M308; Staff: RISINO, uca Luca 11:00 12:00 12:00 13:00 13:00 14:0 14.00 GpA PoGA GpB PoGA ONLINE Collaborate Ultra Supervised Studio or Workshop Time Supervised Studio or Workshop Time Online Supervised Studio or 14:00-17:00 14:00-17:00 Workshop Time, 14:00-17:00 Group: LCC BA (Hons) Games Art 1 Group: LCC BA (Hons) Games Art Group: LCC BA (Hons) Games Art 15:00 A; Room: EC_M302A; Staff: B; Room: EC_M308; Staff: RISINO, (FT Yr 1); Staff: OCAMPO,Peter; OCAMPO, Peter Luca RISINO,Luca 15:00 16:00 16:00 17:00 17:00 18:00 18:00 Other: Workshop, 18:00-21:00 19:00 19:00 20:00 20:00 . bhimanyu Chattopadhyay 21:00 21:00 22:00

	Monday 26/12/2022	Tuesday 27/12/2022	Wednesday 28/12/2022	Thursday 29/12/2022	Friday 30/12/2022	Saturday 31/12/2022	Sunday 01/01/2023
08:00 09:00 09:00		Public Holiday Christmas Day 08:00-22:00 **Public Holiday**					
10:00							
11:00							
12:00							
13:00 13:00							
14:00 14:00							
15:00 15:00							
16:00 16:00							
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	Monday 02/01/2023	Tuesday 03/01/2023	Wednesday 04/01/2023	Thursday 05/01/2023	Friday 06/01/2023	Saturday 07/01/2023	Sunday 08/01/2023
08:00	Public Holiday - New Year's Day 08:00-22:00						
	08:00-22:00						
09:00 09:00							
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10:00 10:00							
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Games Art (wk starting 09/01/2023)

Thursday Monday Tuesday Wednesday Friday Saturday Sunday 09/01/2023 12/01/2023 14/01/2023 10/01/2023 11/01/2023 13/01/2023 15/01/2023 08:00 09:00 09:00 10:00 10:00 GpB PoGA Supervised Studio or Workshop Time 10:00-13:00 Group: LCC_BA (Hons) Games Art_' 11:00 B; Room: EC M308; Staff: FAUNTLEROY BRAND, Joshua 11:00 12:00 12:00 13:00 13:00 14:00 14:00 GpA PoGA Supervised Studio or Workshop Time 14:00-17:00 ONLINE Collaborate Ultra Online Supervised Studio or 14:00-17:00 Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_Group: LCC_BA (Hons) Games Art_ Group: LCC BA (Hons) Games Art 15:00 A; Room: EC_M302A;Staff: OCAMPO,Peter B; Room: EC_M308; Staff: LESLIE, Michael (FT Yr 1); Staff: FAUNTLEROY BRAND, Joshua; OCAMPO, Peter 16:00 16:00 17:00 17:00 3D Support Supervised Studio or Workshop Time, 17:30-20:30 18:00 Group: LCC_BA (Hons) Games Art (FT Yr 1;)Room: EC_M308;Staff: FAUNTLEROY BRAND,Joshua 18:00 19:00 19:00 20:00 20:00 21:00 21:00 22:00

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Games Art (wk starting 16/01/2023)

Monday Wednesday Thursday Friday Saturday Tuesday Sunday 16/01/2023 17/01/2023 18/01/2023 19/01/2023 20/01/2023 21/01/2023 22/01/2023 08:0 09:00 09:00 10:00 10:00 GpB PoGA Supervised Studio or Workshop Time 10:00-13:00 Group: LCC_BA (Hons) Games Art_' 11:00 B; Room: EC M308; Staff: FAUNTLEROY BRAND, Joshua 11:00 12:00 12:00 13:00 13:00 14:0 14.00 GpA PoGA GpB PoGA ONLINE Collaborate Ultra Supervised Studio or Workshop Time Supervised Studio or Workshop Time Online Supervised Studio or 14:00-17:00 14:00-17:00 Workshop Time, 14:00-17:00 Group: LCC BA (Hons) Games Art 1 Group: LCC BA (Hons) Games Art Group: LCC BA (Hons) Games Art 15:00 A; Room: EC_M302A; Staff: B; Room: EC_M308;Staff: LESLIE, Michael (FT Yr 1); Staff: FAUNTLEROY OCAMPO, Peter BRAND, Joshua; OCAMPO, Peter 15:00 16:00 16:00 17:00 17:00 18:00 18:00 Landine Vergenie (Johns-Annotauty optionial activity) 2 Ohner Workshop (2006) - Annotauty optional activity) Girt W. Locz, B.A. Hono) Annotauty (2006) - Annotauty (2006) - Annotauty (2007) - Annotauty Girt W. Locz, B.A. Hono) Annotauty (2007) - Annotauty (2 Other: Workshop, 18:00-21:00 19:00 19:00 20:00 20:00 . bhimanyu Chattopadhyay 21:00 21:00 22:00

Group timetable - LCC_BA (Hons) Games Art (wk starting 23/01/2023)

	Monday 23/01/2023	Tue 24/01	sday /2023	Wednesday 25/01/2023	Thursday 26/01/2023	Friday 27/01/2023	Saturday 28/01/2023	Sunday 29/01/2023
08:00								
09:00					Priciples of Games Art Summative Assessment - Hand in by 3pm Z Other: Hand-in, 09:00-15:00 Group: LCC_BA (Hons) Games Art			
	GpB PoGA Supervised Studio or Workshop Time 10:00-13:00				(FT Yr 1)			
11:00 11:00	Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308;Staff: FAUNTLEROY BRAND,Joshua				-			
12:00 12:00					-			
13:00 13:00								
14:00 14:00		GpA PoGA Supervised Studio or Workshop Time	GpB PoGA Supervised Studio or Workshop Time 14:00-17:00		-	ONLINE Collaborative Ultra Online Supervised Studio or Workshop Time, 14:00-16:00		
15:00 15:00		14:00-17:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A;Staff: OCAMPO,Peter	14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308; Staff: LESLIE, Michael	-		Workshop Time, 14:00-16:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: FAUNTLEROY BRAND,Joshua		
16:00 16:00								
17:00								
18:00		3D Support Supervised Studio or Workshop Time Group: LCC BA (Hons) Games Art (F						
18:00 19:00		Group: LCC_BA (Hons) Games Art (F FAUNTLEROY BRAND, Joshua						
19:00								
20:00								
21:00 21:00								
22:00								

Group timetable - LCC_BA (Hons) Games Art (wk starting 13/02/2023)

	Mor 13/02	nday 2/2023	Tue: 14/02	sday /2023	Wednesday 15/02/2023	Thursday 16/02/2023	Friday 17/02/2023	Saturday 18/02/2023	Sunday 19/02/2023
08:00									
09:00									
	GpA Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302; Staff: OCAMPO,Peter	GpB Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE,Michael	GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1405; Staff : HANKIN,Jane	GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_T1401; Staff : ORR,Lucy					
12:00 12:00 13:00									
13:00	<u> </u>	<u> </u>		<u>. </u>					
14:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302A; Staf f: OCAMPO,Peter	GpB Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE, Michael			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE, Michael; OCAMPO, Peter		
15:00 16:00 16:00							-		
17:00									
18:00			Game Nights (extra-curricular optional activity)						
19:00			Z Other: Workshop, 18:00-21:00 Groups: LCC BA (Hons) Animation (FT Yr 1) ; LCC Animation (FT Y3); LCC BA (Hons) Animation (Animation: 30 Computer Animation (Full Time)); L Computing) (FT Yr 3); BA (Hons) Animation Animation: With Creative Computing) (FT Yr 3); BA	C_BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) ith Creative Computing) (FT Yr 3) (BA (Hons) (with Creative Computing) (FT Yr 3) (BA (Hons) CC_BA (Hons) Animation (with Creative ation Arts (Full Time)); LCC_BA (Hons) (Hons) Animation: Game Arts (Full Time); LCC_					
19:00 20:00 20:00			Compare Loca Bay (Horon Januard DT Y 1): LCC Animaton (FT Y): S): LCC BA (Horo) Animation (FT Y Y): LCC Animaton (FT Y): S): LCC BA (Horo) Animation (FT Y): S): LCC Animaton (FT Y): S): LCC BA (Horo) Animation Animaton (With Creative Computing) (FT Y): S): LCC BA (Horo) Animation (With Creative Computing) (FT Y): S): LCC BA (Horo) Animation (With Creative Computing) (FT A): S): LCC BA (Horo) Animation Animation (With Creative Computing) (FT A): S): LCC BA (Horo) Animation Animaton (With Creative Computing) (FT A): LCC BA (Horo) Animation: Game Arts (Full Time)): LCC BA (Horo) Animation: Game Arts (Full Time)): LCC BA (Horo) Animation: Game Arts (Full Time)): LCC BA (Horo) Computer Animation (FT Y Y): LCC BA (Horo) Computer Animation (FT Y) (201222): LCC BA (Horo) Segin (FT Y) (201222): LCC MA (Horo) Computer Animation (FT Y) (201222): LCC BA (Horo) Computer Animation (FT Y) (20122): LCC BA (Horo) Computer Animation (FT Y) (201422): LCC BA (Horo) Computer Animation (FT Y) (201422): LCC BA (Horo) CO	I r r s) (ad (Hons) Animation: Visual Effects (Full Animation (FT Y) 3) (Bd (Hons) Animation: 3D Animation: Animation Atris (FT Yr 3) (Bd (Hons) fons) Animation: Game Atris (FT Yr 3) (Bd (Hons)) Animation: Visual Effects (FT Yr 3) (Bd (Hons) lons) Games Atr (FT Yr 1); LCC, Bd (Hons) Design (FT Yr 2); LCC, Bd (Hons) Games FT Yr 1); LCC, Bd (Hons) Visual Reality (FT Yr 2); 3D Computer Animation (FT Yr 1); LCC, Md San A Games Design (FT Yr 1); L					
21:00			Computer Availation (F) YF1 (2021/22); LOC, MA Demonstration (F) (2021/22); LOC, MA Virtual Real 2020/122); FO (2021/22); LOC MA Virtual Real 2020/122); FO (2021/22); LOC MA Virtual Real Abhimanyu Chattopadhyay	Youmes Design (F1 H1), LOC_ANA Gillines (YFT Y1), LOC (MA Virtual Realing (FT Y1)) ∴ EC_MG04; EC_MG08; EC_M310; Staff:					
21:00									

Group timetable - LCC_BA (Hons) Games Art (wk starting 20/02/2023)

	Mor 20/02	nday 2/2023	Tue: 21/02	sday 2/2023	Wednesday 22/02/2023	Thursday 23/02/2023	Friday 24/02/2023	Saturday 25/02/2023	Sunday 26/02/2023
08:00									
09:00									
	GpA Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302; Staff: OCAMPO,Peter	GpB Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art, 1_B; Room: EC_M308; Staff: LESLIE,Michael	GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1405; Staff : HANKIN,Jane	GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_T1401; Staff : ORR,Lucy					
12:00 12:00 13:00									
13:00									
14:00			CpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302A;Staf f: OCAMPO,Peter	GpB Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE, Michael			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLE, Michael; OCAMPO,Peter		
15:00 16:00 16:00							-		
17:00									
18:00									
18:00 19:00 19:00 20:00					Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:00-21 00 Room: EC_M308	Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons))			
20:00						Animaton: Game Arts (run Ime); LCC BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (HUI Time)); LCCC BA (Hons) Games Art (FT Yr 1); Foom: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
21:00 22:00									

Group timetable - LCC_BA (Hons) Games Art (wk starting 27/02/2023)

	Mor 27/02	nday 2/2023	Tue: 28/02	sday /2023	Wednesday 01/03/2023	Thursday 02/03/2023	Friday 03/03/2023	Saturday 04/03/2023	Sunday 05/03/2023
08:00									
09:00									
10:00 10:00 11:00 11:00	GpA Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M304; Staff: OCAMPO,Peter	GpB Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE,Michael	GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1405; Staff : HANKIN,Jane	GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401; Staff : ORR,Lucy					
12:00 12:00 13:00									
13:00	·	,							
14:00 15:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 A: Room: EC_M302A; Staf	GpB Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308; Staff:			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE,		
15:00 16:00			f: OCAMPO,Peter	LESLIE, Michael			Michael; OCAMPO,Peter		
16:00 17:00									
17:00									
18:00			Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC, BA (Hons) Animation (FT Yr 1) ; LC Animation (FT Yr 3); LCC, BA (Hons) Animation Animation: TU Time); LCC, BA (Hons) Animation Animation: 3D Computer Animation (Full Time); LC Computing) (FT Yr 3) (BA (Hons) Animation: Anim	2, BA (Hons) Animation (FT Yr 2); LCC, BA (Hons) ith Creative Computing) (FT Yr 3) (BA (Hons) (with Creative Computing) (FT Yr 3) (BA (Hons) 2C, BA (Hons) Animation (with Creative ation Arts (Full Time)); LCC, BA (Hons)		Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time))			
19:00 20:00			Z Other: Workshep, 18:00-21:00 Groups, LCC, BA (Hons) Arimation (FT Y1); LCC Animation (FT Y13); LCC, BA (Hons) Animation Animation (FT HTMP); LCC, BA (Hons) Animation Animation: BD Compater Animation (Full Time); LL Animation (Win Chensil According) (FT Y3); BB BA (Hons) Animation (Hons) Animation 20 Computer Computer Animation (Full Time); LCC, BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation (Hons) Animation Aref (Full Time); LCC, BA (Hons) Animation (Yuaia Elevist) (Full Time); LCC, BA (Hons) Games Design (FT Y1); LCC, BA (Hons) (Ariual Reality (FT Y1); LCC, BA (Hons) C, CS, BA (Hons) Virual Reality (FT Y1); LCC, BA (Hons)	$ \begin{array}{l} (\mathrm{Horo}) Aimmation: Game Arts (Full Time); LCC, \\ VT 3; (BA (Hono) Animation: Vasual Effects (Full Animation Arts (FT Y3) (BA (Hono) Animation: 30 Animation: 30 Animation: 30 Animation: Anise (FT Y3) (BA (Hono) Animation: 30 Animation: Animat$		Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation:			
20:00 21:00 21:00			Computer Animation (FT Y11) (2021/22); LCC, M Design (FT Y1 (2021/22); LCC, M J(2021/22); Rooms; EC, MI104; EC, M301:Play Roon (AcC2MAREK/Thom Abhimanyu Chattopadhyay	4 Games Design (FT Yr 1); LCC_MA Games y (FT Yr 1); LCC_MA Virtual Really (FT Yr 1) y; EC_M304; EC_M308; EC_M310; Staff:		Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
22:00									

Group timetable - LCC_BA (Hons) Games Art (wk starting 06/03/2023)

	Mor 06/03	nday /2023	Tue: 07/03	sday 5/2023	Wednesday 08/03/2023	Thursday 09/03/2023	Friday 10/03/2023	Saturday 11/03/2023	Sunday 12/03/2023
08:00									
09:00									
11:00	GpA Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Rom: EC_M302; Staff: OCAMPO,Peter	GpB Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE,Michael	GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1405; Staff : HANKIN,Jane	GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_T1401:Staff : ORR,Lucy					
12:00 12:00 13:00									
13:00	<u></u>	<u></u>							
14:00 15:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302A;Staf f: OCAMPO,Peter	GpB Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE, Michael			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE, Michael; OCAMPO,Peter		
15:00 16:00 16:00							-		
17:00									
18:00									
18:00 19:00 19:00 20:00 20:00 21:00					Game Concept Society (Optional and Extracriticular) activity Z Other: Student Union, 18:00-21 00 Room: EC_M308	Game Arts Support 2 Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Command arts (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Common Arts (Full Time); LCC_BA (Hons) Animation: Common Arts (Full Time); LCC_BA (Hons) Animation: Common Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Common Arts (Full Time); LCC_BA (Hons) Animation: Common Arts (FT Yr 1); Room: EC (M306); Staff: FAUNTLEROY BRAND, Joshua			
21:00 22:00									

Group timetable - LCC_BA (Hons) Games Art (wk starting 13/03/2023)

	Mon 13/03/			Tuesday 14/03/2023		Wednesday 15/03/2023	Thursday 16/03/2023	Friday 17/03/2023	Saturday 18/03/2023	Sunday 19/03/2023
08:00										
09:00										
10:00	GpA Games Art Pipeline Supervised Studio or	GpB Games Art Pipeline Supervised Studio or	GpA Informed Practice 1 Seminar, 10:00-11:00	GpA Informed Practice 1 Seminar, 10:00-13:00	GpB Informed Practice 1 Seminar, 10:00-13:00					
11:00 11:00	Group: LCC BA (Hons)	Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_ M308; Staff: LESLIE,Michael	Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1105; Staf f: HANKIN,Jane	Group: LCC_BA (Hons) Games Art_1_A;Room: EC_ T1405; Staff: HANKIN,Jane	Group: LCC_BA (Hons) Games Art_1_B;Room: EC_ T1401; Staff: ORR,Lucy					
12:00										
13:00										
13:00										
14:00 14:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons)	GpB Games Art Pipeline Supervised Studio or Worksho Group: LCC_BA (Hons) Game aff: LESLIE,Michael	p Time, 14:00-17:00 ss Art_1_BRoom: EC_M308; St			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC BA (Hons)		
15:00 15:00			Games Art_1_A;Room: EC_ M302A; Staff: OCAMPO, Peter	an. LESLIE, WICHder				Games Art (FT Yr 1) Staff: LESLIE,Michael; OCAMPO, Peter		
16:00 16:00								-		
17:00 17:00										
18:00										
18:00			(Hons) Animation (with Creative Com	FT Yr 1) LCC_BA (Hons) Animation (F th Creative Computing) (FT Yr 3) (BA (Inviting) (FT Yr 3) (BA (Hons) Animation	in: 3D Computer Animation (Full Time)	1	Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts			
19:00			LCC BA (Hons) Animation: A LCC BA (Hons) Animation: Game Ar	ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) / Junimation Arts (FT Yr 3) (BA (Hons) / ts (FT Yr 3) (BA (Hons) Animation: Ga A (Hons) Animation: Visual Effects (F	nimation: Animation Arts (Full Time)); ame Arts (Full Time)): LCC BA (Hons)	<u>-</u> II	(Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation:			
20:00 20:00			(FT Yr 1); LCC_BA (Hons) Games D Games Design (FT Yr 3) LCC_BA (H BA (Hons) Virtual Reality (FT Yr 3) L	segin (FT Yr 1) LCC_BA (Hons) Game lons) Virtual Reality (FT Yr 1) LCC_BA CC_MA 3D Computer Animation (FT Y s Design (FT Yr 1) LCC_MA Games Dr tual Reality (FT Yr 1) (2021/22) Rooms ACZMAREK, Thom	s Design (FT Yr 2) LCC_BA (Hons) (Hons) Virtual Reality (FT Yr 2) LCC_		Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Ro om: EC M308: Staff:			
21:00 21:00			Abhimanyu Chattopadhyay				FAUNTLEROY BRAND, Joshua			
22:00						sity of the Arts London - CELCA	AT Timetabling			

	Monday 03/04/2023	Tuesday 04/04/2023	Wednesday 05/04/2023	Thursday 06/04/2023	Friday 07/04/2023	Saturday 08/04/2023	Sunday 09/04/2023
08:00					Public Holiday (Good Friday) 08:00-22:00 **Public Holiday (Good Friday)** Good Friday		
09:00 09:00					Friday		
09:00							
10:00							
10:00							
11:00							
11:00							
12:00 12:00					-		
13:00					-		
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14:00							
15:00 15:00					-		
16:00 16:00							
10.00							
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19:00 19:00					-		
20:00 20:00							
20:00							
21:00							
21:00							
22.00							
22:00							

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat Calendar on the footer.

Group timetable - LCC_BA (Hons) Games Art (wk starting 10/04/2023)

	Monday 10/04/2023		sday /2023	Wednesday 12/04/2023	Thursday 13/04/2023	Friday 14/04/2023	Saturday 15/04/2023	Sunday 16/04/2023
08:00	Public Holiday (Easter Monday) 08:00-22:00 **Public Holiday (Easter Monday)** Easter Monday							
09:00								
10:00		A; Room: EC_T1405; Staff: HANKIN,						
11:00		Jane	Lucy					
12:00 12:00								
13:00 13:00								
14:00 14:00		GpA Games Art Pipeline	GpB Games Art Pipeline			ONLINE Collaborate Ultra		
15:00		Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A;Staff: OCAMPO,Peter	Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308; Staff: LESLIE, Michael	-		Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE,Michael; OCAMPO,Peter		
16:00								
16:00								
17:00								
18:00 18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC, BA (Hons) Animation (FT Yr 1); LCC_BA (FT Yr 3); LCC_BA (Hons) Animation (with Creative Com LCC, BA (Hons) Animation (with Creative Com LCC, BA (Hons) Animation (with Creative Com	(Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation puting) (FT Yr 3) (BA (Hons) Animation (Full Time)); Yr 3) (BA (Hons) Animation; 20 Computer Animation		Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation:			
19:00 19:00		IZ Other: Workshop, 18:00-21:00 Granges, LCC, BA (Hom) Animation (FT Y1); LCC, BA (FT Y13); LCC, BA (Hom) Animation (with Creative Corr (FT Y13); LCC, BA (Hom) Animation (with Creative Arts, FGI Time); LCC, BA (Hom) Animation (with Creative Arts, FGI Time); LCC, BA (Hom) Animation (with Creative Animation Arts (FGI Time); LCC, BA (Hom) Animation (with Creative Animation Arts (FGI Time); LCC, BA (Hom) Animation (with Creative Animation Arts (FGI Time); LCC, BA (Hom) Animation (with Creative Computer Animation (Full Time); LCC, BA (Hom) Animation Computer Animation (Full Time); LCC, BA (Hom) Animation (Full Time); LCC, BA (Hom) Animation, Visual Elfest (F Full Time); LCC, BA (Hom) Animation, Visual Elfest (F Dealing); LCC, LCC, BA (Hom) Animation, Visual Elfest (F) (LCC); A (Hom) Animation, Visual Elfest (F) (LCC); A (Hom) Animation, Visual Elfest (F) (LCC); A (Hom) Animation, Visual Elfest (F) (Hom) Animation, Visual Elfest (omputing) (FT Y:3) (BA (Hons) Animation: Animation we Computing) (FT Y:3) (BA (Hons) Animation: Game we Computing) (FT Y:3) (BA (Hons) Animation: Visual puter Animation (FT Y:3) (BA (Hons) Animation: 3D ation: Animation Artis (FT Y:3) (BA (Hons) Animation: Game Arts (FT Y:3) (BA (Hons) Animation: Game Arts T Y:3) (BA (Hons) Animation: Visual Effects (Full Time)		Game Arts (FT (BÅ (Hons) Animation Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr			
20:00		(1) LCC_BA (Hons) Games Art (H Yr 1); LCC_BA (Hons) Design (FT Y2; LCC BA (Hons) Games Design (FT Yr (Hons) Virtual Reality (FT Yr 2); LCC_BA (Hons) Virtual Yr 1); LCC_MA B3 Computer Animation (FT Yr 1) (2021/ Games Design (FT Yr 1) (2021/22); LCC_MA Virtual Re 22); Norms: CC_M104; EC_M301:Pay Room; EC_M304; Abhimanyu Chattopadhyay	J Games Design (F1 Yr 1); LCC_BA (Hons) Games 3); LCC_BA (Hons) Virtual Reality (FT Yr 1); LCC_BA Reality (FT Yr 3); LCC_MA 3D Computer Animation (FT 22); LCC_MA Games Design (FT Yr 1); LCC_MA ality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1); LC2MA Calify (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1); LC2MA CG_M306; EC_M310; Staff: KACZMAREK,Thom		(Hons) Aufmatun: Game Arts (FT HT 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff:			
21:00 21:00					(FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua			
22:00								

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Group timetable - LCC_BA (Hons) Games Art (wk starting 17/04/2023)

	Mor 17/04	nday I/2023	Tue: 18/04	sday /2023	Wednesday 19/04/2023	Thursday 20/04/2023	Friday 21/04/2023	Saturday 22/04/2023	Sunday 23/04/2023
08:00									
09:00									
	GpA Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Rom: EC_M302; Staff: OCAMPO,Peter	GpB Games Art Pipeline Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B: Room: EC_M308; Staff: LESLIE, Michael	GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1405; Staff : HANKIN,Jane	GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_T1401; Staff : ORR,Lucy					
12:00 12:00 13:00									
13:00			<u> </u>	L					
14:00 15:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M311; Staff: LESLIE, Michael	GpB Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: OCAMPO,Peter			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE, Michael; OCAMPO,Peter		
15:00 16:00 16:00									
17:00									
18:00									
18:00 19:00 19:00					Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:30-21	Animation: Game Arts (FT Yr 1) (BA			
19:00 20:00 20:00					00 Room: EC_M308	Admitation: Game Arts (F1 Y Y1) (BA (Hons) Animation: Game Arts (Full Time); LCC_ BA (Hons) Animation: Game Arts (FY Y2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FU TY r1); Room: EC_ M308; Staff: FAUNTLEROY BRAND, Joshua			
21:00 21:00 22:00									

Group timetable - LCC_BA (Hons) Games Art (wk starting 24/04/2023)

08:00		23		Tuesday 25/04/2023		Wednesday 26/04/2023	Thursday 27/04/2023	Friday 28/04/2023	Saturday 29/04/2023	Sunday 30/04/2023
09:00										
)9:00										
10:00										
11:00	Supervised Studio or Super Workshop Time, 10:00-13:00 Work Group: LCC_BA (Hons) Grou Games Art_1_A;Room: EC_ Gam	ervised Studio or		GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Game taff: ORR,Lucy	is Art_1_BRoom: EC_T1401;S					
12:00 12:00										
13:00										
13:00				L						
14:00										
14:00			Group: LCC_BA (Hons)	GpB Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC BA (Hons)				ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC BA (Hons)		
15:00 15:00			Games Art_1_A;Room: EC_ M311; Staff: LESLIE,Michael	Group: LCC_BA (Hons) Games Art_1_B;Room: EC_ M308; Staff: OCAMPO,Peter				Games Art (FT Yr 1); Staff: LESLIE,Michael; OCAMPO, Peter		
16:00					Diversity & Representation in Gaming Lecture, 15:30-18:00					
16:00					Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons)					
17:00 17:00					Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_ TG11:Lecture Theatre B (LTB); S					
18:00					taff: HANKIN,Jane; LESLIE, Michael					
18:00			Game Nights (extra-curricular optiona Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (fr Yr 3); LCC_BA (Hons) Animation (wit	FT Yr 1) LCC_BA (Hons) Animation (F h Creative Computing) (FT Yr 3) (BA (T Yr 2) LCC_BA (Hons) Animation (FT Hons) Animation (Full Time)); LCC_B		Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA			
19:00			(Hons) Animation (with Creative Com	puting) (FT Yr 3) (BA (Hons) Animatio ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons)	n: 3D Computer Animation (Full Time)		(Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA			
19:00			LCC_BA (Hons) Animation: 3D Comp Time)); LCC_BA (Hons) Animation: A LCC_BA (Hons) Animation: Game Ari Animation: Visual Effects (FT Yr 3) (B	Juter Animation (F1 Yr 3) (BA (Hons) A Inimation Arts (FT Yr 3) (BA (Hons) Ar ts (FT Yr 3) (BA (Hons) Animation: Ga 3A (Hons) Animation: Visual Effects (Fi	Animation: 3D Computer Animation (Finimation: Animation Arts (Full Time)); ume Arts (Full Time)); LCC_BA (Hons) ull Time)LCC BA (Hons) Games Art	1	(Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation:			
20:00			Games Design (FT Yr 3) LCC_BA (He BA (Hops) Virtual Reality (FT Yr 3) (ssign (FT Yr 13LCC_BA (Hons) Game ons) Virtual Reality (FT Yr 13LCC_BA C_MA 3D Computer Animation (FT Y : Design (FT Yr 13 LCC_MA Games De tual Reality (FT Yr 1) (2021/22) Rooms ACZMAREK,Thom	(Hons) Virtual Reality (FT Yr 2) LCC_		Game Arts (Full Time)): LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC_BA (Hons) Games Art (FT Yr 1); Ro om: EC_M308; Staff:			
21:00			Abhimanyu Chattopadhyay				FAUNTLEROY BRAND, Joshua			
21:00										
22:00										

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat State and Celcat Calendar on the footer.

Group timetable - LCC_BA (Hons) Games Art (wk starting 01/05/2023)

	Monday 01/05/2023	Tue: 02/05	sday /2023	Wednesday 03/05/2023	Thursday 04/05/2023	Friday 05/05/2023	Saturday 06/05/2023	Sunday 07/05/2023
08:00	Public Holiday (May Day) 08:00-22:00 **Public Holiday (May Day)** May Day							
09:00								
10:00		GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405;Staff: HANKIN, Jane	GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401;Staff: ORR, Lucy	-				
11:00 12:00 12:00								
13:00								
14:00 14:00		GpA Games Art Pipeline	GpB Games Art Pipeline			ONLINE Collaborate Ultra		
15:00 15:00		14:00-17:00	Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308; Staff: OCAMPO, Peter			Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE,Michael; OCAMPO,Peter		
16:00 16:00								
17:00 17:00								
18:00 18:00					Game Arts Support Z Other: Workshop, 18:00-21:00			
19:00 19:00					Arts (FT Yr 1) (BA (Hons) Animation:			
20:00 20:00					(Hons) Animation: Game Arts (FT Yr (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)): LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
21:00 21:00					FAUNTLEROY BRAND, Joshua			
22:00								

Group timetable - LCC_BA (Hons) Games Art (wk starting 08/05/2023)

	Monday 08/05/2023	Tue: 09/05	sday /2023	Wednesday 10/05/2023	Thursday 11/05/2023	Friday 12/05/2023	Saturday 13/05/2023	Sunday 14/05/2023
08:00	Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the coronation of King Charles III							
09:00								
10:00		GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405; Staff: HANKIN, Jane	GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401;Staff: ORR, Lucy	-				
11:00								
12:00								
13:00								
14:00		GpA Games Art Pipeline Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 A: Room: EC M311, Staff: LESLIE,	GpB Games Art Pipeline Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC M308;Staff: OCAMPO,	_		ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art		
15:00		Michael	B, Roum: EC_WS06, Stall: OCAWPO, Peter			(FT Yr 1); Staff: LESLIE,Michael; OCAMPO,Peter		
16:00 16:00								
17:00 17:00								
18:00 18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) ; LCC_BA ((FT Yr 3): LCC_BA (Hons) Animation (with Creative Corr	Hons) Animation (FT Yr 2) : LCC_BA (Hons) Animation puting) (FT Yr 3) (BA (Hons) Animation (Full Time));		Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation:			
19:00 19:00		IZ Other: Workshop, 18:00-21:00 Granges, LCC, BA (Hom) Animation (FT Y1); LCC, BA (FT Y13); LCC, BA (Hom) Animation (with Creative Corr (FT Y13); LCC, BA (Hom) Animation (with Creative Arts, FGI Time); LCC, BA (Hom) Animation (with Creative Arts, FGI Time); LCC, BA (Hom) Animation (with Creative Animation Arts (FGI Time); LCC, BA (Hom) Animation (with Creative Animation Arts (FGI Time); LCC, BA (Hom) Animation (with Creative Animation Arts (FGI Time); LCC, BA (Hom) Animation (with Creative Animation Arts (FGI Time); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time); LCC, BA (Hom) Animation (With Creative FGI Time); LCC, BA (Hom) Animation (With Creative FGI Time); LCC, BA (Hom) Animation (With Creative FGI Time); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time)); LCC, BA (Hom) Animation (With Creative FGI Time); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time)); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time)); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time)); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time)); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time)); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time)); LCC, BA (Hom) Animation (With Creative Animation Arts (FGI Time)); LCC, BA (Hom) Animation (Hom) Animation (FGI Time); LCC, BA (Hom) Animation (Hom) Animation (Hom) Animation (FGI Time); LCC, BA (Hom) Animation	Yr 3 (BK Hohs) Andra Star Star Complaint Antimation myoding (FT Yr 3) (BA (Hons) Antimation: Animation e Computing) (FT Yr 3) (BA (Hons) Animation: Game abur Animation (FT Yr 3) (BA (Hons) Animation: 3D star Animation (FT Yr 3) (BA (Hons) Animation: 3D stare Animation, Yi 3) (BA (Hons) Animation: 3D stare Animation, Yi 3) (BA (Hons) Animation: 3D stare Animation, Yi 3) (BA (Hons) Animation: 3D (BA (Hons) Animation: Visual Effects (Full Time) Games Design (FT Yr 1); LCE A Hons) Asimes		Game Arts (FT (BÅ (Hons) Animation Game Arts (Full Time)) YT 30 PDS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (FII ITime)); LCC_BA (Hons) Animation: Game Arts (FT Yr			
20:00 20:00		Design, CPT (1/4), LoC, BA (Horn), Games Design (TT V) (Horn) Virtual Really (TT V12); LoC, BA (Horn) (Virtual (Horn) Virtual Really (TT V12); LoC, BA (Horn) (Virtual V1 f1); LoC, MA 3D Computer Animation (TT V11) (2021); Games Design (TT V11) (2021; LoC, MA Virtual Re 22); Rooms: EC, M104; EC, M301;Play Room; EC, M304; Abhimanyu Chattopadhyay	3); LCC_BA[Hons] Virtual Reality (FT Y 1); LCC_BA eatily (FT Y 3); LCC_MA 30 Computer Animation (FT 22); LCC_MA Games Design (FT Y 1); LCC_MA 10); (FT Y 1); LCC_MA Virtual Reality (FT Y 1) (2021) EC_M308; EC_M310; Staff: KAC2MAREK,Thom		2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Vr 1) Pagem; EC_M308; Staff			
21:00 21:00					FAUNTLEROY BRAND, Joshua			
22:00								

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Group timetable - LCC_BA (Hons) Games Art (wk starting 15/05/2023)

	Mor 15/05	nday 5/2023	Tue: 16/05	sday /2023	Wednesday 17/05/2023	Thursday 18/05/2023	Friday 19/05/2023	Saturday 20/05/2023	Sunday 21/05/2023
08:00									
09:00 09:00									
10:00 10:00	GpA Games Art Pipeline	GpB Games Art Pipeline							
	Supervised Studio or Workshop Time, 10:00-13:00	Supervised Studio or Workshop Time, 10:00-13:00							
11:00 11:00	Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302; Staff: OCAMPO,Peter	Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE,Michael							
12:00 12:00									
12.00									
13:00									
13:00									
14:00									
14:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games	GpB Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games			ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE,		
15:00 15:00			Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M311; Staff: LESLIE, Michael	Art_1_B; Room: EC_M308; Staff: OCAMPO,Peter			Art (FT Yr 1); Staff: LESLIE, Michael; OCAMPO,Peter		
16:00 16:00			-				-		
17:00 17:00									
18:00									
18:00						Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation:			
19:00					Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:30-21	Game Arts (FT (BÀ (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons)			
19:00					00 Room: EC_M308	Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC, BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Game			
20:00 20:00						Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY DBAND Leave			
						(Hons) (Comes Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
21:00									
21:00									
22:00									

Group timetable - LCC_BA (Hons) Games Art (wk starting 22/05/2023)

	Monday 22/05/2023		Tuesday 23/05/2023		Wednesday 24/05/2023	Thursday 25/05/2023	Friday 26/05/2023	Saturday 27/05/2023	Sunday 28/05/2023
08:00									
09:00									
10:00 10:00	GpA Games Art Pipeline Supervised Studio or Workshop	GpB Games Art Pipeline Supervised Studio or Workshop				One to One Tutorials BA Games Art			
11:00	Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302; Staff: OCAMPO,Peter	Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE,Michael				Other Unit Tutorials, 10:00-12:45 Group: LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_T1406; Staff: LESLIE,Michael			
12:00									
12:00									
13:00 13:00	[]	<u> </u>							
14:00 14:00			GpA Games Art Pipeline Supervised Studio or Workshop	GpB Games Art Pipeline Supervised Studio or Workshop		One to One Tutorials BA Games Art	Online Supervised Studio or		
15:00			Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M311; Staff: LESLIE,Michael	Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: OCAMPO,Peter		Other Unit Tutorials, 14:00-18:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_T1406; Staff: LESLIE,Michael	Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE, Michael; OCAMPO,Peter		
16:00									
16:00									
17:00 17:00						-			
18:00									
18:00			Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1); LCC Animation (FT Yr 3); LCC, BA (Hons) Animation (Animation (Full Time)); LCC_BA (Hons) Animation	C_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) with Creative Computing) (FT Yr 3) (BA (Hons) (with Creative Computing) (FT Yr 3) (BA (Hons)		Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons)			
19:00 19:00			Animation: 3D Computer Painnakon (1 un Thing); Computing (FT Yr 3) (BA (Hons) Animation: Anima Animation (with Creative Computing) (FT Yr 3) (BA BA (Hons) Animation (with Creative Computing) (F Time)); LCC, BA (Hons) Animation: 3D Computer A Computer Animation Arts (Full Time)); LCC, BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons)	C. BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) with Deatative Computing) (FT Yr 3) (BA (Hons) with Deatative Computing) (FT Yr 3) (BA (Hons) with Computing (FG (Hons)) and Comparison (FG (Hons)) animation (with Creative and Comparison (FG (Hons)) Animation (Comparison (FT Yr 3)) (BA (Hons)) Animation. Something (FT Yr 3) (F		Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation:			
20:00 20:00			Animation: Game Arts (Full Time); LCC, BA (Hons) Animation: Visual Effects (Full Time); LCC, BA (Hons) Games Design (FT Yr1); LCC, BA (Hons) Games Design (FT Yr3); LCC, BA (Hons) Virtual Reality (LCC, BA (Hons) Virtual Reality (FT Yr3); LCC, M Computer Animation (FT Yr1) (2021/22); LCC, M Design (FT Yr1) (12021/22); LCC (MA Virtual Reality	i) Animation: Visual Effects (FT Yr 3) (BA (Hons) lons) Games Art (FT Yr 1); LCC, BA (Hons) Design (FT Yr 1); LCC, BA (Hons) Stames FT Yr 1); LCC, BA (Hons) Virtual Reality (FT Yr 2) 3 3D Computer Animation (FT Yr 1); LCC, MA 3G An A Games Design (FT Yr 1); LCC, MA Games Ity (FT Yr 1); LCC, MA (Hrual Reality (FT Yr 1); r EC, MS04; EC, M304; EC, M304; Staff;		Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA			
21:00			2021/22, CC_NAV Virtual Keal (2021/22) Kooms: CC_MI04; CC_M301:Play Roon KACZMAREK,Thom Abhimanyu Chattopadhyay	r; EC_M304; EC_M308; EC_M310; Staff:		(Hons) Games Art (FT Yr 1) ; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
21:00									
22:00									

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat State and Celcat Calendar on the footer.

Group timetable - LCC_BA (Hons) Games Art (wk starting 29/05/2023)

	Monday 29/05/2023	Tue: 30/05	sday 5/2023	Wednesday 31/05/2023	Thursday 01/06/2023	Friday 02/06/2023	Saturday 03/06/2023	Sunday 04/06/2023
08:00	Public Holiday (Spring Bank Holiday) 08:00-22:00							
	**Public Holiday (Spring Bank Holiday							
09:00	** Spring Holiday							
09:00								
10:00								
10:00								
11:00 11:00								
12:00								
12:00								
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14:00		GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00	GpB Games Art Pipeline Supervised Studio or Workshop Time			ONLINE Collaborate Ultra Online Supervised Studio or		
			14:00-17:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_M308;Staff: OCAMPO,	-		Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art		
15:00 15:00		A; Room: EC_M311;Staff: LESLIE, Michael	B; Room: EC_M308; Staff: OCAMPO, Peter			Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: LESLIE,Michael; OCAMPO,Peter		
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18:00					Game Arts Support Z Other: Workshop, 18:00-21:00			
10.01				Game Concept Society (Optional and Extracurricular) activity	Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation			
19:00 19:00				Z Other: Student Union, 18:30-21:00	Game Arts (Full Time)) Yr 3) DPS;			
				Room: EC_M308	Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr			
20:00					2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons)			
20:00 20:00					Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full			
					(FT Yr 1); Room: EC M308: Staff:			
21:00					FAUNTLEROY BRAND, Joshua			
21:00								
22:00								

	Monday 05/06/2023	Tuesday 06/06/2023	Wednesday 07/06/2023	Thursday 08/06/2023	Friday 09/06/2023	Saturday 10/06/2023	Sunday 11/06/2023
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14:00					ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00		
15:00					Group: LCC_BA (Hons) Games Art (FT Yr ; Staff: LESLIE,Michael; OCAMPO,Peter		
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18:00		Game Nights (astra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed		Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game			
19:00				(Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons)			
19:00				2 Other: Workshop, 18:00-21:00 Groups: LCC BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS, LCC. BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (FU Time)): LCC. BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3), Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua			
20:00				Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time));LCC BA (Hons) Games			
20:00				Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
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	Monday 12/06/2023	Tuesday 13/06/2023	Wednesday 14/06/2023	Thursday 15/06/2023	Friday 16/06/2023	Saturday 17/06/2023	Sunday 18/06/2023
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14:00					ONLINE Collaborate Ultra Online Supervised Studio or Workshop Time, 14:00-17:00		
15:00					Group: LCC_BA (Hons) Games Art (FT Yr ; Staff: LESLIE,Michael; OCAMPO,Peter		
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18:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arto (57 (BA (Hons) Animation: Game Arto			
19:00				(Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons)			
19:00				Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS: LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (FUI Time)): LCC_BA (Hons) Animation: Game			
20:00				Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time));LCC_BA (Hons) Games			
20:00				BA (Hons) Animation: Game Arts (F1 YT 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT YT 3) (BA (Hons) Animation: Game Arts (FUll Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
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21:00							
22:00							

	Monday 19/06/2023	Tuesday 20/06/2023	Wednesday 21/06/2023	Thursday 22/06/2023	Friday 23/06/2023	Saturday 24/06/2023	Sunday 25/06/2023
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18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed					
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