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Group timetable - LCC_BA (Hons) Games Art (wk starting 29/08/2022)

	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							
10:00							
11:00							
12:00							
13:00							
14:00							
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Games Art (wk starting 19/09/2022)

	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*						

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

	Monday 26/09/2022	Tuesday 27/09/2022		Wednesday 28/09/2022	Thursday 29/09/2022	Friday 30/09/2022	Saturday 01/10/2022	Sunday 02/10/2022
08:00								
09:00								
10:00	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					
13:00								
14:00		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		
17:00								
18:00								
19:00								
20:00								
21:00								
22:00								

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Group timetable - LCC_BA (Hons) Games Art (wk starting 03/10/2022)

	Monday 03/10/2022	Tuesday 04/10/2022	Wednesday 05/10/2022	Thursday 06/10/2022	Friday 07/10/2022	Saturday 08/10/2022	Sunday 09/10/2022
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_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				
11:00							
11:00			ONLINE: Dean's Welcome Event - BAAni, BAGA, BASA Z Other: Inductions, 11:00-12:00 *Event too large - resources not printed*				
12:00							
12:00							
13:00							
13:00							
14:00							
14:00		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		
15:00							
15:00							
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							

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Group timetable - LCC_BA (Hons) Games Art (wk starting 10/10/2022)

	Monday 10/10/2022	Tuesday 11/10/2022		Wednesday 12/10/2022	Thursday 13/10/2022	Friday 14/10/2022	Saturday 15/10/2022	Sunday 16/10/2022
10:00	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					
14:00		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		
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 (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1) ; LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom *Abhimanyu Chattopadhyay*						

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Group timetable - LCC_BA (Hons) Games Art (wk starting 17/10/2022)

	Monday 17/10/2022	Tuesday 18/10/2022	Wednesday 19/10/2022	Thursday 20/10/2022	Friday 21/10/2022	Saturday 22/10/2022	Sunday 23/10/2022
10:00	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				
14:00		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		

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Group timetable - LCC_BA (Hons) Games Art (wk starting 24/10/2022)

	Monday 24/10/2022	Tuesday 25/10/2022	Wednesday 26/10/2022	Thursday 27/10/2022	Friday 28/10/2022	Saturday 29/10/2022	Sunday 30/10/2022
10:00–13:00	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					
14:00–17:00		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		
18:00–21:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00; 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 Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) ; LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom *Abhimanyu Chattopadhyay*					

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Group timetable - LCC_BA (Hons) Games Art (wk starting 31/10/2022)

	Monday 31/10/2022	Tuesday 01/11/2022		Wednesday 02/11/2022	Thursday 03/11/2022	Friday 04/11/2022	Saturday 05/11/2022	Sunday 06/11/2022
08:00								
09:00								
10:00	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					
13:00								
14:00		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		
17:00								
18:00								
19:00								
20:00								
21:00								
22:00								

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Group timetable - LCC_BA (Hons) Games Art (wk starting 07/11/2022)

	Monday 07/11/2022	Tuesday 08/11/2022	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	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				
11:00							
12:00							
13:00							
14:00		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		
15:00							
16:00							
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) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3) ; LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) ; LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom *Abhimanyu Chattopadhyay*					
19:00							
20:00							
21:00							
22:00							

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Group timetable - LCC_BA (Hons) Games Art (wk starting 14/11/2022)

	Monday 14/11/2022	Tuesday 15/11/2022	Wednesday 16/11/2022	Thursday 17/11/2022	Friday 18/11/2022	Saturday 19/11/2022	Sunday 20/11/2022

08:00

09:00

10:00 – 13:00

GpB PoGA (Monday)
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 (Tuesday)
Seminar, 10:00-13:00
Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1405; Staff: HANKIN, Jane

GpB Intro to (Tuesday)
Seminar, 10:00-13:00
Group: LCC_BA (Hons) Games Art_1_B; Room: EC_T1401; Staff: ORR, Lucy

13:00 – 14:00

14:00 – 17:00

GpA PoGA (Tuesday)
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 (Tuesday)
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 (Friday)
Online Supervised Studio or Workshop Time, 14:00-17:00
Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: OCAMPO, Peter; RISINO, Luca

17:00

18:00

19:00

20:00

21:00

22:00

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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
10:00	Tutor Wiil Be Online: GpA PoGA Online Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Staff: OCAMPO,Peter	This Class is Online but the Room is Avalable if you wish to use it Z Other: Workshop, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302	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					
14:00			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		
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 (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3) ; LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22); LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22); LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom *Abhimanyu Chattopadhyay*				

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Group timetable - LCC_BA (Hons) Games Art (wk starting 28/11/2022)

	Monday 28/11/2022	Tuesday 29/11/2022		Wednesday 30/11/2022	Thursday 01/12/2022	Friday 02/12/2022	Saturday 03/12/2022	Sunday 04/12/2022
08:00								
09:00								
10:00	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					
11:00								
12:00								
13:00								
14:00		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		
15:00								
16:00								
17:00								
18:00								
19:00								
20:00								
21:00								
22:00								

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Group timetable - LCC_BA (Hons) Games Art (wk starting 05/12/2022)

	Monday 05/12/2022	Tuesday 06/12/2022	Wednesday 07/12/2022	Thursday 08/12/2022	Friday 09/12/2022	Saturday 10/12/2022	Sunday 11/12/2022
08:00							
09:00							
10:00	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				
11:00							
12:00							
13:00							
14:00		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		
15:00							
16:00							
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) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3) ; LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1) ; LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom *Abhimanyu Chattopadhyay*					
19:00							
20:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Games Art (wk starting 26/12/2022)

	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	Public Holiday Boxing Day 08:00-22:00 **Public Holiday**	Public Holiday Christmas Day 08:00-22:00 **Public Holiday**					

Group timetable - LCC_BA (Hons) Games Art (wk starting 02/01/2023)

	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						
09:00							
10:00							
11:00							
12:00							
13:00							
14:00							
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Games Art (wk starting 09/01/2023)

	Monday 09/01/2023	Tuesday 10/01/2023	Wednesday 11/01/2023	Thursday 12/01/2023	Friday 13/01/2023	Saturday 14/01/2023	Sunday 15/01/2023
08:00							
09:00							
10:00	GpB PoGA Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua						
11:00							
12:00							
13:00							
14:00		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: 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: FAUNTLEROY BRAND,Joshua; OCAMPO,Peter		
15:00							
16:00							
17:00		3D Support Supervised Studio or Workshop Time, 17:30-20:30 Group: LCC_BA (Hons) Games Art (FT Yr 1) Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua					
18:00							
19:00							
20:00							
21:00							
22:00							

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Group timetable - LCC_BA (Hons) Games Art (wk starting 16/01/2023)

	Monday 16/01/2023	Tuesday 17/01/2023	Wednesday 18/01/2023	Thursday 19/01/2023	Friday 20/01/2023	Saturday 21/01/2023	Sunday 22/01/2023

Monday 16/01/2023 — 10:00-13:00
GpB PoGA
Supervised Studio or Workshop Time 10:00-13:00
Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua

Tuesday 17/01/2023 — 14:00-17:00
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

Tuesday 17/01/2023 — 14:00-17:00
GpB PoGA
Supervised Studio or Workshop Time 14:00-17:00
Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: LESLIE, Michael

Friday 20/01/2023 — 14:00-17:00
ONLINE Collaborate Ultra
Online Supervised Studio or Workshop Time, 14:00-17:00
Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: FAUNTLEROY BRAND, Joshua; OCAMPO, Peter

Tuesday 17/01/2023 — 18:00-21:00
Game Nights (extra-curricular optional activity)
Z Other: Workshop, 18:00-21:00
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 Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) ; LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1) ; LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK, Thom
Abhimanyu Chattopadhyay

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

	Monday 23/01/2023	Tuesday 24/01/2023	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 (FT Yr 1)			
10:00	GpB PoGA Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_B; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua						
11:00							
12:00							
13:00							
14:00		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: LESLIE, Michael		ONLINE Collaborative Ultra Online Supervised Studio or Workshop Time, 14:00-16:00 Group: LCC_BA (Hons) Games Art (FT Yr 1); Staff: FAUNTLEROY BRAND,Joshua		
15:00							
16:00							
17:00		3D Support Supervised Studio or Workshop Time, 17:30-20:30 Group: LCC_BA (Hons) Games Art (FT Yr 1) Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua					
18:00							
19:00							
20:00							
21:00							
22:00							

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

	Monday 13/02/2023	Tuesday 14/02/2023	Wednesday 15/02/2023	Thursday 16/02/2023	Friday 17/02/2023	Saturday 18/02/2023	Sunday 19/02/2023
08:00							
09:00							
10:00	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			
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_M302A; Staff: 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		
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) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3) ; LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom — *Abhimanyu Chattopadhyay*					
21:00							
22:00							

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

	Monday 20/02/2023	Tuesday 21/02/2023	Wednesday 22/02/2023	Thursday 23/02/2023	Friday 24/02/2023	Saturday 25/02/2023	Sunday 26/02/2023
08:00							
09:00							
10:00	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					
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_M302A; Staff: 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		
17:00							
18:00			Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:00-21:00 Room: EC_M308	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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
21:00							
22:00							

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

	Monday 27/02/2023	Tuesday 28/02/2023	Wednesday 01/03/2023	Thursday 02/03/2023	Friday 03/03/2023	Saturday 04/03/2023	Sunday 05/03/2023
10:00–13:00	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					
14:00–17:00		GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302A; Staff: 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		
18:00–21:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 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 Yr 3) (BA (Hons) Animation)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_BA (Hons) 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom / *Abhimanyu Chattopadhyay*		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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			

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

	Monday 06/03/2023	Tuesday 07/03/2023	Wednesday 08/03/2023	Thursday 09/03/2023	Friday 10/03/2023	Saturday 11/03/2023	Sunday 12/03/2023
08:00							
09:00							
10:00	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	GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1405; Staff: HANKIN,Jane					
	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	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_M302A; 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		
		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					
15:00							
16:00							
17:00							
18:00			Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:00-21:00 Room: EC_M308	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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
19:00							
20:00							
21:00							
22:00							

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

	Monday 13/03/2023		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 – 10:00 — (empty)

10:00 (Monday)
- **GpA Games Art Pipeline** — Supervised Studio or Workshop Time, 10:00-13:00; Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302A; 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

10:00 (Tuesday)
- **GpA Informed Practice 1** — Seminar, 10:00-11:00; Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1105; Staff: HANKIN, Jane
- **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

14:00 (Tuesday)
- **GpA Games Art Pipeline** — Supervised Studio or Workshop Time, 14:00-17:00; Group: LCC_BA (Hons) Games Art_1_A; Room: EC_M302A; Staff: 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

14:00 (Friday)
- **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

18:00 (Tuesday)
- **Game Nights (extra-curricular optional activity)** — Z Other: Workshop, 18:00-21:00; 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 Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 1) LCC_BA (Hons) Games Design (FT Yr 2) LCC_BA (Hons) Games Design (FT Yr 3) LCC_BA (Hons) Virtual Reality (FT Yr 1) LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3) LCC_MA 3D Computer Animation (FT Yr 1) LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) LCC_MA Games Design (FT Yr 1) LCC_MA Games Design (FT Yr 1) (2021/22) LCC_MA Virtual Reality (FT Yr 1) LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK, Thom
  Abhimanyu Chattopadhyay

18:00 (Thursday)
- **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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua

Group timetable - LCC_BA (Hons) Games Art (wk starting 03/04/2023)

	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							
10:00							
11:00							
12:00							
13:00							
14:00							
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

	Monday 10/04/2023	Tuesday 11/04/2023	Wednesday 12/04/2023	Thursday 13/04/2023	Friday 14/04/2023	Saturday 15/04/2023	Sunday 16/04/2023
08:00–09:00	Public Holiday (Easter Monday) 08:00-22:00 ***Public Holiday (Easter Monday)** Easter Monday*						
10:00–13:00		GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405;Staff: HANKIN, Jane					
10:00–13:00		GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401;Staff: ORR, Lucy					
14:00–17:00		GpA Games Art Pipeline Supervised Studio or Workshop Time 14:00-17:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_M302A;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		
14:00–17:00		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					
18:00–21:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 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 Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) ; LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_MA 3D Computer Animation (FT Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/ 22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom *Abhimanyu Chattopadhyay*		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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308;Staff: FAUNTLEROY BRAND,Joshua			

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

	Monday 17/04/2023	Tuesday 18/04/2023	Wednesday 19/04/2023	Thursday 20/04/2023	Friday 21/04/2023	Saturday 22/04/2023	Sunday 23/04/2023
10:00–13:00	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	GpA Informed Practice 1 — Seminar, 10:00-13:00; Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1405; Staff: HANKIN,Jane					
	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	GpB Informed Practice 1 — Seminar, 10:00-13:00; Group: LCC_BA (Hons) Games Art_1_B; Room: EC_T1401; Staff: ORR,Lucy					
14:00–17:00		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			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		
		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					
18:00–21:00			Game Concept Society (Optional and Extracurricular) activity — Z Other: Student Union, 18:30-21:00; Room: EC_M308	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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			

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

	Monday 24/04/2023	Tuesday 25/04/2023	Wednesday 26/04/2023	Thursday 27/04/2023	Friday 28/04/2023	Saturday 29/04/2023	Sunday 30/04/2023
10:00–13:00	**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					
14:00–17:00		**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		
15:30–18:00		**Diversity & Representation in Gaming** Lecture, 15:30-18:00 Groups: 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) Games Art (FT Yr 1) (2021/22); Room: EC_TG11:Lecture Theatre B (LTB); Staff: HANKIN,Jane; LESLIE,Michael					
18:00–21:00		**Game Nights (extra-curricular optional activity)** Z Other: Workshop, 18:00-21:00 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 Yr 1) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) LCC_BA (Hons) Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 1) LCC_BA (Hons) Games Design (FT Yr 2) LCC_BA (Hons) Games Design (FT Yr 3) LCC_BA (Hons) Virtual Reality (FT Yr 1) LCC_BA (Hons) Virtual Reality (FT Yr 3) LCC_MA 3D Computer Animation (FT Yr 1) LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) LCC_MA Games Design (FT Yr 1) (2021/22) LCC_MA Virtual Reality (FT Yr 1) LCC_MA Virtual Reality (FT Yr 1) (2021/22) Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom *Abhimanyu Chattopadhyay*		**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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			

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

	Monday 01/05/2023	Tuesday 02/05/2023	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*						
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				
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, 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		
18:00				Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:30-21:00 Room: EC_M308	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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua		

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

	Monday 08/05/2023	Tuesday 09/05/2023	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*						

Tuesday 09/05/2023

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

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

Friday 12/05/2023

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

Game Nights (extra-curricular optional activity)
Z Other: Workshop, 18:00-21:00
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 Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) ; LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1) ; LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310; **Staff: KACZMAREK,Thom** *Abhimanyu Chattopadhyay*

Thursday 11/05/2023

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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308;Staff: FAUNTLEROY BRAND,Joshua

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

	Monday 15/05/2023	Tuesday 16/05/2023	Wednesday 17/05/2023	Thursday 18/05/2023	Friday 19/05/2023	Saturday 20/05/2023	Sunday 21/05/2023
08:00							
09:00							
10:00	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					
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,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							
17:00							
18:00			Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:30-21:00 Room: EC_M308	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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
19:00							
20:00							
21:00							
22:00							

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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
10:00–13:00	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		One to One Tutorials BA Games Art — Other Unit Tutorials, 10:00-12:45 — Group: LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_T1406; Staff: LESLIE,Michael			
14:00–17:00		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	One to One Tutorials BA Games Art — Other Unit Tutorials, 14:00-18:00 — Group: LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_T1406; 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		

Tuesday 18:00–21:00 — Game Nights (extra-curricular optional activity)
Z Other: Workshop, 18:00-21:00
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 Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2) ; LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1) ; LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1) ; LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301:Play Room; EC_M304; EC_M308; EC_M310;   Staff: KACZMAREK,Thom
Abhimanyu Chattopadhyay

Thursday 18:00–21:00 — 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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua

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

	Monday 29/05/2023	Tuesday 30/05/2023	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) ** Spring Holiday						
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, 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		
18:00				Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:30-21:00 Room: EC_M308	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)) 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: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua		

Group timetable - LCC_BA (Hons) Games Art (wk starting 05/06/2023)

	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
08:00							
09:00							
10:00							
11:00							
12:00							
13:00							
14:00					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							
17:00							
18:00		Game Nights (extra-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 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 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			
19:00							
20:00							
21:00							
22:00							

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Group timetable - LCC_BA (Hons) Games Art (wk starting 12/06/2023)

	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
08:00							
09:00							
10:00							
11:00							
12:00							
13:00							
14:00					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							
17:00							
18:00				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)) 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: Game Arts (Full Time));LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
19:00							
20:00							
21:00							
22:00							

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Group timetable - LCC_BA (Hons) Games Art (wk starting 19/06/2023)

	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
08:00–09:00							
09:00–10:00							
10:00–11:00							
11:00–12:00							
12:00–13:00							
13:00–14:00							
14:00–15:00							
15:00–16:00							
16:00–17:00							
17:00–18:00							
18:00–19:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 *Event too large - resources not printed*					
19:00–20:00							
20:00–21:00							
21:00–22:00							

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