

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (wk starting 29/08/2022)**

	<b>Monday 29/08/2022</b>	<b>Tuesday 30/08/2022</b>	<b>Wednesday 31/08/2022</b>	<b>Thursday 01/09/2022</b>	<b>Friday 02/09/2022</b>	<b>Saturday 03/09/2022</b>	<b>Sunday 04/09/2022</b>
08:00	Late Summer Bank Holiday - UAL Closed 08:00-22:00						
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (wk starting 19/09/2022)**

	<b>Monday 19/09/2022</b>	<b>Tuesday 20/09/2022</b>	<b>Wednesday 21/09/2022</b>	<b>Thursday 22/09/2022</b>	<b>Friday 23/09/2022</b>	<b>Saturday 24/09/2022</b>	<b>Sunday 25/09/2022</b>
08:00	Public Holiday - UAL closed <b>08:00-22:00</b> Bank Holiday for the State Funeral of Queen Elizabeth II						
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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							
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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 (FT Yr 1) (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							
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			ONLINE: Dean's Welcome Event - BAAni, BAGA, BASA Z Other: Inductions, 11:00-12:00 Event too large - resources not printed				
12:00							
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		
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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
08:00							
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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				
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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							
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18:00		Same 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 (FT Yr 1) (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
08:00							
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							
12:00							
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		
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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
08:00							
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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				
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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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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 (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					
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21:00							
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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							
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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 (FT Yr 1) (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							
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							
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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							
18:00		Game Nights (extra-curricular optional activity) 2 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					
19:00							
20:00							
20:00		Abhimanyu Chattopadhyay					
21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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							
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 (FT Yr 1) (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							
10:00	Tutor Will 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 Available 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		
11:00							
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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 (FT Yr 1) (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							
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				
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12:00							
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		
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21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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							
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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							
18:00		Game Nights (extra-curricular optional activity) 2 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					
19:00							
20:00							
20:00		Abhimanyu Chattopadhyay					
21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (wk starting 26/12/2022)**

	<b>Monday 26/12/2022</b>	<b>Tuesday 27/12/2022</b>	<b>Wednesday 28/12/2022</b>	<b>Thursday 29/12/2022</b>	<b>Friday 30/12/2022</b>	<b>Saturday 31/12/2022</b>	<b>Sunday 01/01/2023</b>
08:00	Public Holiday Boxing Day 08:00-22:00 **Public Holiday**	Public Holiday Christmas Day 08:00-22:00 **Public Holiday**					
09:00							
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (wk starting 02/01/2023)**

	<b>Monday 02/01/2023</b>	<b>Tuesday 03/01/2023</b>	<b>Wednesday 04/01/2023</b>	<b>Thursday 05/01/2023</b>	<b>Friday 06/01/2023</b>	<b>Saturday 07/01/2023</b>	<b>Sunday 08/01/2023</b>
08:00	Public Holiday - New Year's Day 08:00-22:00						
09:00							
09:00							
10:00							
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
10:00	<p>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</p>						
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00		<p>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</p>	<p>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</p>		<p>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</p>		
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00		<p>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</p>					
18:00							
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21:00							
22:00							



**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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
08:00							
09:00							
09:00							
10:00							
10:00	<div>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</div>						
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00		<div>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</div>	<div>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</div>		<div>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</div>		
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00		<div>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</div>					
19:00							
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
09:00				Principles 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							
10:00	GpB PoGA Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1						
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 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 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		A; Room: EC_M302A; Staff: OCAMPO,Peter	B; Room: EC_M308; Staff: LESLIE, Michael				
15:00							
16:00							
16:00							
17:00							
17:00							
18:00		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							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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			
11:00							
12:00							
13:00							
14:00							
14:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games 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		
15:00							
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 (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: Visual Effects (Full Time); LCC_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) 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 (FT Yr 1) (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							
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			
11:00							
12:00							
13:00							
14:00							
14:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games 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		
15:00							
16:00							
17:00							
18:00							
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							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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
08:00									
09:00									
09:00									
10:00									
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_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					
11:00									
11:00									
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 Art_1_A; Room: EC_M302A; Staff: 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									
15:00									
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 (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) 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			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									
19:00									
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20:00									
21:00									
21:00									
22:00									

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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			
11:00							
12:00							
13:00							
14:00							
14:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games 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	
15:00							
16:00							
17:00							
18:00							
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							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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									
09:00									
09:00									
10:00									
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_ 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	GpA Informed Practice 1 Seminar, 10:00-11:00  Group: LCC_BA (Hons) Games Art_1_A; Room: EC_T1105; Staf f: 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				
11:00									
11:00									
12:00									
12:00									
13:00									
14:00									
14:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00  Group: LCC_BA (Hons) Games 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_BRoom: EC_M308; St aff: 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									
15:00									
16:00									
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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 (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 (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 2)LCC_MA 3D Computer Animation (FT Yr 3)LCC_MA Games Design (FT Yr 1)LCC_MA Games Design (FT Yr 2)LCC_MA Games Design (FT Yr 3)LCC_MA Virtual Reality (FT Yr 1)LCC_MA Virtual Reality (FT Yr 2)LCC_MA Virtual Reality (FT Yr 3) Rooms: EC_M104; EC_M301; Play Room; EC_M304; EC_M308; EC_M310 Staff: KACZMAREK,Thom			Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)); LCC_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 (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); 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LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)) Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time			

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
09:00							
10:00							
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**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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	<div>Public Holiday (Easter Monday) <b>08:00-22:00</b> **Public Holiday (Easter Monday)** Easter Monday</div>						
09:00							
09:00							
10:00							
10:00		<div>GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405; Staff: HANKIN, Jane</div>	<div>GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401; Staff: ORR, Lucy</div>				
11:00							
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13:00							
13:00							
14:00							
14:00		<div>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</div>	<div>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</div>		<div>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</div>		
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00	<div>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_M510; Staff: KACZMAREK, Thom Ashimanyu Chattopadhyay</div>			<div>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 (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua</div>			
19:00							
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21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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
08:00							
09:00							
10:00							
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			
11:00							
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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							
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			Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:30-21: 00 Room: EC_M308				
20:00							
21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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
08:00							
09:00							
10:00							
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			
11:00							
12:00							
13:00							
14:00							
14:00		GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games 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		
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Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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						
09:00							
09:00							
10:00							
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							
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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							
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18:00							
18:00							
19:00			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							
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21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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	<div>Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the coronation of King Charles III</div>							
09:00								
09:00								
10:00								
10:00		<div>GpA Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 A; Room: EC_T1405; Staff: HANKIN, Jane</div>	<div>GpB Informed Practice 1 Seminar, 10:00-13:00 Group: LCC_BA (Hons) Games Art_1 B; Room: EC_T1401; Staff: ORR, Lucy</div>					
11:00								
11:00								
12:00								
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13:00								
14:00								
14:00		<div>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</div>	<div>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</div>			<div>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</div>		
15:00								
15:00								
16:00								
16:00								
17:00								
17:00								
18:00								
18:00		<div>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) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; 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</div>						
19:00					<div>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</div>			
19:00								
20:00								
20:00								
21:00								
21:00								
22:00								

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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							
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							
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			Game Concept Society (Optional and Extracurricular) activity Z Other: Student Union, 18:30-21: 00 Room: EC_M308				
20:00							
21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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 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			
11:00							
12:00							
13:00							
14:00							
14:00			GpA Games Art Pipeline Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA (Hons) Games 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	
15:00							
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 (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) 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		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							

Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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						
09:00							
10:00							
11:00							
12:00							
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_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		
16:00							
17:00							
18:00							
19:00			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			
20:00							
21:00							
22:00							



**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
09:00							
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10:00							
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11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
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							
15:00							
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 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							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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10:00							
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12:00							
12:00							
13:00							
13:00							
14:00							
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							
15:00							
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: 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							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

**Group timetable - LCC\_BA (Hons) Games Art (FT Yr 1) (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							
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17:00							
18:00							
18:00		Game Nights (extra-curricular optional activity) <b>2 Other: Workshop, 18:00-21:00</b> Event too large - resources not printed					
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							