This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 29/08/2022)

Saturday Monday Tuesday Wednesday Thursday Friday Sunday 30/08/2022 01/09/2022 03/09/2022 29/08/2022 31/08/2022 02/09/2022 04/09/2022 Late Summer Bank Holiday - UAL CLosed 08:00-22:00 09:00 10:00 11:00 12:00 13:00 18:00 19:00

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (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 |
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| 08:00 | Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the State Funeral of Queen Elizabeth II | | | | | | |
| 09:00 | | | | | | | |
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| 22:00 | | | Page 2 published 15/08/2 | 023 14:21:46 - University of the Arts London - | CELCAT Timetabling | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 26/09/2022)

| | Monday 26/09/2022 | Tue: 27/09 | sday 0/2022 | Wedn 28/09 | esday 1/2022 | Thur 29/09 | sday 0/2022 | Friday 30/09/2022 | Saturday 01/10/2022 | Sunday 02/10/2022 |
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| 08:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 10:00 | | | | | | Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | | | |
| 11:00 | | | | | | m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | | | |
| 11:00 | | | | | | | | | | |
| 12:00 12:00 | | | | | | - | | | | |
| 13:00 | | | | | | | | | | |
| 13:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 14:00 | | Theory Seminar, 14:00-18:00 | Studio Supervised Studio or | | | | | Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: FC_T1405: Staff: | Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | | | | | f: CASELEY,Roy | | |
| 15:00 | | CASELEY,Roy; GRATTAROLA,Maddalena | ff: GURSKIS,Zans | Diploma in Professional Studies Online Seminar, 15:00-18:00 | ONLINE: DPS Preparation for Industry - Introducing DPS - DPS Alumni stories Online Lecture, 15:00-16:30 Event too large - resources not printed | | | | | |
| 16:00 16:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
| 17:00 17:00 | | | | | | | | | | |
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| 22:00 | | | | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 03/10/2022)

| | Monday 03/10/2022 | Tue: 04/10 | sday 0/2022 | Wedn 05/10 | esday /2022 | Thur 06/10 | rsday 0/2022 | Friday 07/10/2022 | Saturday 08/10/2022 | Sunday 09/10/2022 |
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| 08:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| | | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or | | | |
| 10:00 10:00 | | | | | | Group: LCC_BA (Hons) | Workshop Time, 09:30-13:30 | | | |
| | | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | | | |
| 11:00 | | | | | | GRATTAROLÁ, Maddalena | ff: GURSKIS,Zans | | | |
| 11:00 | | | | | | | | | | |
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| 10.00 | | | | | | | | | | |
| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30-15:00 | | |
| 14:00 | | Theory Seminar, 14:00-18:00 | Studio Supervised Studio or | | | | | Group: LCC_BA (Hons) | | |
| | | Group: LCC_BA (Hons) | Workshop Time, 14:00-18:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405: Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | ONLINE: Introduction to | ONLINE: DPS Preparation for Industry - | | | | | |
| 15.00 | | GRATTAROLA, Maddalena | ff: GURSKIS,Zans | Diploma in Professional Studies | Decoding Employability Online Lecture, 15:00-16:30 Event too large - resources not printed | | | | | |
| 16:00 | | | | Online Seminar, 15:00-18:00 | Even too as go resources not printed | | | | | |
| 16:00 | | - | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
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| 22:00 | | | | | | sity of the Arte London - CELCA | | | | (truncated to fit page) |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 10/10/2022)

| | Monday 10/10/2022 | Tue: 11/10 | sday //2022 | Wedn 12/10 | esday /2022 | Thur 13/10 | rsday 0/2022 | Friday 14/10/2022 | Saturday 15/10/2022 | Sunday 16/10/2022 |
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| 08:00 | | | | | | | | | | |
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| 09:00 | | | | | | | | | | |
| 03.00 | | | | | | | | | | |
| 10:00 | | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or | | | |
| 10:00 | | | | | | Group: LCC BA (Hons) | Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | | | |
| | | | | | | Games Design (FT Yr 2);Roo m: EC_T1405;Staff: CASELEY,Roy; | Games Design (FT Yr 2);Roo ms: EC M207: EC M208:Sta | | | |
| 11:00 | | | | | | GRATTAROLA, Maddalena | ff: GURSKIS,Zans | | | |
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| 13:00 13:00 | | | | | | _ | | | | |
| 13.00 | | | | | | | | | | |
| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 | | Theory | Studio | | | | | 13:30-15:00 | | |
| | | Seminar, 14:00-18:00 Group: LCC_BA (Hons) | Supervised Studio or Workshop Time, 14:00-18:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | | | | | | | |
| 15:00 | | CASELEY,Roy; GRATTAROLA,Maddalena | ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | ONLINE: Introduction to Diploma in Professional | ONLINE: DPS Preparation for Industry - Decoding Employability Online Lecture, 15:00-16:30 | | | | | |
| | | | | Studies Online Seminar, 15:00-18:00 | Event too large - resources not printed | | | | | |
| 16:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
| 16:00 | | | | f: CASELEY,Roy | | | | | | |
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| 17:00 17:00 | | - | | | | | | | | |
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| 18:00 | | | | | | | | | | |
| 18:00 | | Game Nights (extra-curricular optional activity Z Other: Workshop, 18:00-21:00 | y) | | | | | | | |
| | | Groups: LCC_BA (Hons) Animation (FT Yr 1) BA (Hons) Animation (FT Yr 3); LCC_BA (Ho Yr 3) (BA (Hons) Animation (Full Time)): LCC | ; LCC_BA (Hons) Animation (FT Yr 2); LCC_ ons) Animation (with Creative Computing) (FT CBA (Hons) Animation (with Creative | | | | | | | |
| 19:00 | | Computing) (FT Yr 3) (BA (Hons) Animation: BA (Hons) Animation (with Creative Computing Animation Arts (Full Time)); LCC_BA (Hons) | 1.: LCC, BA, (Hore) Animation (FT Yr, 2); LCC, prof) Animation (with Creative Computing) (FT prof) Animation (with Creative Computing) (FT SB, 4 (Hore) Animation (with Creative 30 Computer Animation (Ft II Time)); LCC, yil (FT Y); BB, 4 (Hors) Animation; GT Animation (with Cleative Computing) (FT Yr, Animation (with Cleative Computing)); LCC, in (FT Yr); BB, 4 (Hors) Animation; 30 (Hors) Animation; Animation; Asia (FT Yr); immation; Visual Effects (FIII Time); LCC, BA, Horns, SB, Horns, LCC, BB, 4 (Hors) Animation; yil (FT Yr); LCC, BB, 4 (Hors) (Sames sign); FT Yr); LCC, BB, 4 (Hors) (Sames sign); FT Yr); LCC, BB, 4 (Hors) (Sames sign); FT Yr); LCC, BB, 4 (Hors); All Reality (FT Yr); LCC, MB, 4 (Hors); All Reality; FT Yr); LCC, MB, 4 (Hors); All Reality; All Reality; FT Yr); LCC, MB, 4 (Hors); All Reality; All Rea | | | | | | | |
| 19:00 | | (BA (Hons) Animation: Game Arts (Full Tir Creative Computing) (FT Yr 3) (BA (Hons) Ar BA (Hons) Animation: 3D Computer Animation | ne)); LCC_BA (Hons) Animation (with nimation: Visual Effects (Full Time)); LCC_ in (FT Yr 3) (BA (Hons) Animation: 3D | | | | | | | |
| | | Computer Animation (Full Time)); LCC_BA (H (BA (Hons) Animation: Animation Arts (Full T Arts (FT Yr 3) (BA (Hons) Animation: Game A | Hons) Animation: Animation Arts (FT Yr 3) ime)); LCC_BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: | | | | | | | |
| 20:00 | | Games Art (FT Yr 1); LCC_BA (Hons) Animation Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games D | II. VISUAL EFFECTS (FUIL TIME)); LCC_BA (Hons) IS Design (FT Yr 1); LCC_BA (Hons) Games esign (FT Yr 3); LCC_BA (Hons) Virtual | | | | | | | |
| 20:00 | | Reality (FT Yr 1); LCC_BA (Hons) Virtual Re Reality (FT Yr 3); LCC_MA 3D Computer An Animation (FT Yr 1) (2021/22); LCC_MA Gar Design (FT Yr 1) (2021/22); LCC_MA Market | amy (F1 r1 2); LCC_BA (Hons) Virtual imation (FT Yr 1); LCC_MA 3D Computer mes Design (FT Yr 1); LCC_MA Games | | | | | | | |
| 24.00 | | Design (F1 YF1) (2021/22); LCC_MA Virtual (FT YF1) (2021/22); Rooms: EC_M104; EC_I M310; Staff: KACZMAREK,Thom Abhimanyu Chattopadhyay | M301:Play Room; EC_M304; EC_M308; EC_ | | | | | | | |
| 21:00 | | учининуи Chattopaanyay | | | | | | | | |
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| 22:00 | | | | | | | | | | |
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 17/10/2022)

| | Monday 17/10/2022 | Tue 18/10 | sday 0/2022 | Wedn 19/10 | esday /2022 | Thur 20/10 | rsday 0/2022 | Friday 21/10/2022 | Saturday 22/10/2022 | Sunday 23/10/2022 |
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| 08:00 | | | | | | | | | | |
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| 09:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| | | | | | | Theory | Studio | | | |
| 10:00 | | | | | | Seminar, 09:30-13:30 | Supervised Studio or Workshop Time, 09:30-13:30 | | | |
| 10:00 | | | | | | Games Design (FT Yr 2);Roo m; EC T1405; Staff: | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo | | | |
| | | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | | | |
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| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 | | Theory | Studio | | | | | 13:30-15:00 Group: LCC_BA (Hons) | | |
| | | Seminar, 14:00-18:00 Group: LCC_BA (Hons) | Supervised Studio or Workshop Time, 14:00-18:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo | | | | | | | |
| 15:00 | | CASELEY,Roy; GRATTAROLA,Maddalena | ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | ONLINE: Introduction to Diploma in Professional | ONLINE: DPS Preparation for Industry - Showing your value & experience on your | | | | | |
| | | | | Studies Online Seminar, 15:00-18:00 | Online Lecture, 15:00-16:30 Event too large - resources not printed | | | | | |
| 16:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
| 16:00 | | | | f: CASELEY,Roy | | | | | | |
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| | | 1 | 1 | Page 6 nublished | 1 15/08/2023 14·21·46 - I Iniver | sity of the Arts London - CELCA | T Timetabling | | | (truncated to fit page |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 24/10/2022)

| | Monday 24/10/2022 | Tue: 25/10 | sday //2022 | Wednesday 26/10/2022 | Thui 27/10 | rsday 0/2022 | Friday 28/10/2022 | Saturday 29/10/2022 | Sunday 30/10/2022 |
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| 08:00 | | | | | | | | | |
| 09:00 | | | | | | | | | |
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| 10:00 | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or Workshop Time, 09:30-13:30 | | | |
| 10:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207: EC M208: Staff: | | | |
| 11:00 | | | | | | GURSKIS,Zans | | | |
| 11:00 | | | | | | | | | |
| 12:00 | | | | | | | | | |
| 12:00 | | | | DPS Preparation for Industry - Trip to UAL's Creative Oppurtuinities Job Fair CSM External Visits, 12:00-15:00 | | | | | |
| 13:00 | | | | Groups: LCC_BA (Hons) Animation (FT Yr 2): LCC_BA (Hons) Film and | | | | | |
| 13:00 | | | | Screen Studies (FT Yr 2); LCC_BA (Hons) Film and Television (FT Yr 2) | | | | | |
| | | | | 2); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Sound Arts (FT Yr 2); Staff: KONTOVA,Evi; | | | Online Tutorials Online Other Unit Tutorials, 13:30 | | |
| 14:00 14:00 | | Theory | Studio | MIRIAM,Maliha Creative Opportunities Job Fair | | | 15:00 Group: LCC_BA (Hons) Games | | |
| | | Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; | Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games | Central Saint Martins, Granary Square, King's Cross, N1 | | | Design (FT Yr 2); Staff: CASELEY, Roy | | |
| 15:00 15:00 | | GRATTAROLA,Maddalena | Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | ONLINE: Introduction to Diploma | | | | | |
| | | | CONORIO, Edito | in Professional Studies Online Seminar, 15:00-18:00 | | | | | |
| 16:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy | | | | | |
| 16:00 | | | | CASELET, NOY | | | | | |
| 17:00 | | | | | | | | | |
| 17:00 | | | | | | | | | |
| 18:00 | | Game Nights (extra-curricular optional activity) | | | | | | | |
| 18:00 | | | C, BA (Hons) Animation (FT Yr 2): LCC, BA (Hons) with Creative Computing) (FT Yr 3) (BA (Hons) with Creative Computing) (FT Yr 3) (BA (Hons) (Lot) (All (Hons) Animation (Mc Creative and Computing) (FT Yr 3) (BA (Hons) (Hons) Animation (Lot) (BA (Hons)) (LCC, TY Yr 3) (BA (Hons) Animation: Visual Effects (Full Animation (FT Yr 3) (BA (Hons) Animation: 30 Animation Artin (Tr 4) (BA (Hons) Animation: 30 Animation Artin (Tr 4) (BA (Hons) Animation: 30 Animation (FT Yr 3) (BA (Hons) Animation: 30 Animation: 30 Anim | | | | | | |
| 19:00 19:00 | | Computing) (FT Yr 3) (BA (Hons) Animation: Anim Animation (with Creative Computing) (FT Yr 3) (BA BA (Hons) Animation (with Creative Computing) (F | ation Arts (Full Time)); LCC_BA (Hons) A (Hons) Animation: Game Arts (Full Time)); LCC_ T Yr 3) (BA (Hons) Animation: Visual Effects (Full | | | | | | |
| | | Timin); LGC, BA (Honis) Animation: 3D Computer. Computer Animation (Fill Timin); LCC, BA (Honis) Animation Arising Timin (Fill Timin); LCC, BA (Honis) Animation: Animation Arising Timin); LCC, BA (Honis) Cames Bedgin (FIV 47); LCC, BA (Honis) Cames Design (FIV 47); LCC, BA (Honis) Cames De | Animation (FT Yr 3) (BA (Hons) Animation: 3D Animation: Animation Arts (FT Yr 3) (BA (Hons) Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) s) Animation: Visual Effects (FT Yr 3) (BA (Hons) Hons) Games Art (FT Yr 1); LCC, BA (Hons) Design (FT Yr 2); LCC, BA (Hons) | | | | | | |
| 20:00 | | Design (FT Yr 3); LCC_BA (Hons) Virtual Reality (LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_M Computer Animation (FT Yr 1) (2021/22): LCC_M. | FT Yr 1); LCC_BA (Hons) Virtual Reality (FT Yr 2) A 3D Computer Animation (FT Yr 1); LCC_MA 3D A Games Design (FT Yr 1); LCC_MA Games | | | | | | |
| | | Design (FT Yr 1) (2021/22); LCC_MA Virtual Real (2021/22); Rooms: EC_M104; EC_M301:Play Roon KACZMAREK,Thom Abhimanyu Chattopadhyay | ity (FT Yr 1); LČC_MA Virtual Reality (FT Yr 1) n; EC_M304; EC_M308; EC_M310; Staff: | | | | | | |
| 21:00 | | | | | | | | | |
| 21.00 | | | | | | | | | |
| 22:00 | | | | | 4:21:46 - University of the Arts Lor | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 31/10/2022)

| | Monday 31/10/2022 | Tue 01/11 | sday /2022 | Wedn 02/11 | esday /2022 | Thur 03/11 | rsday /2022 | Friday 04/11/2022 | Saturday 05/11/2022 | Sunday 06/11/2022 |
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| 08:00 | | | | | | | | | | |
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| 09:00 | | | | | | | | | | |
| | | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or | | | |
| 10:00 | | | | | | Group: LCC BA (Hons) | Workshop Time, 09:30-13:30 | | | |
| 10.00 | | | | | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | | | |
| 11:00 | | | | | | CASELEY,Roy; GRATTAROLA,Maddalena | ff: GURSKIS,Zans | | | |
| 11:00 | | | | | | - | | | | |
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| 14:00 14:00 | | | - · | | | | | 13:30-15:00 | | |
| 14:00 | | Theory Seminar, 14:00-18:00 | Studio Supervised Studio or | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) | | | | | f: CASELEY,Roy | | |
| 15:00 15:00 | | m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | ONLINE: Introduction to | ONLINE: DPS Preparation for Industry - Introducing & Presenting yourself to | | | | | |
| | | GRATTAROLA, Maddalena | ff: GURSKIS,Zans | Diploma in Professional Studies | Introducing & Presenting yourself to creative Online Lecture, 15:00-16:30 | | | | | |
| 16:00 | | | | Online Seminar, 15:00-18:00 | Event too large - resources not printed | | | | | |
| 16:00 | | • | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 07/11/2022)

| | Monday 07/11/2022 | Tue: 08/11 | sday /2022 | Wedn 09/11 | esday /2022 | Thur 10/11 | rsday /2022 | Friday 11/11/2022 | Saturday 12/11/2022 | Sunday 13/11/2022 |
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| 10:00 | | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or | | | |
| 10:00 | | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | | | |
| | | | | | | m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | | | |
| 11:00 | | | | | | GRATTAROLA, Maddalena | II: GURSKIS,Zaris | | | |
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| 14:00 | | | | | | | | 13:30-15:00 | | |
| 14:00 | | Theory Seminar, 14:00-18:00 | Studio Supervised Studio or Workshop Time, 14:00-18:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hops) | | | | | f: CASELEY,Roy | | |
| 15:00 | | CASELEY,Roy; GRATTAROLA,Maddalena | Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | ONLINE. IIIII OUUCIIOII IO | ONLINE: DPS Preparation for Industry - | | | | | |
| | | | | Diploma in Professional Studies | Online Lecture, 15:00-16:30 Event too large - resources not printed | | | | | |
| 16:00 | | | | Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) | | | | | | |
| 16:00 | | | | Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
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| 18:00 | | | | | | | | | | |
| 18:00 | | Game Nights (extra-curricular optional activity Z Other: Workshop, 18:00-21:00 | y) | | | | | | | |
| | | Groups: LCC_BA (Hons) Animation (FT Yr 1) BA (Hons) Animation (FT Yr 3); LCC_BA (Ho Yr 3) (BA (Hons) Animation (Full Time)); LCC | ; LCC_BA (Hons) Animation (FT Yr 2); LCC_ ons) Animation (with Creative Computing) (FT BA (Hons) Animation (with Creative | | | | | | | |
| 19:00 | | Computing) (FT Yr 3) (BA (Hons) Animation: BA (Hons) Animation (with Creative Computing Animation Arts (Full Time)); LCC_BA (Hons) | 3D Computer Animation (Full Time)); LCC_ ng) (FT Yr 3) (BA (Hons) Animation: Animation (with Creative Computing) (FT Yr | | | | | | | |
| 19:00 | | Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: Computer Animation (Full Time)): LCC BA (Hons) | iner), ECC_DA (noris) Animation (with nimation: Visual Effects (Full Time)); LCC_ in (FT Yr 3) (BA (Hons) Animation: 3D Hons) Animation: Animation Arts (FT Yr 3) | | | | | | | |
| 00.00 | | (BA (Hons) Animation: Animation Arts (Full T Arts (FT Yr 3) (BA (Hons) Animation: Game A Visual Effects (FT Yr 3) (BA (Hons) Animation | ime)); LCC_BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: n: Visual Effects (Full Time)); LCC_BA (Hons) | | | | | | | |
| 20:00 | | Games Art (FT Yr 1); LCC_BA (Hons) Game Design (FT Yr 2); LCC_BA (Hons) Games D Reality (FT Yr 1); LCC_BA (Hons) Virtual Re | s Design (FT Yr 1); LCC_BA (Hons) Games esign (FT Yr 3); LCC_BA (Hons) Virtual ality (FT Yr 2); LCC_BA (Hons) Virtual | | | | | | | |
| | | Animation (FT Yr 1); LCC_MA 3D Computer An Animation (FT Yr 1) (2021/22); LCC_MA Gai Design (FT Yr 1) (2021/22); LCC_MA Virtual (FT Yr 1) (2021/22); Roome: FC_M104-FC_1 | 1.: LCC, BA (Hore) Animation (FT Yr.2); LCC, prof. Animation (with Creative Computing (FT X); LCC, prof. Animation (with Creative Computing (FT X); BA (Hores) Animation (with Creative Computing) (FT X); BA (Hores) Animation (Full Timel); LCC, prof. FT Y; BA (Hores) Animation (FT Y); BA (Hores) Animation (FT Y); BA (Hores) Animation: 30 (Hores) Animation: 30 (Hores) Animation: 40 (Hores) Animat | | | | | | | |
| 21:00 | | M310; Staff: KACZMAREK,Thom Abhimanyu Chattopadhyay | | | | | | | | |
| 21:00 | | | | | | | | | | |
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| 22:00 | | | | | | sity of the Arts London - CELCA | | | | (truncated to fit page) |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 14/11/2022)

| | Monday 14/11/2022 | Tue 15/11 | sday /2022 | Wedn 16/11 | esday /2022 | Thur 17/11 | rsday /2022 | Friday 18/11/2022 | Saturday 19/11/2022 | Sunday 20/11/2022 |
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| 09:00 | | | | | | | | | | |
| | | | | | | Theory | Studio | | | |
| 10:00 | | | | | | Seminar, 09:30-13:30 Group: LCC_BA (Hons) | Supervised Studio or Workshop Time, 09:30-13:30 | | | |
| 10.00 | | | | | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | | | |
| 11:00 | | | | | | CASELEY,Roy; GRATTAROLA,Maddalena | ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | | | |
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| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30-15:00 | | |
| 14:00 | | Theory Seminar, 14:00-18:00 | Studio Supervised Studio or | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| | | Group: LCC_BA (Hons) Games Design (FT Yr 2):Roo | Workshop Time, 14:00-18:00 Group: LCC BA (Hons) | | | | | f: CASELEY,Roy | | |
| 15:00 | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | SAN INSTITUTE OF THE STATE OF T | ONLINE: DPS Preparation for Industry - Is | | | | | |
| 15:00 | | GRATTAROLA, Maddalena | ff: GURSKIS,Zans | ONLINE: Introduction to Diploma in Professional Studies | DPS for me? A toolkit session Online Lecture, 15:00-16:30 | | | | | |
| 1 | | | | Online Seminar, 15:00-18:00 | Event too large - resources not printed | | | | | |
| 16:00 16:00 | | - | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
| 10.00 | | | | f: CASELEY,Roy | | | | | | |
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 21/11/2022)

| | Monday 21/11/2022 | Tue: 22/11 | sday /2022 | Wedn 23/11 | esday /2022 | Thur 24/11 | rsday /2022 | Friday 25/11/2022 | Saturday 26/11/2022 | Sunday 27/11/2022 |
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| 09:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 40.00 | | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or | | | |
| 10:00 | | | | | | Group: LCC BA (Hons) | Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | | | |
| | | | | | | Games Design (FT Yr 2);Roo m: EC_T1405;Staff: CASELEY,Roy; | Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | | | |
| 11:00 | | | | | | GRATTAROLA, Maddalena | ff: GURSKIS,Zans | | | |
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| 13:00 | | | | | | | | | | |
| | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 14:00 | | Theory | Studio | | | | | 13:30-15:00 | | |
| | | Seminar, 14:00-18:00 | Supervised Studio or Workshop Time, 14:00-18:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hops) | | | | | II. ONOELET, NO | | |
| 15:00 | | CASELEY,Roy; GRATTAROLA,Maddalena | Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | ONLINE. IIIII OUUCIIOII IO | DPS Preparation for Industry - Wellbeing & employability | | | | | |
| | | | | Diploma in Professional Studies Online Seminar, 15:00-18:00 | Lecture, 15:00-16:30 Event too large - resources not printed | | | | | |
| 16:00 | | | | D | | | | | | |
| 16:00 | | | | Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
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| 17:00 | | | | | | | | | | |
| 17:00 | | | | | | | | | | |
| 40.00 | | | | | | | | | | |
| 18:00 18:00 | | Game Nights (extra-curricular optional activity | y) | | | | | | | |
| | | Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) BA (Hons) Animation (FT Yr 3); LCC_BA (Ho | ; LCC_BA (Hons) Animation (FT Yr 2); LCC_ ons) Animation (with Creative Computing) (FT | | | | | | | |
| 19:00 | | Yr 3) (BA (Hons) Animation (Full Time)); LCC Computing) (FT Yr 3) (BA (Hons) Animation: BA (Hons) Animation (with Creative Computing | C_BA (Hons) Animation (with Creative 3D Computer Animation (Full Time)); LCC_ ng) (FT Yr 3) (BA (Hons) Animation: | | | | | | | |
| 19:00 | | Animation Arts (Full Time)); LCC_BA (Hons) 3) (BA (Hons) Animation: Game Arts (Full Tin Creative Computing) (FT Yr 3) (BA (Hons) Ar | Animation (with Creative Computing) (FT Yr ne)); LCC_BA (Hons) Animation (with nimation: Visual Effects (Full Time)); LCC_ | | | | | | | |
| | | BA (Hons) Animation: 3D Computer Animatio Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Ti | In (F.1 Yr.3) (BA (Hons) Animation: 3D Hons) Animation: Animation Arts (FT Yr.3) imel); LCC_BA (Hons) Animation: Game | | | | | | | |
| 20:00 | | Visual Effects (FT Yr 3) (BA (Hons) Animation: Game A Visual Effects (FT Yr 3) (BA (Hons) Animation Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design | wis (Full Hille); LCC_BA (Hons) Animation: in: Visual Effects (Full Time)); LCC_BA (Hons) is Design (FT Yr 1); LCC_BA (Hons) Games psign (FT Yr 3): 1 CC_BA (Hons) Virtual | | | | | | | |
| 20:00 | | Reality (FT Yr 1); LCC_BA (Hons) Virtual Re Reality (FT Yr 1); LCC_MA 3D Computer Ani Animation (FT Yr 1) (2021/22) · I CC_MA Gar | 1.: LCC, BA (Hore) Animation (FT Yr.2); LCC, prof. Animation (with Creative Computing (FT X); LCC, prof. Animation (with Creative Computing (FT X); BA (Hores) Animation (with Creative Computing) (FT X); BA (Hores) Animation (Full Timel); LCC, prof. FT Y; BA (Hores) Animation (FT Y); BA (Hores) Animation (FT Y); BA (Hores) Animation: 30 (Hores) Animation: 30 (Hores) Animation: 40 (Hores) Animat | | | | | | | |
| | | Design (FT Yr 1) (2021/22); LCC_MA Virtual (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M310; Staff: KACZMAREK.Thom | Reality (FT Yr 1); LCC_MA Virtual Reality M301:Play Room; EC_M304; EC_M308; EC_ | | | | | | | |
| 21:00 | | Abhimanyu Chattopadhyay | | | | | | | | |
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| 22:00 | | | | | | rsity of the Arts London - CELCA | | | | (truncated to fit page) |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 28/11/2022)

| | Monday 28/11/2022 | Tue 29/11 | sday /2022 | Wedn 30/11 | esday /2022 | Thur 01/12 | rsday 2/2022 | Friday 02/12/2022 | Saturday 03/12/2022 | Sunday 04/12/2022 |
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| 08:00 | | | | | | | | | | |
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| 09:00 | | | | | | | | | | |
| | | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or | | | |
| 10:00 | | | | | | Group: LCC BA (Hons) | Workshop Time, 09:30-13:30 | | | |
| 10.00 | | | | | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | | | |
| 11:00 | | | | | | CASELEY,Roy; GRATTAROLA,Maddalena | ff: GURSKIS,Zans | | | |
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| 14:00 14:00 | | | - · | | | | | 13:30-15:00 | | |
| 14:00 | | Theory Seminar, 14:00-18:00 | Studio Supervised Studio or | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) | | | | | f: CASELEY,Roy | | |
| 15:00 15:00 | | m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | ONLINE: Introduction to | ONLINE: DPS Preparation for Industry - Pathways into Film and TV - industry panel | | | | | |
| | | GRATTAROLA,Maddalena | ff: GURSKIS,Zans | Diploma in Professional Studies | Pathways into Film and TV - industry panel session Online Lecture, 15:00-16:30 | | | | | |
| 16:00 | | | | Online Seminar, 15:00-18:00 | Event too large - resources not printed | | | | | |
| 16:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 05/12/2022)

| | Monday 05/12/2022 | Tue 06/12 | sday 2/2022 | Wedn 07/12 | esday /2022 | Thur 08/12 | rsday 2/2022 | Friday 09/12/2022 | Saturday 10/12/2022 | Sunday 11/12/2022 |
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| 08:00 | | | | | | | | | | |
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| 09:00 | | | | | | | | | | |
| 03.00 | | | | | | | | | | |
| 10:00 | | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or | | | |
| 10:00 | | | | | | Group: LCC BA (Hons) | Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | | | |
| | | | | | | Games Design (FT Yr 2);Roo m: EC_T1405;Staff: CASELEY,Roy; | Games Design (FT Yr 2);Roo ms; EC M207; EC M208;Sta | | | |
| 11:00 | | | | | | GRATTAROLA, Maddalena | ff: GURSKIS,Zans | | | |
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| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 | | Theory | Studio | | | | | 13:30-15:00 | | |
| | | Seminar, 14:00-18:00 Group: LCC_BA (Hons) | Supervised Studio or Workshop Time, 14:00-18:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | | | | | | | |
| 15:00 | | CASELEY,Roy; GRATTAROLA,Maddalena | ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | ONLINE: Introduction to Diploma in Professional | ONLINE: DPS Preparation for Industry - Your DPS journey - how to apply Online Lecture, 15:00-16:30 | | | | | |
| | | | | Studies Online Seminar, 15:00-18:00 | Event too large - resources not printed | | | | | |
| 16:00 | | | | Group: LCC BA (Hops) | | | | | | |
| 16:00 | | | | Games Design (FT Yr 2);Staf f: CASELEY,Roy | | | | | | |
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| 18:00 | | | | | | | | | | |
| 18:00 | | Game Nights (extra-curricular optional activit Z Other: Workshop, 18:00-21:00 | у) | | | | | | | |
| | | Groups: LCC_BA (Hons) Animation (FT Yr 1 BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Yr 3) (BA (Hons) Animation (Full Time)): LCC |); LCC_BA (Hons) Animation (FT Yr 2); LCC_ ons) Animation (with Creative Computing) (FT C_BA (Hons) Animation (with Creative | | | | | | | |
| 19:00 | | Computing) (FT Yr 3) (BA (Hons) Animation: BA (Hons) Animation (with Creative Computi Animation Arts (Full Time)); LCC_BA (Hons) | 3D Computer Animation (Full Time)); LCC_ ng) (FT Yr 3) (BA (Hons) Animation: Animation (with Creative Computing) (FT Yr | | | | | | | |
| 19:00 | | (BA (Hons) Animation: Game Arts (Full Tir Creative Computing) (FT Yr 3) (BA (Hons) Ar BA (Hons) Animation: 3D Computer Animation | me)); LCC_BA (Hons) Animation (with nimation: Visual Effects (Full Time)); LCC_ on (FT Yr 3) (BA (Hons) Animation: 3D | | | | | | | |
| | | Computer Animation (Full Time)); LCC_BA (I (BA (Hons) Animation: Animation Arts (Full T Arts (FT Yr3) (BA (Hons) Animation: Game | Hons) Animation: Animation Arts (FT Yr 3) Time)); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: | | | | | | | |
| 20:00 | | VISUAL ETECTS (F 1 Y 7 3) (BA (Hons) Animatio Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games D | m. visual Effects (Hull Time)); LCC_BA (Hons) as Design (FT Yr 1); LCC_BA (Hons) Games lesign (FT Yr 3); LCC_BA (Hons) Virtual | | | | | | | |
| 20:00 | | Reality (FT Yr 1); LCC_BA (Hons) Virtual Re Reality (FT Yr 3); LCC_MA 3D Computer A Animation (FT Yr 1) (2021/22); LCC_MA Ga Design (FT Yr 1) (2021/22); LCC_MA Ga | (1) LCC, BA, Bloros) Animation (FT Yr.2); LCC, const) Animation (with Creative Computing) (FT Const) Animation (with Creative Computing) (FT Const) Animation (with Creative Computing) (FT Y) BBA (Horsh Alimation) (with Creative Computing) (FT Y) (BBA (Horsh Alimation) (with Creative Computing) (FT Y) (| | | | | | | |
| 24.00 | | Design (F1 YF1) (2021/22); LCC_MA Virtua (FT YF1) (2021/22); Rooms: EC_M104; EC_ M310; Staff: KACZMAREK,Thom Abhimanyu Chattopadhyay | M301:Play Room; EC_M304; EC_M308; EC_ | | | | | | | |
| 21:00 | | гылтынун стышорыапуву | | | | | | | | |
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| 22:00 | | | | | | | | | | |
| \vdash | | 1 | | Dono 42 muhliaka | d 45/00/2002 44-04-40 Heime | I rsity of the Arts London - CELCA | T Timestabline | | | (truncated to fit page) |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (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 |
|----------------|----------------------------------------------------------------|-------------------------------------------------------------------|-------------------------|-----------------------------------------------|----------------------|------------------------|----------------------|
| 09:00 | Public Holiday Boxing Day 08:00-22:00 **Public Holiday** | Public Holiday Christmas Day 08:00-22:00 **Public Holiday** | | | | | |
| 09:00 | | | | | | | |
| 10:00 | | | | | | | |
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| 22:00 | | | | 2023 14:21:46 - University of the Arts London | CELCAT Timetabling | | |

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

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (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 |
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| 08:00 | Public Holiday - New Year's Day 08:00-22:00 | | | | | | |
| 09:00 | | | | | | | |
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| 22:00 | | | | | - CELCAT Timetabling | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 09/01/2023)

| | Monday 09/01/2023 | Tue: | sday 1/2023 | Wednesday 11/01/2023 | Thursday 12/01/2023 | | Friday 13/01/2023 | Saturday 14/01/2023 | Sunday 15/01/2023 |
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| 08:00 | | | | | | | | | |
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| 09:00 | | | | | | | | | |
| 03.00 | | | | | | | | | |
| 10:00 | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or Workshop | | | |
| 10:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ | Time, 09:30-13:30 Group: LCC_BA (Hons) Games | | | |
| | | | | | T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | | | |
| 11:00 | | | | | | GURSKIS,Zans | | | |
| 11:00 | | | | | | | | | |
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| 13:00 | | | | | | | | | |
| | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30 | | |
| 14:00 14:00 | | Theory | Studio | | | | - 15:00 | | |
| | | Seminar, 14:00-18:00 | Supervised Studio or Workshop Time, 14:00-18:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy | | |
| 15:00 | | Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | | | | or occur, noy | | |
| 15:00 | | GRATTAROLA,Maddalena | M207; EC_M208;Staff: GURSKIS,Zans | ONLINE: Introduction to Diploma in Professional Studies | | | | | |
| | | | | Online Seminar, 15:00-18:00 | | | | | |
| 16:00 | | _ | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy | | | | | |
| 16:00 | | | | · | | | | | |
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| 22:00 | | | | | | | | | |
| | | | l | | 14:21:46 - University of the Arts Lo | | | | <u>. </u> |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 16/01/2023)

| | Monday 16/01/2023 | Tue: 17/01 | sday //2023 | Wednesday 18/01/2023 | Thui 19/01 | rsday /2023 | Friday 20/01/2023 | Saturday 21/01/2023 | Sunday 22/01/2023 |
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| 08:00 | | | | | | | | | |
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| 09:00 | | | | | | | | | |
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| 10:00 | | | | | Theory Seminar, 09:30-13:30 | Studio Supervised Studio or Workshop | | | |
| 10:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ | Time, 09:30-13:30 Group: LCC_BA (Hons) Games | | | |
| | | | | | T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | | | |
| 11:00 | | | | | - | GUNONIO, Zaris | | | |
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| | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30 | | |
| 14:00 | | Theory | Studio | | | | 15:00 | - | |
| 11100 | | Seminar, 14:00-18:00 Group: LCC BA (Hons) Games | Supervised Studio or Workshop Time, 14:00-18:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy | | |
| 15:00 | | Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: | | | | CASELET, ROY | | |
| 15:00 | | GRATTAROLA, Maddalena | M207; EC_M208;Staff: GURSKIS,Zans | | | | | | |
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| 18:00 | | | | | | | | | |
| 18:00 | | Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_RA (Hops) Animation (FT Yr.1): LC | C. BA (Hons) Animation (FT Vr 2) - LCC RA (Hoss) | | | | | | |
| | | Animation (FT Yr 3); LCC_BA (Hons) Animation (Animation (Full Time)); LCC_BA (Hons) Animation (Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (Full Time); LCC_BA (Hons) Anima | with Creative Computing) (FT Yr 3) (BA (Hons) n (with Creative Computing) (FT Yr 3) (BA (Hons) .CC_BA (Hons) Animation (with Creative | | | | | | |
| 19:00 19:00 | | Computing) (FT Yr 3) (BA (Hons) Animation: Anim Animation (with Creative Computing) (FT Yr 3) (BA BA (Hons) Animation (with Creative Computing) (F | nation Arts (Full Time)); LCC_BA (Hons) A (Hons) Animation: Game Arts (Full Time)); LCC_ FT Yr 3) (BA (Hons) Animation: Visual Effects (Full | | | | | | |
| | | Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (I | Coher (Workshop, 18:00:21:00 **Compute CLD, Bir (Hono) Ainmation (FT Yr.1); LCC, BA (Hons) Animation (FT Yr.2); LCC, BA (Hons) Ainmation (FT Yr.3); BA (Hons) Ainmation | | | | | | |
| 20:00 | | Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Design (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 3); LCC_BA (Hons) Virtual Reality | hons) Games Art (FT Yr1); LCC_BA (Hons) s Design (FT Yr2); LCC_BA (Hons) Games (FT Yr1); LCC_BA (Hons) Virtual Reality (FT Yr2) | | | | | | |
| 20:00 | | LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_M. Computer Animation (FT Yr 1) (2021/22); LCC_M Design (FT Yr 1) (2021/22); LCC_MA Virtual Real | A 3D Computer Animation (FT Yr 1); LCC_MA 3D IA Games Design (FT Yr 1); LCC_MA Games lity (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) | | | | | | |
| | | (2021/22); Rooms: EC_M104; EC_M301:Play Roor KACZMAREK,Thom Abhimanyu Chattopadhyay | m; EG_M304; EG_M308; EG_M310; Staff: | | | | | | |
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| 21:00 | | | | | | | | | |
| 22:00 | | | | | | | | | |
| 22.00 | | | | | 14:21:46 - University of the Arts Lo | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 23/01/2023)

| | Monday 23/01/2023 | Tue: 24/01 | sday 1/2023 | Wednesday 25/01/2023 | Thursday 26/01/2023 | | Friday 27/01/2023 | Saturday 28/01/2023 | Sunday 29/01/2023 |
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| 08:00 | | | | | | | | | |
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| 09:00 | | | | | | | | | |
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| 10:00 | | | | | Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games | Studio Supervised Studio or Workshop Time, 09:30-13:30 | | | |
| 10:00 | | | | | Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: | | | |
| 11:00 | | | | | GRATTAROLA, Maddalena | M207; EC_M208;Staff: GURSKIS,Zans | | | |
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| | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30 | | |
| 14:00 14:00 | | Theory | Studio | | | | - 15:00 | | |
| | | Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games | Supervised Studio or Workshop Time, 14:00-18:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy | | |
| 15:00 | | Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | | | | | | |
| 15:00 | | CIVIT I TITO E I, Maddello II | GURSKIS,Zans | | | | | | |
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| 22:00 | | | | | 14:21:46 - University of the Arts Lo | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 06/02/2023)

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| 200 | 08:00 | | | | | | | |
| 200 | 00:00 | | | | | | | |
| Storage LOC Set Note Intelligence States | | | | | | UAL Games Conference | | |
| 100 | | | | | | Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game | | |
| 100 | | | | | | Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons Animation: Game Arts (Full Time));LCC_ | | |
| 100 | | | | | | BA (Hons) Games Design (FT Yr 1) LCC_ BA (Hons) Games Design (FT Yr 2) LCC_ BA (Hons) Games Design (FT Yr 3) LCC | | |
| 100 | | | | | | BA (Hons) Games Design (FT) DP\$Room s: EC_TG02:Lecture Theatre C (LTC); EC_ TG1:Lecture Theatre R (LTR) Staff: | | |
| 12-00 13-00 14-00 14-00 14-00 14-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 15-00 | | | | | | KACZMAREK,Thom; RISINO,Luca | | |
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 13/02/2023)

| | Monday 13/02/2023 | Tue: 14/02 | sday ½/2023 | Wednesday 15/02/2023 | Thui 16/02 | rsday 2/2023 | Friday 17/02/2023 | Saturday 18/02/2023 | Sunday 19/02/2023 |
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| 08:00 | | | | | | | | | |
| 09:00 | | | | | | | | | |
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| 10:00 | | | | | Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 | Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games | | | |
| 10:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: | Design (FT Yr 2);Rooms: EC_ T1404; EC_T1405;Staff: | | | |
| 11:00 | | | | | M207; EC_M208;Staff: GURSKIS,Zans | CASELEY,Roy; GRATTAROLA, Maddalena | | | |
| 11:00 | | | | | - | | | | |
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| 12:00 12:00 | | | | | - | | | | |
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| 13:00 | | | | | | | | | |
| 14:00 | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30 | | |
| 14:00 | | Theory: Introduction to | Studio: Introduction to | | | | 15:00 Group: LCC BA (Hons) Games | | |
| | | Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games | Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 | | | | Design (FT Yr 2); Staff: CASELEY,Roy | | |
| 15:00 15:00 | | Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: | | | | | | |
| 13.00 | | GRATTAROLA, Maddalena | M207; EC_M208; Staff: GURSKIS,Zans | | | | | | |
| 16:00 | | | | | | | | | |
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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); LC Animation (FT Yr 3); LCC_BA (Hons) Animation (| C_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) with Creative Computing) (FT Yr 3) (BA (Hons) | | | | | | |
| 19:00 | | Animation (Full Time); LCC_BA (Hons) Animation Animation: 3D Computer Animation (Full Time)); L Computing) (FT Yr 3) (BA (Hons) Animation: Anim Animation (with Creative Computing) (FT Yr 3) (BA | L (WILL CHEATIVE COMPUTING) (F1 Yr 3) (BA (Hons) CC_BA (Hons) Animation (with Creative ation Arts (Full Time)); LCC_BA (Hons) (Hons) Animation: Game Arts (Full Time)); LCC_ | | | | | | |
| 19:00 | | BA (Hons) Animation (with Creative Computing) (F Time)); LCC_BA (Hons) Animation: 3D Computer Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time): LCC_BA | T Yr 3) (BA (Hons) Animation: Visual Effects (Full Animation (FT Yr 3) (BA (Hons) Animation: 3D Animation: Animation Arts (FT Yr 3) (BA (Hons) Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) | | | | | | |
| 20:00 | | Animation: Game Arts (Full Time); LCC_BA (Hon Animation: Visual Effects (Full Time)); LCC_BA (Hon Games Design (FT Yr 1); LCC_BA (Hons) Games | er: Workshop, 18:00-21:00 str. COR, BA (Hors) Animation (FT Yr.2); LCC, BA (Hors) Animation (FT Yr.2); LCC, BA (Hors) attention (FT Yr.2); LCC, BA (Hors) attention (FT Yr.2); LCC, BA (Hors) attention (FT Yr.3); LCC, BA (Hors) Animation (with Creative Computing) (FT Yr.3) (BA (Hors) attention (FUII Time)); LCC, BA (Hors) Animation (with Creative utilizing) (FT Yr.3) (BA (Hors) Animation (With Creative Computing) (FT Yr.3) (BA (Hors) (With Creative Computing) (FT Yr.3) (BA (Hors) (With Creative Computin | | | | | | |
| 20:00 | | Design (FT Yr 3); LCC_BA (Hons) Virtual Reality (LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_M Computer Animation (FT Yr 1) (2021/22); LCC_M Design (FT Yr 1) (2021/22); LCC_MA Virtual Real | | | | | | | |
| | | (2021/22); Rooms: EC_M104; EC_M301:Play Roor KACZMAREK,Thom Abhimanyu Chattopadhyay | n; EC_M304; EC_M308; EC_M310; Staff: | | | | | | |
| 21:00 | | | | | | | | | |
| 21:00 | | | | | | | | | |
| 22:00 | | | | | | | | | |
| \vdash | | 1 | I. | | 14:21:46 - University of the Arts Lo | | 1 | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 20/02/2023)

| | Monday 20/02/2023 | Tue: 21/02 | sday 2/2023 | Wednesday 22/02/2023 | Thursday 23/02/2023 | | Friday 24/02/2023 | Saturday 25/02/2023 | Sunday 26/02/2023 |
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| 08:00 | | | | | | | | | |
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| 09:00 | | | | | | | | | |
| 09:00 | | | | | | | | | |
| 40.00 | | | | | Studio: Concept and Design 2 Supervised Studio or Workshop | Theory: Concept and Design 2 Seminar, 09:30-13:30 | | | |
| 10:00 | | | | | Time, 09:30-13:30 Group: LCC_BA (Hons) Games | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ T1404; EC_T1405;Staff: | | | |
| | | | | | M207: EC M208: Staff: | CASELEY.Rov: GRATTAROLA. | | | |
| 11:00 | | | | | GURSKIS,Zans | Maddalena | | | |
| 11:00 | | | | | | | | | |
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| 13:00 13:00 | | | | | _ | | | | |
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| 14:00 | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30 15:00 | - | |
| 14:00 | | Theory: Introduction to | Studio: Introduction to Professional Practice Supervised Studio or Workshop | | | | Group: LCC_BA (Hons) Games | | |
| | | Professional Practice. Seminar, 14:00-18:00 Group: LCC RA (Hops) Games | Supervised Studio or Workshop Time, 14:00-18:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; | Group: LCC_BA (Hons) Games | | | | | | |
| 15:00 | | GRATTAROLA, Maddalena | Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | | | | | | |
| 40.00 | | | | | | | | | |
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| 22.00 | | | | | 14:21:46 - University of the Arts Lo | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 27/02/2023)

| | Monday 27/02/2023 | Tue: 28/02 | sday ½/2023 | Wednesday 01/03/2023 | | | Friday 03/03/2023 | Saturday 04/03/2023 | Sunday 05/03/2023 |
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| 08:00 | | | | | | | | | |
| 09:00 | | | | | Studio: Concept and Design 2 Supervised Studio or Workshop | Theory: Concept and Design 2 Seminar, 09:30-13:30 | | | |
| | DPS Workshop Z Other: Workshop, 10:00-12:00 Room: EC_T806; Staff: KONTOVA,Evi; MIRIAM,Maliha | | | | Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208; Staff: GURSKIS,Zans | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ T1404; EC_T1405;Staff: CASELEY,Roy; GRATTAROLA, Maddalena | | | |
| 11:00 | | | | | | | | | |
| 12:00 | | | | | | | | | |
| 13:00 | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30 | - | |
| 14:00 | DPS Workshop Z Other: Workshop, 14:00-16:00 Room: EC_T806; Staff: KONTOVA,Evi; MIRIAM,Maliha | Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ | Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games | | | | 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy | | |
| 15:00 | | T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | | | | | | |
| 16:00 | | | | | | | | | |
| 17:00 | | | | | | | | | |
| 19:00 | | Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC, BA (Hons) Animation (FT Yr1); LC Animation (FT Yr3); LCC, BA (Hons) Animation Animation (Full Time); LCC, BA (Hons) Animation Animation: SO Computer Animation (Full Time); Computing) (FT Yr3); (BA (Hons) Animation: Animation (With Creative Computing) (FT Yr3); Animation (With Creative Computing) (FT Yr3); | C. BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) with Creative Computing) (FT Yr 3) (BA (Hons) (with Creative Computing) (FT Yr 3) (BA (Hons) (C_BA (Hons) Animation (with Creative ation Arts (Full Time)); LCC_BA (Hons) (Hons) Animation Game Arts (Full Time)); LCC_BA (Hons) | | | | | | |
| 19:00 | | L Other: Workshop, 1800-27-00 Groups: LCC, B.A. (Hons) Animation (FT Y 1); LCC, B.A. (Hons) Animation (FT Y 2; LCC; B.A. (Hons) Animation (FT Y 3); LCC, B.A. (Hons) Animation (with Creative Corpupting) (FT Y 3); LCC, B.A. (Hons) Animation (with Creative Corpusting) (FT Y 3); LCC, B.A. (Hons) Animation (with Creative Corpusting) (FT Y 3); B.A. (Hons) Animation (with Creative Corpusting) (FT Y 3); B.A. (Hons) Animation (with Creative Corpusting) (FT Y 3); B.A. (Hons) Animation (with Creative Corpusting) (FT Y 3); B.A. (Hons) Animation (FT Y 3); B.A. (Hons) Animation: St. (Loc) (FT Y 3); B.A. (Hons) Animation: St. (Loc) (FT Y 3); B.A. (Hons) Animation: St. (Loc) (FT Y 3); B.A. (Hons) Animation: St. (Hons) Animation: St | | | | | | | |
| 20:00 | | Computer Animation (FTY+1) (2021/22); LCC_M Design (FTY+1) (2021/22); LCC_MA Virtual (2021/22); Rooms: EO_M104; EC_M301:Play Roor KACZMAREK,Thom Abhimanyu Chattopadhyay | A Games Design (FT Yr 1); LCC, JMA Games ily (FT Yr 1); LCC, JMA Virual Reality (FT Yr 1); LCC, JMA Virual Reality (FT Yr 1); Tr CC, JM304; EC, JM308; EC, JM310; Staff: | | | | | | |
| 21:00 | | | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 06/03/2023)

| | Monday 06/03/2023 | | Tuesday 07/03/2023 | | Wednesday 08/03/2023 | Thur 09/03 | sday 8/2023 | Friday 10/03/2023 | Saturday 11/03/2023 | Sunday 12/03/2023 |
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| 08:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| | | | | | | Studio: Concept and Design 2 | Theory: Concept and Design | | | |
| 10:00 | DPS Workshop ONLINE | | | | | Supervised Studio or Workshop Time, 09:30-13:30 | Seminar, 09:30-13:30 | | | |
| | Online Seminar, 10:00-12:00 Staff: KONTOVA,Evi; | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_T1404; EC_T1405;S | | | |
| 11:00 11:00 | MIRIAM,Maliha | | | | | ff: GURSKIS,Zans | taff: CASELEY,Roy; GRATTAROLA,Maddalena | | | |
| 11.00 | | | | | | | | | | |
| 12:00 | | | | | | | | | | |
| 12:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 | | Theory: Introduction to Professional Practice. | Studio: Introduction to Professional Practice | Workshop Supervised Studio or | | | | 13:30-15:00 | | |
| | | Seminar, 14:00-18:00 | Supervised Studio or Workshop Time, 14:00-18:00 | Workshop Time, 14:00-18:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; | Games Design (FT Yr 2);Roo | 2) (BA (Hons) Animation: | | | | | | |
| | | GRATTAROLÁ, Maddalena | ff: GURSKIS,Zans | BA (Hons) Games Design (FT Yr 2); Rooms: EC_M301:Play Room; EC_M310; Staff: HO, | | | | | | |
| 16:00 16:00 | | | | Herman | | | | | | |
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| 22:00 | | | | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 13/03/2023)

| | Monday 13/03/2023 | | Tuesday 14/03/2023 | | Wednesday 15/03/2023 | Thur 16/03 | sday 5/2023 | Friday 17/03/2023 | Saturday 18/03/2023 | Sunday 19/03/2023 |
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| 08:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 10:00 | | | | | | Supervised Studio or | Theory: Concept and Design 2 Seminar, 09:30-13:30 | | | |
| 10:00 | DPS Workshop ONLINE Online Seminar, 10:00-12:00 Staff: KONTOVA,Evi; MIRIAM,Maliha | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207: EC_M208:Sta | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo | | | |
| 11:00 | | | | | | | oro (Transez), madadiona | | | |
| 12:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 | | Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 | Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 | Workshop Supervised Studio or Workshop Time, 14:00-18:00 | | | | 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC M207; EC M208;Sta | Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ | | | | | | |
| 16:00 | | GRATTAROLÁ, Maddalena | ff: GURSKIS,Zans | BA (Hons) Games Design (FT Yr 2); Rooms: EC_M301:Play Room; EC_M310; Staff: HO, Herman | | | | | | |
| 16:00 | | | | | | | | | | |
| 17:00 | | | | | | | | | | |
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| 18:00 | | Game Nights (extra-curricular optiona | al activity) | | | | | | | |
| 19:00 | | (Hons) Animation (with Creative Corr | FT Yr 1) LCC_BA (Hons) Animation (F th Creative Computing) (FT Yr 3) (BA (aputing) (FT Yr 3) (BA (Hons) Animation | : 3D Computer Animation (Full Time) | | | | | | |
| 19:00 | | LCC_BA (Hons) Animation (with Cre- LCC_BA (Hons) Animation (with Cre- LCC_BA (Hons) Animation; 3D Com Time)); LCC_BA (Hons) Animation: A LCC_BA (Hons) Animation: Game A | ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) A Animation Arts (FT Yr 3) (BA (Hons) An tas (FT Yr 3) (BA (Hons) An at (FT Yr 3) (BA (Hons) Animation: Ca BA (Hons) Animation: Visual Effects (Fu | Animation: Animation Arts (Full Time)); Animation: Game Arts (Full Time)); Animation: Visual Effects (Full Time)), nimation: 3D Computer Animation (Full Time)); me Arts (Full Time)); me Arts (Full Time)); | 1 | | | | | |
| 20:00 | | Animation: Visual Effects (FT Yr 3) (FT Yr 1); LCC_BA (Hons) Games D Games Design (FT Yr 3) LCC_BA (Hons) | BA (Hons) Animation: Visual Effects (Fu esign (FT Yr 1) LCC_BA (Hons) Game: Hons) Virtual Reality (FT Yr 1) LCC_BA CC_MA 3D Computer Animation (FT Y | Ill Time));CC_BA (Hons) Games Art s Design (FT Yr 2)LCC_BA (Hons) (Hons) Virtual Reality (FT Yr 2)LCC_ | | | | | | |
| 20:00 | | (FT Yr 1) (2021/22); LCC_MA Games Virtual Reality (FT Yr 1) LCC_MA Vir M304; EC_M308; EC_M310; Staff: Ki | CC_MA 3D Computer Animation (FT Y s Design (FT Yr 1) LCC_MA Games De tual Reality (FT Yr 1) (2021/22) Rooms: ACZMAREK, Thom | 1)LCC_MA 3D Computer Animation sign (FT Yr 1) (2021/22)LCC_MA EC_M104; EC_M301:Play Room; EC_ | | | | | | |
| 21:00 | | Abhimanyu Chattopadhyay | T | | | | | | | |
| 21:00 | | | | | | | | | | |
| 22:00 | | | | | | sity of the Arts London - CELCA | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (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 | | | | | Friday | | |
| 09:00 | | | | | | | |
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| 20:00 | | | | | | | |
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| 21:00 21:00 | | | | | | | |
| 21:00 | | | | | | | |
| 22:00 | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 10/04/2023)

| | Monday 10/04/2023 | | Tuesday 11/04/2023 | | Wednesday 12/04/2023 | | sday //2023 | Friday 14/04/2023 | Saturday 15/04/2023 | Sunday 16/04/2023 |
|----------------|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------|----------------------------------------------------------------------------------------|------------------------|----------------------|
| 08:00 | Public Holiday (Easter Monday) 08:00-22:00 **Public Holiday (Easter Monday)** Easter Monday | | | | | | | | | |
| 09:00 | | | | | | Studio: Concept and Design 2 Supervised Studio or | Theory: Concept and Design | | | |
| 10:00 | | | | | | Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | EC_T1407; Staff: CASELEY, Roy; GRATTAROLA, | | | |
| 11:00 | | | | | | | Maddalena | | | |
| 12:00 | | | | | | | | | | |
| 13:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 | | Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) | Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 | Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr | | | | - 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 15:00 | | Games Design (FT Yr 2);Roo m: EC_T1405;Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Games Design (FT Yr 2); Rooms: EC_M303:Stop Motion/Light box; EC M310; | | | | | | |
| 16:00 16:00 | | | | Staff: HO,Herman | | | | | | |
| 17:00 17:00 | | | | | | | | | | |
| 18:00 18:00 | | Game Nights (extra-curricular options Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (Yr 3); LCC_BA (Hons) Animation (wi | al activity) FT Yr 1) LCC_BA (Hons) Animation (Ft th Creative Computing) (FT Yr 3) (BA (Hons) Animation) (FT Yr 3) (BA (Hons) Animation) (FT Yr 3) (BA (Hons) Animation) | T Yr 2) LCC_BA (Hons) Animation (FT Hons) Animation (Full Time)); LCC_B | | | | | | |
| 19:00 19:00 | | LCC_BA (Hons) Animation (with Cre- LCC_BA (Hons) Animation (with Cre- LCC_BA (Hons) Animation (with Cre- LCC_BA (Hons) Animation: 3D Comp | ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) puter Animation (FT Yr 3) (BA (Hons) A | Animation: Animation Arts (Full Time)) Animation: Game Arts (Full Time)); Animation: Visual Effects (Full Time)); Animation: 3D Computer Animation (Full Time)); Animation: Animation Arts (Full Time)); | 1 | | | | | |
| 20:00 | | (FT Yr 1); LCC_BA (Hons) Games D Games Design (FT Yr 3); LCC_BA (Hons) Virtual Reality (FT Yr 3); (FT Yr 1) (2021/22); LCC_MA Games Virtual Reality (FT Yr 1); LCC_MA Vir M304; EC_M308; EC_M310; Staff: K. Abhimanyu Chattopadhyay | Assistance of the Control of the Con | s Design (FT Yr 2)LCC_BA (Hons) (Hons) Virtual Reality (FT Yr 2)LCC_ r 1)LCC_MA 3D Computer Animation sign (FT Yr 1) (2021/22)LCC_MA EC_M104; EC_M301:Play Room; EC_ | | | | | | |
| 21:00 | | Aunimanyu Chattopadhyay | | | | | | | | |
| 22:00 | | | | | | | | | | |

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

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 17/04/2023)

| | Monday 17/04/2023 | | Tuesday 18/04/2023 | | Wednesday 19/04/2023 | Thur 20/04 | sday ./2023 | Friday 21/04/2023 | Saturday 22/04/2023 | Sunday 23/04/2023 |
|----------------|------------------------------------------------------------------------------|-----------------------|----------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------|-----------------------------------------------------------------------|------------------------|----------------------|
| 08:00 | | | | | | | | | | |
| 09:00 | | | | | | Studio: Concept and Design 2 | Theory: Concept and Design | | | |
| 10:00 | | | | | | Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: FC: T1405; FC: T1407;S | | | |
| 11:00 | | | | | | ff: GURSKIS,Zans | taff: CASELEY,Roy; GRATTAROLA,Maddalena | | | |
| 12:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30-15:00 | | |
| 14:00 | Theory: Introd Professional Seminar, 14: Group: LCC_ Games Desic | Practice. 00-18:00 | Supervised Studio or Workshop Time, 14:00-18:00 | Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | m: EC_T140è CASELEY,Rc GRATTAROL | oy; | | 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Games Design (FT Yr 2); Rooms: EC_M303:Stop Motion/Light box; EC_M310; Staff: HO,Herman | | | | | | |
| 16:00 | | | | Staff: HO,Herman | | | | | | |
| 17:00 17:00 | | | | | | | | | | |
| 18:00 18:00 | | | | | | | | | | |
| 19:00 | | | | | | | | | | |
| 20:00 | | | | | | | | | | |
| 21:00 | | | | | | | | | | |
| 22:00 | | | | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 24/04/2023)

| | Monday 24/04/2023 | | Tuesday 25/04/2023 | | Wednesday 26/04/2023 | Thur 27/04 | sday ./2023 | Friday 28/04/2023 | Saturday 29/04/2023 | Sunday 30/04/2023 |
|----------------|----------------------|---------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|--------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|------------------------|----------------------|
| 08:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 10:00 | | | | | | Studio: Concept and Design 2 Supervised Studio or | Theory: Concept and Design | | | |
| 10:00 | | | | | | Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | Group: LCC_BA (Hons) | | | |
| | | | | | | Games Design (FT Yr 2);Rooms: EC_M207; EC_M208;Staff: GURSKIS,Zans | Games Design (FT Yr 2);Roo ms: EC_T1405; EC_T1407;S taff: CASELEY,Roy; GRATTAROLA,Maddalena | | | |
| 11:00 | | | | | | - | GRATTAROLA, Maddalena | | | |
| | | | | | | | | | | |
| 12:00 12:00 | | | | | | - | | | | |
| 12:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 | | Theory: Introduction to Professional Practice. | Studio: Introduction to Professional Practice | Workshop Supervised Studio or | | | | 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Seminar, 14:00-18:00 Group: LCC_BA (Hons) | Supervised Studio or Workshop Time, 14:00-18:00 | Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr | | | | f: CASELEY,Roy | | |
| 15:00 | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ | | | | | | |
| | | GRATTAROLÁ, Maddalena | II: GURSKIS,Zaris | BA (Hons) Games Design (FT Yr 2); Room: EC_M303:Stop Motion/Light box; Staff: HO, | | | | | | |
| 16:00 16:00 | | | | Herman | | | | | | |
| | | | | | | | | | | |
| 17:00 17:00 | | | | | Optional Book Club | | | | | |
| 17.00 | | | | | Z Other: Workshop, 17:00-19: 30 | | | | | |
| 18:00 | | | | | Groups: LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games | | | | | |
| 18:00 | | Game Nights (extra-curricular option: Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (| al activity) FT Yr 1) LCC_BA (Hons) Animation (Fth the Creative Computing) (FT Yr 3) (BA (FT) (FT) (FT) (FT) (FT) (FT) (FT) (FT) | T Yr 2) LCC_BA (Hons) Animation (FI | Design (FT Yr 3) LCC_MA Games Design (FT Yr 1) Roo m: EC_M310; Staff: | | | | | |
| 19:00 | | (Hons) Animation (with Creative Con- | nouting) (FT Yr 3) (BA (Hons) Animatio | n: 3D Computer Animation (Full Time) | GRATTAROLA, Maddalena | | | | | |
| 19:00 | | LCC_BA (Hons) Animation (with Cre LCC_BA (Hons) Animation (with Cre LCC_BA (Hons) Animation: 3D Com | ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) puter Animation (FT Yr 3) (BA (Hons) | Animation: Game Arts (Full Time)); Animation: Visual Effects (Full Time)) Animation: 3D Computer Animation (Fu | | | | | | |
| | | Animation: Visual Effects (ET Yr 3) (| puter Animation (FT Yr 3) (BA (Hons) A Animation Arts (FT Yr 3) (BA (Hons) Ar rts (FT Yr 3) (BA (Hons) Animation: Ga BA (Hons) Animation: Visual Effects (Fi | ull Time)I:CC_BA (Hons) Games Art 1 | | | | | | |
| 20:00 | | (FT Yr 1); LCC_BA (Hons) Games D Games Design (FT Yr 3) LCC_BA (F BA (Hons) Virtual Reality (FT Yr 3) L | mation: Visual Effects (FT Yr 3) (BA (Hons), Ánimation: Visual Effects (Full Time));CC, BA (Hons) Games Ari Yr 1); LCC, BA (Hons) Cames Design (FT Yr 1);LCC, BA (Hons) Games Design (FT Yr 2);LCC, BA (Hons) mes Design (FT Yr 3); LCC, BA (Hons) Virtual Reality (FT Yr 1);LCC, BA (Hons) Virtual Reality (FT Yr 2);LCC, (Hons) Virtual Reality (FT Yr 3);LCC, MA 3D Computer Animation (FT Yr 1);LCC, MA 3D Computer Animation Yr 1);(2021;22);LCC, MA Cames Design (FT Yr 1);LCC, MA Games Design (FT Yr 1); (2021;22);LCC, MA ual Reality (FT Yr 1);LCC, MA Virtual Reality (FT Yr 1);LCC, MA Cames Design (FT Yr 1);LCC, MA Cames Design (FT Yr 4);LCC, MA Succession (FT Yr 1);LCC, MA Cames Design (FT Yr 4);LCC, MA (FT Yr 1);LCC, MA Cames Design (FT Yr 4);LCC, MA Cames Design (FT Yr 4);LCC, MA (FT Y | | | | | | | |
| | | | tual Reality (FT Yr 1) (2021/22) Rooms ACZMAREK,Thom | : EC_M104; EC_M301:Play Room; EC_ | | | | | | |
| 21:00 | | Abhimanyu Chattopadhyay | Ι | | | | | | | |
| 200 | | | | | | | | | | |
| 22:00 | | | | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 01/05/2023)

| | Monday 01/05/2023 | | Tuesday 02/05/2023 | | Wednesday 03/05/2023 | Thur 04/05 | sday 5/2023 | Friday 05/05/2023 | Saturday 06/05/2023 | Sunday 07/05/2023 |
|----------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|----------------------------------------------------|-------------------------|-------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------|------------------------|----------------------|
| | Public Holiday (May Day) 08:00-22:00 **Public Holiday (May Day)** May Day | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 10:00 | | | | | | Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) | Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | | | |
| 11:00 | | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | | | |
| 11:00 | | | | | | | | | | |
| 12:00 | | | | | | - | | | | |
| 13:00 13:00 | | | | | | | | | | |
| 14:00 | | Theory: Introduction to | Studio: Introduction to | Workshop | | | | Online Tutorials Online Other Unit Tutorials, 13:30-15:00 | | |
| 15:00 | | Professional Practice. | Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 | Supervised Studio or Workshop Time, 14:00-18:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | | | | | | | |
| 16:00 16:00 | | | | Motion/Light box; EC_M310; Staff: HO,Herman | | | | | | |
| 17:00 17:00 | | | | | | | | | | |
| 18:00 | | | | | | | | | | |
| 19:00 | | | | | | | | | | |
| 19:00 | | | | | | | | | | |
| 20:00 | | | | | | | | | | |
| 21:00 | | | | | | | | | | |
| 22:00 | | | | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 08/05/2023)

| | londay /05/2023 | | Tuesday 09/05/2023 | | Wednesday 10/05/2023 | Thur 11/05 | sday /2023 | Friday 12/05/2023 | Saturday 13/05/2023 | Sunday 14/05/2023 |
|--------------------------|--------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|------------------------|----------------------|
| 08:00-22:0 Bank Holid | oliday - UAL closed 00 iday for the n of King Charles III | | | | | | | | | |
| 09:00 | | | | | | Studio: Concept and Design 2 Supervised Studio or | Theory: Concept and Design | | | |
| 10:00 | | | | | | Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_T1405; EC_T1407;S taff: CASELEY,Roy; GRATTAROLA,Maddalena | | | |
| 11:00 | | | | | | | | | | |
| 12:00 | | | | | | | | | | |
| 13:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 | | Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) | Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 | Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr | | | | 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Games Design (FT Yr 2); Rooms: EC_M303:Stop Motion/Light box; EC M310; | | | | | | |
| 16:00 | | | | Staff: HO,Herman | | | | | | |
| 17:00 | | | | | | | | | | |
| 18:00 18:00 | | Game Nights (extra-curricular optiona Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation () Yr 3); LCC_BA (Hons) Animation (wit | al activity) FT Yr 1) LCC_BA (Hons) Animation (Fth Creative Computing) (FT Yr 3) (BA (Hons) Animation) (Fth Yr 3) (BA (Hons) Animation) (Fth Yr 3) (BA (Hons) Animation) | T Yr 2) LCC_BA (Hons) Animation (FT Hons) Animation (Full Time)); LCC_B | | | | | | |
| 19:00 | | LCC_BA (Hons) Animation (with Creat LCC_BA (Hons) Animation (with Creat LCC_BA (Hons) Animation (with Creat LCC_BA (Hons) Animation: 3D Comp LCC_BA (Hons) Animation: Animation; A | ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) outer Animation (FT Yr 3) (BA (Hons) A | Animation: Animation Arts (Full Time)) Animation: Game Arts (Full Time)); Animation: Visual Effects (Full Time)); Animation: 3D Computer Animation (Full Time)); Animation: Animation Arts (Full Time)); | 1 | | | | | |
| 20:00 | | (FT Yr 1); LCC_BA (Hons) Games Do Games Design (FT Yr 3) LCC_BA (H BA (Hons) Virtual Reality (FT Yr 3)LC (FT Yr 1) (2021/22); LCC_MA Games Virtual Reality (FT Yr 1) LCC_MA Virt M304; EC_M308; EC_M310; Staff: K/ Abhimanyu Chatlopadhyay | Associated to the control of the con | s Design (FT Yr 2)LCC_BA (Hons) (Hons) Virtual Reality (FT Yr 2)LCC_ r 1)LCC_MA 3D Computer Animation esign (FT Yr 1) (2021/22)LCC_MA EC_M104; EC_M301:Play Room; EC_ | | | | | | |
| 21:00 21:00 | | | | | | | | | | |
| 22:00 | | | | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 15/05/2023)

| 08:00 | 15/05/2023 | | Tuesday 16/05/2023 | | Wednesday 17/05/2023 | 1 hur 18/05 | sday 5/2023 | Friday 19/05/2023 | Saturday 20/05/2023 | Sunday 21/05/2023 |
|----------------|------------|---------------------------------------------------------------------------|----------------------------------------------------|------------------------------------------------------------------------------------------------------------|-------------------------|------------------------------------------------------------------------------------|------------------------------------------------------------------------|-----------------------------------------------------------------------|------------------------|----------------------|
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| 09:00 | | | | | | | | | | |
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| 10:00 | | | | | | Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 | 2 | | | |
| 10:00 | | | | | | Group: LCC_BA (Hons) | Group: LCC_BA (Hons) | | | |
| 11:00 | | | | | | ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | ms: EC_T1405; EC_T1407;S taff: CASELEY,Roy; GRATTAROLA,Maddalena | | | |
| 11:00 | | | | | | - | GIATTAROLA, Maddaleria | | | |
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| 13:00 | | | | | | | | | | |
| 13:00 | | | | | | - | | | | |
| | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 14:00 | | Theory: Introduction to | Studio: Introduction to | Workshop | | | | 13:30-15:00 | | |
| 11100 | | Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 | Supervised Studio or | Workshop Supervised Studio or Workshop Time, 14:00-18:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) | Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr | | | | ortolder jrtoy | | |
| 15:00 | | m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena | Games Design (FT Yr 2);Roo | 2) (BA (Hons) Animation: | | | | | | |
| | | Crott Tritte St, Maddalona | GONO, NO, LAND | BA (Hons) Games Design (FT Yr 2); Rooms: EC_M303:Stop Motion/Light box; EC_M310; Staff: HO,Herman | | | | | | |
| 16:00 16:00 | | | | Staff: HO,Herman | | | | | | |
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| 21:00 21:00 | | | | | | | | | | |
| 121.00 | | | | | | | | | | |
| 22:00 | | | | | | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 22/05/2023)

| | Monday 22/05/2023 | | Tuesday 23/05/2023 | | Wednesday 24/05/2023 | Thur 25/05 | sday 5/2023 | Friday 26/05/2023 | Saturday 27/05/2023 | Sunday 28/05/2023 |
|----------------|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|----------------------------------------------------------------------------|--------------------------------------------------------|-----------------------------------------------------------------------|------------------------|----------------------|
| 08:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| 09:00 | | | | | | | | | | |
| | | | | | | Studio: Concept and Design 2 | Theory: Concept and Design | | | |
| 10:00 | | | | | | Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | Seminar, 09:30-13:30 Group: LCC_BA (Hons) | | | |
| | | | | | | Games Design (FT Yr 2);Roo ms: EC M207: EC M208:Sta | Games Design (FT Yr 2);Roo ms: EC_T1405: EC_T1407:S | | | |
| 11:00 | | | | | | ff: GURSKIS,Zans | taff: CASELEY,Roy; GRATTAROLA,Maddalena | | | |
| 11:00 | | | | | | | | | | |
| 12:00 | | | | | | | | | | |
| 12:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| | | | | | | | | Online Tutorials Online Other Unit Tutorials, | | |
| 14:00 14:00 | | Theory: Introduction to | Studio: Introduction to | Workshop | | | | 13:30-15:00 | | |
| 11.00 | | Professional Practice. Seminar, 14:00-18:00 | Professional Practice Supervised Studio or | Supervised Studio or Workshop Time, 14:00-18:00 | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: | | | | | | |
| 15:00 | | CASELEY,Roy; GRATTAROLA,Maddalena | ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | IRA (Hone) Games Design (FT | | | | | | |
| 16:00 | | | | Yr 2); Rooms: EC_M303:Stop Motion/Light box; EC_M310; Staff: HO,Herman | | | | | | |
| 16:00 | | | | | | | | | | |
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| 17:00 17:00 | | | | | Optional Book Club | | | | | |
| | | | | | Z Other: Workshop, 17:00-19: | | | | | |
| 18:00 | | | | | Groups: LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games | | | | | |
| 18:00 | | Game Nights (extra-curricular option: Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (| al activity) (FT Yr 1) LCC_BA (Hons) Animation (Fith Creative Computing) (FT Yr 3) (BA (| T Yr 2) LCC_BA (Hons) Animation (FI | Design (FT Yr 3) LCC_MA Games Design (FT Yr 1) Roo m: EC_M310; Staff: | | | | | |
| 19:00 | | (Hons) Animation (with Creative Con- | nouting) (FT Yr 3) (BA (Hons) Animatio | n: 3D Computer Animation (Full Time) | GRATTAROLA, Maddalena | | | | | |
| 19:00 | | LCC_BA (Hons) Animation (with Cre LCC_BA (Hons) Animation (with Cre LCC_BA (Hons) Animation: 3D Com | ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) puter Animation (FT Yr 3) (BA (Hons) | Animation: Game Arts (Full Time)); Animation: Visual Effects (Full Time)) Animation: 3D Computer Animation (Fu | | | | | | |
| | | Animation: Visual Effects (ET Yr 3) (| puter Animation (FT Yr 3) (BA (Hons) A Animation Arts (FT Yr 3) (BA (Hons) Ar rts (FT Yr 3) (BA (Hons) Animation: Ga BA (Hons) Animation: Visual Effects (Fi | ull Time)\cC_RA (Hons) Games Art | | | | | | |
| 20:00 | | (FT Yr 1); LCC_BA (Hons) Games D Games Design (FT Yr 3) LCC_BA (H BA (Hons) Virtual Reality (FT Yr 3) L | mation: Visual Effects (FT Yr.3) (BA (Hons) Animation: Visual Effects (Full Time));CC_BA (Hons) Games Art Yr.1); LCC_BA (Hons) Games Design (FT Yr.1);LCC_BA (Hons) Games Design (FT Yr.2);LCC_BA (Hons) mes Design (FT Yr.3); LCC_BA (Hons) Virtual Reality (FT Yr.1);LCC_BA (Hons) Virtual Reality (FT Yr.2);LCC, Hons) Virtual Reality (FT Yr.3); LCC_MA 30; Computer Animation | | | | | | | |
| 20.00 | | A (Hons) Virtual Reality (FT Yr 3) LCC_MA 3D Computer Animation (FT Yr 1) LCC_MA 3D Computer Animation The (10201/122) LCC_MA Games Design (FT Yr 1) LCC_MA Games Design (FT Yr 1) (2021/22) LCC_MA irtual Reality (FT Yr 1) LCC_MA Virtual Reality (FT Yr 1) (2021/22) Rooms: EC_M104; EC_M301:Play Room; EC_ 1304; EC_M308; EC_M310; Staff: KACZMAREK,Thom | | | | | | | | |
| 21:00 | | Abhimanyu Chattopadhyay | | | | | | | | |
| 21:00 | | | | | | | | | | |
| 00.00 | | | | | | | | | | |
| 22:00 | | | | | ed 15/08/2023 14:21:46 - Univer | | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 29/05/2023)

| | Monday 29/05/2023 | Tue: 30/05 | sday /2023 | Wednesday 31/05/2023 | Thur 01/06 | rsday 5/2023 | Friday 02/06/2023 | Saturday 03/06/2023 | Sunday 04/06/2023 |
|----------------|---------------------------------------------------------------------------------------|------------------------------------------------|---------------------------------------------------------------------------------------------------|-------------------------------|------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|------------------------|----------------------|
| 08:00 | Holiday) 08:00-22:00 **Public Holiday (Spring Bank Holiday)** Spring Holiday | | | | | | | | |
| 10:00 | | | | | Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 | Theory: Concept and Design 2 Seminar, 09:30-13:30 | | | |
| 10:00 | | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ T1405; EC_T1407; Staff: CASELEY,Roy; GRATTAROLA, Maddalena | | | |
| 11:00 | | | | | | | | | |
| 12:00 | -11 | | | | | | | | |
| 13:00 | | | | | | | Online Tutorials | | |
| 14:00 | | Theory: Introduction to Professional Practice. | Studio: Introduction to Professional Practice | | | | Online Other Unit Tutorials, 13:30 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy | - | |
| 15:00 | | Seminar, 14:00-18:00 | Supervised Studio or Workshop Time, 14:00-18:00 | | | | CASELEY,Roy | | |
| 16:00 | | GRATTAROLA,Maddalena | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans | | | | | | |
| 16:00 | | | | | | | | | |
| 17:00 17:00 | | | | | | | | | |
| 18:00 | - | | | | | | | | |
| 19:00 | | | | | | | | | |
| 19:00 | | | | | | | | | |
| 20:00 | 41 | | | | | | | | |
| 21:00 | -11 | | | | | | | | |
| 22:00 | | | | Page 33, published 15/08/2023 | 14:21:46 - University of the Arts Lo | ndon - CELCAT Timetabling | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 05/06/2023)

| | Monday 05/06/2023 | | Tuesday 06/06/2023 | | Wednesday 07/06/2023 | Thur 08/06 | sday 5/2023 | Friday 09/06/2023 | Saturday 10/06/2023 | Sunday 11/06/2023 |
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| 08:00 | | | | | | | | | | |
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| 09:00 | | | | | | | | | | |
| 09.00 | | | | | | | | | | |
| 10:00 | | | | | | Studio: Concept and Design 2 Supervised Studio or | Theory: Concept and Design 2 | | | |
| 10:00 | | | | | | Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) | Seminar, 09:30-13:30 Group: LCC_BA (Hons) | | | |
| | | | | | | Games Design (FT Yr 2);Roo ms: EC_M207: EC_M208:Sta | Games Design (FT Yr 2);Roo ms: EC_T1405: EC_T1407:S | | | |
| 11:00 | | | | | | ff: GURSKIS,Zans | taff: CASELEY,Roy; GRATTAROLA,Maddalena | | | |
| 11:00 | | | | | | | | | | |
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| 12:00 12:00 | | | | | | - | | | | |
| 12:00 | | | | | | | | | | |
| 13:00 | | | | | | | | | | |
| 13:00 | | | | | | - | | | | |
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| 14:00 | | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30-15:00 | | |
| 14:00 | | Theory: Introduction to Professional Practice. | Studio: Introduction to Professional Practice | Games Collaboration Supervised Studio or | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Staf f: CASELEY,Roy | | |
| | | Seminar, 14:00-18:00 Group: LCC BA (Hons) | Supervised Studio or Workshop Time, 14:00-18:00 | Workshop Time, 14:00-18:00 Groups: LCC BA (Hons) | | | | f: CASELEY,Roy | | |
| 15:00 15:00 | | Games Design (FT Yr 2);Roo m: EC_T1405; Staff: | Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta | Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: | | | | | | |
| 13.00 | | CASELEY,Roy; GRATTAROLA,Maddalena | ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans | Game Arts (Full Time)); LCC BA (Hons) Games Design (FT Yr 2); Room: EC_T806; Staff: | | | | | | |
| 16:00 | | | | GURSKIS,Zans | | | | | | |
| 16:00 | | - | | Booked by Joshua Brand | | | | | | |
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| 17:00 | | | | | | | | | | |
| 17:00 | | | | | | | | | | |
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| 18:00 18:00 | | Game Nights (extra-curricular options | al activity) | | | | | | | |
| 10.00 | | Z Other: Workshop, 18:00-21:00 | FT Yr 1) LCC_BA (Hons) Animation (F th Creative Computing) (FT Yr 3) (BA (| T Yr 2) LCC_BA (Hons) Animation (FT | | | | | | |
| 19:00 | | (Hons) Animation (with Creative Con | nouting) (FT Yr 3) (BA (Hons) Animatio | n: 3D Computer Animation (Full Time) | | | | | | |
| 19:00 | | LCC_BA (Hons) Animation (with Cre | ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) ative Computing) (FT Yr 3) (BA (Hons) | Animation: Game Arts (Full Time)); Animation: Visual Effects (Full Time)); | | | | | | |
| | | Loc_BA (Hons) Animation: 3D Computer Animation (FTY's) (B4 (Hons) Animation: 3D Computer Animation in (FTY) (B4 (Hons) Animation: 3D Computer Animation in (FTY's) (B4 (Hons) Animation: Animation Arts (FTY's) (B4 (Hons) Animation: Animation Arts (FTY's) (B5 (Hons) Animation: Animation Arts (FTY's) (B6 (Hons) Animation: Game Arts (FTY's) (B6 (Hons) Animation: Game Arts (FTY's) (B7 (Hons) Animation: Animation: Arts (FTY's) (B8 (Hons) Animation: Visual Effects (FUII Time)), CC_B4 (Hons) Games Art | | | | | | | | |
| 20:00 | | Animation: Visual Effects (FT Yr 3) (I (FT Yr 1); LCC_BA (Hons) Games D Games Design (FT Yr 3) LCC_BA (Hons) | BA (Hons) Animation: Visual Effects (Fi esign (FT Yr 1) LCC_BA (Hons) Game Hons) Virtual Reality (FT Yr 1) LCC_BA CC_MA 3D Computer Animation (FT Y | ull Time));CC_BA (Hons) Games Art s Design (FT Yr 2);LCC_BA (Hons) (Hons) Virtual Reality (FT Yr 2);I CC | | | | | | |
| 20:00 | | BA (Hons) Virtual Reality (FT Yr 3) L (FT Yr 1) (2021/22); LCC_MA Game: Virtual Reality (FT Yr 1) LCC_MA Vir M304; EC_M308; EC_M310; Staff: K | CC_MA 3D Computer Animation (FT Y s Design (FT Yr 1) LCC_MA Games Do tual Reality (FT Yr 1) (2021/22) Rooms ACZMAREK,Thom | r 1)LCC_MA 3D Computer Animation ssign (FT Yr 1) (2021/22)LCC_MA : EC_M104; EC_M301:Play Room; EC_ | | | | | | |
| 21:00 | | Abhimanyu Chattopadhyay | | | | | | | | |
| 21:00 | | | | | | | | | | |
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| 22:00 | | | | | | rsity of the Arts London - CELCA | | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 12/06/2023)

| | Monday 12/06/2023 | Tue: | sday 6/2023 | Wednesday 14/06/2023 | Thur 15/06 | sday 6/2023 | Friday 16/06/2023 | Saturday 17/06/2023 | Sunday 18/06/2023 |
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| 08:00 | | | | | | | | | |
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| 09:00 | | | | | | | | | |
| 09:00 | | | | | | | | | |
| 40.00 | | | | | Studio: Concept and Design 2 Supervised Studio or Workshop | Theory: Concept and Design 2 Seminar, 09:30-13:30 | | | |
| 10:00 | | | | | Time, 09:30-13:30 Group: LCC_BA (Hons) Games | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ T1405; EC_T1407;Staff: | | | |
| | | | | | Design (FT Yr 2);Rooms: EC_ M207: EC_M208:Staff: | CASELEY.Rov: GRATTAROLA. | | | |
| 11:00 | | | | | GURSKIS,Zans | Maddalena | | | |
| 11:00 | | | | | | | | | |
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| 14:00 | | | | | | | Online Tutorials Online Other Unit Tutorials, 13:30 15:00 | - | |
| 14:00 | | Theory: Introduction to Professional Practice. | Studio: Introduction to Professional Practice | | | | Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy | | |
| | | Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games | Supervised Studio or Workshop Time, 14:00-18:00 | | | | CASELEY,Roy | | |
| 15:00 15:00 | | Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; | Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: | | | | | | |
| 15:00 | | GRATTAROLA, Maddalena | M207; EC_M208;Staff: GURSKIS,Zans | | | | | | |
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| 22:00 | | | | | | | | | |
| | | L | L | D 05 1/5-b 1/45/00/0000 | 14:21:46 - University of the Arts Lo | - des OFLOAT Time telling | | | |

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (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 |
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| 08:00 | | | | | | | |
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| 16:00 16:00 | | | | | | | |
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| 17:00 | | | | | | | |
| 17:00 | | | Optional Book Club Z Other: Workshop, 17:00-19:30 | | | | |
| | | | Groups: LCC_BA (Hons) Games Design | | | | |
| 18:00 18:00 | | Gama Nights (outro curricular actional activity) | Groups: LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3); LCC_MA Games Design (FT Yr 1 Room: EC_M310; Staff: GRATTAROLA, | | | | |
| 16:00 | | Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed | Maddalena | | | | |
| 19:00 | | | | | | | |
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| 22.00 | | | Page 36 published 15/09/ | 2023 14:21:46 - University of the Arts London | CEL CAT Timetabling | | (truncated to fit page) |

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

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 17/07/2023)

| | Monday 17/07/2023 | Tuesday 18/07/2023 | Wednesday 19/07/2023 | Thursday 20/07/2023 | Friday 21/07/2023 | Saturday 22/07/2023 | Sunday 23/07/2023 |
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| 08:00 | | | | | | | |
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| 16:00 16:00 | | | | | | | |
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| 17:00 17:00 | | | Optional Book Club Z Other: Workshop, 17:00-19:30 | | | | |
| | | | Groups: LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design | | | | |
| 18:00 18:00 | | | Groups: LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3); LCC_MA Games Design (FT Yr 1, Room: EC_M310; Staff: GRATTAROLA, Maddalena | | | | |
| 40.00 | | | | | | | |
| 19:00 19:00 | | | | | | | |
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| 21:00 | | | | | | | |
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| 22:00 | | | | | - CELCAT Timetabling | | |