

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 29/08/2022)

	Monday 29/08/2022	Tuesday 30/08/2022	Wednesday 31/08/2022	Thursday 01/09/2022	Friday 02/09/2022	Saturday 03/09/2022	Sunday 04/09/2022
08:00	Late Summer Bank Holiday - UAL Closed 08:00-22:00						
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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
08:00	Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the State Funeral of Queen Elizabeth II						
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 26/09/2022)

	Monday 26/09/2022	Tuesday 27/09/2022	Wednesday 28/09/2022	Thursday 29/09/2022	Friday 30/09/2022	Saturday 01/10/2022	Sunday 02/10/2022
08:00							
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10:00				Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans		
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14:00		Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans		Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy		
15:00			ONLINE: Introduction to Diploma in Professional Studies Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy	ONLINE: DPS Preparation for Industry - Introducing DPS - DPS Alumni stories Online Lecture, 15:00-16:30 Event too large - resources not printed			
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 03/10/2022)

	Monday 03/10/2022	Tuesday 04/10/2022	Wednesday 05/10/2022	Thursday 06/10/2022	Friday 07/10/2022	Saturday 08/10/2022	Sunday 09/10/2022
08:00							
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10:00				Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans		
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14:00						Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy	
14:00	Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans					
15:00			ONLINE: Introduction to Diploma in Professional Studies Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy	ONLINE: DPS Preparation for Industry - Decoding Employability Online Lecture, 15:00-16:30 Event too large - resources not printed			
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 10/10/2022)

	Monday 10/10/2022	Tuesday 11/10/2022	Wednesday 12/10/2022	Thursday 13/10/2022	Friday 14/10/2022	Saturday 15/10/2022	Sunday 16/10/2022
08:00							
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10:00				<div>Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>		
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14:00						<div>Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	
14:00	<div>Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>					
15:00							
15:00			<div>ONLINE: Introduction to Diploma in Professional Studies Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	<div>ONLINE: DPS Preparation for Industry - Decoding Employability Online Lecture, 15:00-16:30 Event too large - resources not printed</div>			
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18:00	<div>Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1); LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_MA 3D Computer Animation (FT Yr 1) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22) ; Rooms: EC_M104; EC_M301;Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom Abhimanyu Chattopadhyay</div>						
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 17/10/2022)

	Monday 17/10/2022	Tuesday 18/10/2022	Wednesday 19/10/2022	Thursday 20/10/2022	Friday 21/10/2022	Saturday 22/10/2022	Sunday 23/10/2022
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Theory
Seminar, 14:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena

Studio
Supervised Studio or Workshop Time, 14:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans

ONLINE: Introduction to Diploma in Professional Studies
Online Seminar, 15:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Staff: CASELEY,Roy

ONLINE: DPS Preparation for Industry - Showing your value & experience on your CV
Online Lecture, 15:00-16:30
Event too large - resources not printed

Theory
Seminar, 09:30-13:30
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena

Studio
Supervised Studio or Workshop Time, 09:30-13:30
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans

Online Tutorials
Online Other Unit Tutorials, 13:30-15:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Staff: CASELEY,Roy

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

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

	Monday 31/10/2022	Tuesday 01/11/2022	Wednesday 02/11/2022	Thursday 03/11/2022	Friday 04/11/2022	Saturday 05/11/2022	Sunday 06/11/2022
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Theory
Seminar, 14:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena

Studio
Supervised Studio or Workshop Time, 14:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans

ONLINE: Introduction to Diploma in Professional Studies
Online Seminar, 15:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Staff: CASELEY,Roy

ONLINE: DPS Preparation for Industry - Introducing & Presenting yourself to creative
Online Lecture, 15:00-16:30
Event too large - resources not printed

Theory
Seminar, 09:30-13:30
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena

Studio
Supervised Studio or Workshop Time, 09:30-13:30
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans

Online Tutorials
Online Other Unit Tutorials, 13:30-15:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Staff: CASELEY,Roy

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 07/11/2022)

	Monday 07/11/2022	Tuesday 08/11/2022	Wednesday 09/11/2022	Thursday 10/11/2022	Friday 11/11/2022	Saturday 12/11/2022	Sunday 13/11/2022
08:00							
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10:00				<div>Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>		
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14:00						<div>Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	
14:00	<div>Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>					
15:00			<div>ONLINE: Introduction to Diploma in Professional Studies Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	<div>ONLINE: DPS Preparation for Industry - Exploring your world of opportunities Online Lecture, 15:00-16:30 Event too large - resources not printed</div>			
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18:00	<div>Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1); LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_MA 3D Computer Animation (FT Yr 1) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22) ; Rooms: EC_M104; EC_M301;Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom</div>						
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 14/11/2022)

	Monday 14/11/2022	Tuesday 15/11/2022	Wednesday 16/11/2022	Thursday 17/11/2022	Friday 18/11/2022	Saturday 19/11/2022	Sunday 20/11/2022
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Theory
Seminar, 14:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena

Studio
Supervised Studio or Workshop Time, 14:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans

ONLINE: Introduction to Diploma in Professional Studies
Online Seminar, 15:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Staff: CASELEY,Roy

ONLINE: DPS Preparation for Industry - In DPS for me? A toolkit session
Online Lecture, 15:00-16:30
Event too large - resources not printed

Theory
Seminar, 09:30-13:30
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena

Studio
Supervised Studio or Workshop Time, 09:30-13:30
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans

Online Tutorials
Online Other Unit Tutorials, 13:30-15:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Staff: CASELEY,Roy

Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 21/11/2022)

	Monday 21/11/2022	Tuesday 22/11/2022	Wednesday 23/11/2022	Thursday 24/11/2022	Friday 25/11/2022	Saturday 26/11/2022	Sunday 27/11/2022
08:00							
09:00							
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10:00				<div>Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>		
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14:00						<div>Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	
14:00	<div>Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>					
15:00							
15:00			<div>ONLINE: Introduction to Diploma in Professional Studies Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	<div>DPS Preparation for Industry - Wellbeing & employability Lecture, 15:00-16:30 Event too large - resources not printed</div>			
16:00							
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18:00							
18:00	<div>Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1); LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_MA 3D Computer Animation (FT Yr 1) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22) ; Rooms: EC_M104; EC_M301;Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom</div>						
19:00	Abhimanyu Chattopadhyay						
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 28/11/2022)

	Monday 28/11/2022	Tuesday 29/11/2022	Wednesday 30/11/2022	Thursday 01/12/2022	Friday 02/12/2022	Saturday 03/12/2022	Sunday 04/12/2022
08:00							
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10:00				Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans		
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14:00						Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy	
14:00	Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans					
15:00			ONLINE: Introduction to Diploma in Professional Studies Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy	ONLINE: DPS Preparation for Industry - Pathways into Film and TV - industry panel session Online Lecture, 15:00-16:30 Event too large - resources not printed			
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 05/12/2022)

	Monday 05/12/2022	Tuesday 06/12/2022	Wednesday 07/12/2022	Thursday 08/12/2022	Friday 09/12/2022	Saturday 10/12/2022	Sunday 11/12/2022
08:00							
09:00							
09:00							
10:00				<div>Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>		
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14:00						<div>Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	
14:00	<div>Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>					
15:00							
15:00			<div>ONLINE: Introduction to Diploma in Professional Studies Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	<div>ONLINE: DPS Preparation for Industry - Your DPS journey - how to apply Online Lecture, 15:00-16:30 Event too large - resources not printed</div>			
16:00							
16:00							
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18:00							
18:00	<div>Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3) ; LCC_BA (Hons) Virtual Reality (FT Yr 1); LCC_BA (Hons) Virtual Reality (FT Yr 2) ; LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_MA 3D Computer Animation (FT Yr 1) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301;Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom</div> <div>Abhimanyu Chattopadhyay</div>						
21:00							
22:00							

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
08:00	Public Holiday Boxing Day 08:00-22:00 **Public Holiday**	Public Holiday Christmas Day 08:00-22:00 **Public Holiday**					
09:00							
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Group timetable - LCC_BA (Hons) Games 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
08:00	Public Holiday - New Year's Day 08:00-22:00						
09:00							
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 09/01/2023)

	Monday 09/01/2023	Tuesday 10/01/2023	Wednesday 11/01/2023	Thursday 12/01/2023	Friday 13/01/2023	Saturday 14/01/2023	Sunday 15/01/2023
08:00							
09:00							
10:00				Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans		
11:00							
12:00							
13:00							
14:00						Online Tutorials Online Other Unit Tutorials, 13:30- 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy	
15:00	Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans	ONLINE: Introduction to Diploma in Professional Studies Online Seminar, 15:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy				
16:00							
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 16/01/2023)

	Monday 16/01/2023	Tuesday 17/01/2023	Wednesday 18/01/2023	Thursday 19/01/2023	Friday 20/01/2023	Saturday 21/01/2023	Sunday 22/01/2023
08:00							
09:00							
09:00							
10:00				<div>Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>		
10:00							
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13:00							
14:00						<div>Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	
14:00	<div>Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans</div>					
15:00							
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18:00		<div>Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3) ; LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3); LCC_BA (Hons) Virtual Reality (FT Yr 1); LCC_BA (Hons) Virtual Reality (FT Yr 2); LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_MA 3D Computer Animation (FT Yr 1) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22); LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301;Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom Abhimanyu Chattopadhyay</div>					
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 23/01/2023)

	Monday 23/01/2023	Tuesday 24/01/2023	Wednesday 25/01/2023	Thursday 26/01/2023	Friday 27/01/2023	Saturday 28/01/2023	Sunday 29/01/2023
08:00							
09:00							
10:00				Theory Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans		
11:00							
12:00							
13:00							
14:00						Online Tutorials Online Other Unit Tutorials, 13:30- 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy	
15:00		Theory Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans				
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22:00							

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

	Monday 06/02/2023	Tuesday 07/02/2023	Wednesday 08/02/2023	Thursday 09/02/2023	Friday 10/02/2023	Saturday 11/02/2023	Sunday 12/02/2023
08:00							
09:00							
09:00					UAL Games Conference 09:00-18:00		
10:00					Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons)		
10:00					Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time))LCC_		
11:00					BA (Hons) Games Design (FT Yr 1)LCC_		
11:00					BA (Hons) Games Design (FT Yr 2)LCC_		
11:00					BA (Hons) Games Design (FT Yr 3)LCC_		
11:00					BA (Hons) Games Design (FT) DPSRoom		
11:00					s: EC_TG02:Lecture Theatre C (LTC); EC,		
12:00					TG11:Lecture Theatre B (LTB)Staff:		
12:00					KACZMAREK,Thom; RISINO,Luca		
13:00							
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 13/02/2023)

	Monday 13/02/2023	Tuesday 14/02/2023	Wednesday 15/02/2023	Thursday 16/02/2023	Friday 17/02/2023	Saturday 18/02/2023	Sunday 19/02/2023
08:00							
09:00							
09:00							
10:00				<div>Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans</div>	<div>Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ T1404; EC_T1405;Staff: CASELEY,Roy; GRATTAROLA, Maddalena</div>		
10:00							
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14:00						<div>Online Tutorials Online Other Unit Tutorials, 13:30- 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>	
14:00	<div>Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208; Staff: GURSKIS,Zans</div>					
15:00							
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18:00		<div>Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) ; LCC_BA (Hons) Animation (FT Yr 2) ; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 1) ; LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3); LCC_BA (Hons) Virtual Reality (FT Yr 1); LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_MA 3D Computer Animation (FT Yr 1) ; LCC_MA 3D Computer Animation (FT Yr 1) (2021/22) ; LCC_MA Games Design (FT Yr 1) ; LCC_MA Games Design (FT Yr 1) (2021/22) ; LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301;Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom Abhimanyu Chattopadhyay</div>					
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 20/02/2023)

	Monday 20/02/2023	Tuesday 21/02/2023	Wednesday 22/02/2023	Thursday 23/02/2023	Friday 24/02/2023	Saturday 25/02/2023	Sunday 26/02/2023
08:00							
09:00							
10:00				Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_ M207; EC_M208; Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 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							
14:00						Online Tutorials Online Other Unit Tutorials, 13:30- 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy	
15:00		Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_ M207; EC_M208; Staff: GURSKIS,Zans				
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 27/02/2023)

	Monday 27/02/2023	Tuesday 28/02/2023	Wednesday 01/03/2023	Thursday 02/03/2023	Friday 03/03/2023	Saturday 04/03/2023	Sunday 05/03/2023
08:00							
09:00							
09:00							
10:00							
10:00	DPS Workshop Z Other: Workshop, 10:00-12:00 Room: EC_T806; Staff: KONTOVA,Evi; MIRIAM,Maliha			Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208; Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ T1404; EC_T1405; Staff: CASELEY,Roy; GRATTAROLA, Maddalena		
11:00							
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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_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208; Staff: GURSKIS,Zans			Online Tutorials Online Other Unit Tutorials, 13:30- 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy	
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18:00							
18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1); LCC_BA (Hons) Animation (FT Yr 2); LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3); LCC_BA (Hons) Virtual Reality (FT Yr 1); LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3); LCC_MA 3D Computer Animation (FT Yr 1); LCC_MA 3D Computer Animation (FT Yr 1) (2021/22); LCC_MA Games Design (FT Yr 1); LCC_MA Games Design (FT Yr 1) (2021/22); LCC_MA Virtual Reality (FT Yr 1); LCC_MA Virtual Reality (FT Yr 1) (2021/22); Rooms: EC_M104; EC_M301; Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom Abhimanyu Chattopadhyay					
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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	Thursday 09/03/2023	Friday 10/03/2023	Saturday 11/03/2023	Sunday 12/03/2023
08:00							
09:00							
10:00							
10:00	DPS Workshop ONLINE Online Seminar, 10:00-12:00 Staff: KONTOVA,Evi; MIRIAM,Maliha			Studio: Concept and Design 2 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 ff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_T1404; EC_T1405;S taff: CASELEY,Roy; GRATTAROLA,Maddalena		
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13:00							
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14:00		Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Roo ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans	Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons) Games Design (FT Yr 2); Rooms: EC_M301;Play Room; EC_M310; Staff: HO, Herman		Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Sta ff: CASELEY,Roy	
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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	Thursday 16/03/2023	Friday 17/03/2023	Saturday 18/03/2023	Sunday 19/03/2023
08:00							
09:00							
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	DPS Workshop ONLINE Online Seminar, 10:00-12:00 Staff: KONTOVA,Evi; MIRIAM,Maliha			Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans	Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: ms: EC_T1404; EC_T1405.Sta ff: CASELEY,Roy; GRATTAROLA,Maddalena		
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00						Online Tutorials Online Other Unit Tutorials, 13:30-15:00	
14:00		Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: m: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: ms: EC_M207; EC_M208;Sta ff: GURSKIS,Zans	Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Games Design (FT Yr 2); Rooms: EC_M301;Play Room; EC_M310; Staff: HO, Herman		Group: LCC_BA (Hons) Games Design (FT Yr 2);Sta ff: CASELEY,Roy	
15:00							
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17:00							
18:00							
18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) LCC_BA (Hons) Animation (FT Yr 2) LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Design (FT Yr 1) LCC_BA (Hons) Games Design (FT Yr 2) LCC_BA (Hons) Games Design (FT Yr 3) LCC_BA (Hons) Virtual Reality (FT Yr 1) LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3) LCC_MA 3D Computer Animation (FT Yr 1) LCC_MA 3D Computer Animation (FT Yr 2) LCC_MA 3D Computer Animation (FT Yr 3) LCC_MA Games Design (FT Yr 1) LCC_MA Games Design (FT Yr 2) LCC_MA Games Design (FT Yr 3) LCC_MA Virtual Reality (FT Yr 1) LCC_MA Virtual Reality (FT Yr 2) LCC_MA Virtual Reality (FT Yr 3) LCC_MA Virtual Reality (FT Yr 1) (2021/22) LCC_MA Games Design (FT Yr 1) (2021/22) LCC_MA Virtual Reality (FT Yr 1) LCC_MA Virtual Reality (FT Yr 1) (2021/22) Rooms: EC_M104; EC_M301;Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom					
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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		
09:00					**Public Holiday (Good Friday)** Good Friday		
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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	Thursday 13/04/2023	Friday 14/04/2023	Saturday 15/04/2023	Sunday 16/04/2023	
08:00	Public Holiday (Easter Monday) 08:00-22:00 <i>**Public Holiday (Easter Monday)** Easter Monday</i>							
09:00								
09:00								
10:00					Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_M207; EC_M208;Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_T1404; EC_T1405; EC_T1407; Staff: CASELEY,Roy; GRATTAROLA, Maddalena		
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Theory: Introduction to Professional Practice.
Seminar, 14:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Rooms: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA, Maddalena

Studio: Introduction to Professional Practice
Supervised Studio or Workshop Time, 14:00-18:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Rooms: EC_M207; EC_M208;Staff: GURSKIS,Zans

Workshop
Supervised Studio or Workshop Time, 14:00-18:00
Groups: LCC_BA (Hons)
Animation: Game Arts (FT Yr 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

Online Tutorials
Online Other Unit Tutorials, 13:30-15:00
Group: LCC_BA (Hons)
Games Design (FT Yr 2);Staff: CASELEY,Roy

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

Abhimanyu Chattopadhyay

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	Thursday 20/04/2023	Friday 21/04/2023	Saturday 22/04/2023	Sunday 23/04/2023
08:00							
09:00							
10:00				Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; EC_T1407; Staff: CASELEY,Roy; GRATTAROLA,Maddalena		
11:00							
12:00							
13:00							
14:00						Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy	
15:00	Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 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							
17:00							
18:00							
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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	Thursday 27/04/2023	Friday 28/04/2023	Saturday 29/04/2023	Sunday 30/04/2023
08:00							
09:00							
10:00				Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; EC_T1407; Staff: CASELEY,Roy; GRATTAROLA,Maddalena		
11:00							
12:00							
13:00							
14:00					Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy		
14:00	Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Design (FT Yr 2); Room: EC_M303; Stop Motion/Light box; Staff: HO, Herman				
15:00							
16:00							
17:00							
18:00				Optional Book Club Z Other: Workshop, 17:00-19:30 Groups: LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3) LCC_MA Games Design (FT Yr 1) Rooms: EC_M310; Staff: GRATTAROLA,Maddalena			
18:00	Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) LCC_BA (Hons) Animation (FT Yr 2) LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Design (FT Yr 1) LCC_BA (Hons) Games Design (FT Yr 2) LCC_BA (Hons) Games Design (FT Yr 3) LCC_BA (Hons) Virtual Reality (FT Yr 1) LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3) LCC_MA 3D Computer Animation (FT Yr 1) LCC_MA 3D Computer Animation (FT Yr 2) LCC_MA Games Design (FT Yr 1) LCC_MA Games Design (FT Yr 2) LCC_MA Games Design (FT Yr 3) LCC_MA Games Design (FT Yr 1) (2021/22) LCC_MA Virtual Reality (FT Yr 1) LCC_MA Virtual Reality (FT Yr 2) LCC_MA Virtual Reality (FT Yr 3) Rooms: EC_M104; EC_M301; Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom						
19:00	Abhimanyu Chattopadhyay						
20:00							
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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	Thursday 04/05/2023	Friday 05/05/2023	Saturday 06/05/2023	Sunday 07/05/2023
08:00	Public Holiday (May Day) 08:00-22:00 **Public Holiday (May Day)** May Day						
09:00							
09:00							
10:00				Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans		
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14:00							
14:00					Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy		
15:00		Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 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			
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 08/05/2023)

	Monday 08/05/2023	Tuesday 09/05/2023	Wednesday 10/05/2023	Thursday 11/05/2023	Friday 12/05/2023	Saturday 13/05/2023	Sunday 14/05/2023
08:00	Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the coronation of King Charles III						
09:00							
09:00							
10:00				Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; EC_T1407; Staff: CASELEY,Roy; GRATTAROLA,Maddalena		
10:00							
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14:00							
14:00						Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy	
15:00		Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 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			
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) LCC_BA (Hons) Animation (FT Yr 2) LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Design (FT Yr 1) LCC_BA (Hons) Games Design (FT Yr 2) LCC_BA (Hons) Games Design (FT Yr 3) LCC_BA (Hons) Virtual Reality (FT Yr 1) LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3) LCC_MA 3D Computer Animation (FT Yr 1) LCC_MA 3D Computer Animation (FT Yr 2) LCC_MA 3D Computer Animation (FT Yr 3) LCC_MA Games Design (FT Yr 1) LCC_MA Games Design (FT Yr 2) LCC_MA Games Design (FT Yr 3) LCC_MA Virtual Reality (FT Yr 1) LCC_MA Virtual Reality (FT Yr 2) LCC_MA Virtual Reality (FT Yr 3) Rooms: EC_M104; EC_M301; Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom					
19:00		Abhimanyu Chattopadhyay					
19:00							
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 15/05/2023)

	Monday 15/05/2023	Tuesday 16/05/2023	Wednesday 17/05/2023	Thursday 18/05/2023	Friday 19/05/2023	Saturday 20/05/2023	Sunday 21/05/2023
08:00							
09:00							
10:00				Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; EC_T1407; Staff: CASELEY,Roy; GRATTAROLA,Maddalena		
11:00							
12:00							
13:00							
14:00						Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy	
15:00	Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 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				
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21:00							
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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	Thursday 25/05/2023		Friday 26/05/2023	Saturday 27/05/2023	Sunday 28/05/2023
08:00									
09:00									
09:00									
10:00					<div>Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_M207; EC_M208;Staff: GURSKIS,Zans</div>	<div>Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_T1405; EC_T1407;Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>			
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14:00							<div>Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy</div>		
14:00	<div>Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_T1405;Staff: CASELEY,Roy; GRATTAROLA,Maddalena</div>	<div>Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_M207; EC_M208;Staff: GURSKIS,Zans</div>	<div>Workshop Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 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</div>						
15:00									
15:00									
16:00									
16:00									
17:00									
17:00				<div>Optional Book Club Z Other: Workshop, 17:00-19:30 Groups: LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3) LCC_MA Games Design (FT Yr 1) Rooms: EC_M310;Staff: GRATTAROLA,Maddalena</div>					
18:00		<div>Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) LCC_BA (Hons) Animation (FT Yr 2) LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); LCC_BA (Hons) Games Design (FT Yr 1) LCC_BA (Hons) Games Design (FT Yr 2); LCC_BA (Hons) Games Design (FT Yr 3) LCC_BA (Hons) Virtual Reality (FT Yr 1) LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3) LCC_MA 3D Computer Animation (FT Yr 1) LCC_MA 3D Computer Animation (FT Yr 2) LCC_MA 3D Computer Animation (FT Yr 3) LCC_MA Games Design (FT Yr 1) LCC_MA Games Design (FT Yr 2) LCC_MA Games Design (FT Yr 3) LCC_MA Games Design (FT Yr 1) (2021/22) LCC_MA Games Design (FT Yr 2) (2021/22) LCC_MA Games Design (FT Yr 3) (2021/22) Rooms: EC_M104; EC_M301;Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom</div>							
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Group timetable - LCC_BA (Hons) Games Design (FT Yr 2) (wk starting 29/05/2023)

	Monday 29/05/2023	Tuesday 30/05/2023	Wednesday 31/05/2023	Thursday 01/06/2023	Friday 02/06/2023	Saturday 03/06/2023	Sunday 04/06/2023
08:00	Public Holiday (Spring Bank Holiday) 08:00-22:00						
09:00	**Public Holiday (Spring Bank Holiday)** Spring Holiday						
09:00							
10:00				Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ T1405; EC_T1407;Staff: CASELEY,Roy; GRATTAROLA, Maddalena		
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14:00					Online Tutorials Online Other Unit Tutorials, 13:30- 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Staff: CASELEY,Roy		
15:00	Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Room: EC_ T1405;Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2);Rooms: EC_ M207; EC_M208;Staff: GURSKIS,Zans					
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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	Thursday 08/06/2023	Friday 09/06/2023	Saturday 10/06/2023	Sunday 11/06/2023
08:00							
09:00							
10:00				Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; EC_T1407; Staff: CASELEY,Roy; GRATTAROLA,Maddalena		
11:00							
12:00							
13:00							
14:00						Online Tutorials Online Other Unit Tutorials, 13:30-15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy	
14:00	Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_M207; EC_M208; Staff: GURSKIS,Zans	Games Collaboration Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Design (FT Yr 2); Room: EC_T806; Staff: GURSKIS,Zans <i>Booked by Joshua Brand</i>				
15:00							
16:00							
17:00							
18:00							
18:00	Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation (FT Yr 1) LCC_BA (Hons) Animation (FT Yr 2) LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Games Design (FT Yr 1) LCC_BA (Hons) Games Design (FT Yr 2) LCC_BA (Hons) Games Design (FT Yr 3) LCC_BA (Hons) Virtual Reality (FT Yr 1) LCC_BA (Hons) Virtual Reality (FT Yr 2) LCC_BA (Hons) Virtual Reality (FT Yr 3) LCC_MA 3D Computer Animation (FT Yr 1) LCC_MA 3D Computer Animation (FT Yr 2) LCC_MA 3D Computer Animation (FT Yr 3) LCC_MA Games Design (FT Yr 1) LCC_MA Games Design (FT Yr 2) LCC_MA Games Design (FT Yr 3) LCC_MA Virtual Reality (FT Yr 1) LCC_MA Virtual Reality (FT Yr 2) LCC_MA Virtual Reality (FT Yr 3) Rooms: EC_M104; EC_M301; Play Room; EC_M304; EC_M308; EC_M310; Staff: KACZMAREK,Thom						
19:00	Abhimanyu Chattopadhyay						
20:00							
21:00							
22:00							

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

	Monday 12/06/2023	Tuesday 13/06/2023	Wednesday 14/06/2023	Thursday 15/06/2023	Friday 16/06/2023	Saturday 17/06/2023	Sunday 18/06/2023
08:00							
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10:00				Studio: Concept and Design 2 Supervised Studio or Workshop Time, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_ M207; EC_M208; Staff: GURSKIS,Zans	Theory: Concept and Design 2 Seminar, 09:30-13:30 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_ T1405; EC_T1407; Staff: CASELEY,Roy; GRATTAROLA, Maddalena		
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14:00							
14:00		Theory: Introduction to Professional Practice. Seminar, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Room: EC_ T1405; Staff: CASELEY,Roy; GRATTAROLA,Maddalena	Studio: Introduction to Professional Practice Supervised Studio or Workshop Time, 14:00-18:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Rooms: EC_ M207; EC_M208; Staff: GURSKIS,Zans		Online Tutorials Online Other Unit Tutorials, 13:30- 15:00 Group: LCC_BA (Hons) Games Design (FT Yr 2); Staff: CASELEY,Roy		
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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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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 (FT Yr 3); LCC_MA Games Design (FT Yr 1)				
18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed	: Room: EC_M310; Staff: GRATTAROLA, Maddalena				
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22:00							

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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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 (FT Yr 3); LCC_MA Games Design (FT Yr 1) Room: EC_M310; Staff: GRATTAROLA, Maddalena				
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