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| ORIENTATION TIMETABLE BSc Computer Games Development  |
| Dear Student,  **Course: BSc Computer Games Development**  I would like to welcome you to the University of Westminster and to the School of Computer Science and Engineering.  We have arranged for you a number of orientation events as part of your welcome week. I strongly advise you to attend all these events as they have been designed to give you more information about your course, to familiarise yourself with the University procedures, rules and regulations and available University facilities, and to help you gain the most from your life as a University of Westminster student.  Enrolment will take place in the Marylebone building, while all other events listed will take place in the New Cavendish Street Building. If you are not familiar with the particular locations, I suggest you arrive about ten minutes before the first event.  Staff and information will be available in the reception area to help you.  Finally, if you have any queries regarding the course or any of the events then you can also contact me at mentzem@westminster.ac.uk  I look forward to meeting you,  *Markos Mentzelopoulos* *Course Leader*  |
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| **MONDAY 16 SEPTEMBER** |
| **Time** | **Event** | **Location** |
| **10:00-11:30** | **School Of Computer Science and Engineering** **School Welcome Meeting** | **Cavendish****Large Lecture Theatre (LLT)** |
| **12.00-13.00** |

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| **Meet the FANS + campus tour****(taken by the FANS)** |

 | **Cavendish** |
| **15:00 – 15:30** | **Enrolment** | **Marylebone** |

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| **TUESDAY 17 SEPTEMBER** |
| **Time** | **Event** | **Location**  |
| **17:00 – 18:00** | **School of Computer Science and Engineering social event** | **Cavendish Pavilion**  |

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| **THURSDAY 19 SEPTEMBER** |
| **Time** | **Event** | **Location** |
| **11.00-16.00** | **Arrivals Fair (optional event)** | **Marylebone (P3)** |
| **14.00-16.00** |

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| **Course Welcome****The course team will be introduced and will describe the course and modules** |

 | **Cavendish****C1.03** |
| **16.00-17.30** | **Creative Computing Exhibition** | **Cavendish** **XR Lab – Copland Building, 5th floor**  |

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| **FRIDAY 20 SEPTEMBER** |
| **Time** | **Event** | **Location** |
| **11.00-16.00**  | **Arrivals Fair (optional event)** | **Marylebone (P3)** |

**Cavendish:** <https://www.westminster.ac.uk/about-us/visit-us/cavendish>**Little Titchfield Street:** <https://www.westminster.ac.uk/about-us/visit-us/little-titchfield-street>**Marylebone:** <https://www.westminster.ac.uk/about-us/visit-us/marylebone>  |
| **READING LIST**  **BOOKS (Recommended)** •Video Game Design: Principles and Practices from the Ground Up-> [LINK](http://www.bloomsbury.com/uk/video-game-design-9781472567482/)  •Introducing Autodesk Maya 2016: Autodesk Official Press-> [LINK](https://wordery.com/introducing-autodesk-maya-2016-dariush-derakhshani-9781119059639?currency=GBP&gtrck=VGRmcjVXbjRxOWMvdG92dFJJeXhxRm1ocGpIQlZBZk1wSjVSMFl4UWRaYW1sbGltNHE0YWpnZUlZeE8zc0p1M1V2TUFTVlVSNXBaRnB2NEpPdmlDb2c9PQ&gclid=CjwKEAjwkui7BRCf64DNtfDupgoSJAA_0LOo3BjHlRCMKoTedoaliwyE2Xs-_drR7Gi8EQ9m7CurexoCa-Hw_wcB)  •Tony White’s Animator’s Notebook: Personal Observations on the Principles of Movement-> [LINK](https://www.amazon.co.uk/Tony-Whites-Animators-Notebook-Observations/dp/0240813073)  •3D Math Primer for Graphics and Game Development, Fletcher Dunn, Ian Parberry, (2011), A K Peters/CRC Press; 2nd edition, ISBN: 1568817231. ([PDF](https://tfetimes.com/wp-content/uploads/2015/04/F.Dunn-I.Parberry-3D-Math-Primer-for-Graphics-and-Game-Development.pdf) [Online](https://tfetimes.com/wp-content/uploads/2015/04/F.Dunn-I.Parberry-3D-Math-Primer-for-Graphics-and-Game-Development.pdf) [Version](https://tfetimes.com/wp-content/uploads/2015/04/F.Dunn-I.Parberry-3D-Math-Primer-for-Graphics-and-Game-Development.pdf))  •Discrete mathematics demystified, Steven G. Krantz (2009), McGraw-Hill Professional; London: McGraw-Hill distributor. (PDF Online Version)  •Sams Teach Yourself Java in 24 Hours, Cadenhead, R (2012), 6th Edition: Sams ([PDF](https://progwolf.files.wordpress.com/2013/04/java-7-android-sams-teach-yourself-in-24-hours.pdf) [Online](https://progwolf.files.wordpress.com/2013/04/java-7-android-sams-teach-yourself-in-24-hours.pdf) [Version](https://progwolf.files.wordpress.com/2013/04/java-7-android-sams-teach-yourself-in-24-hours.pdf))  **Other Online Materials/Resources** •Microsoft Visual C# 2013 (developer Step by Step) ([PDF](https://ptgmedia.pearsoncmg.com/images/9780735681835/samplepages/9780735681835.pdf) [Online](https://ptgmedia.pearsoncmg.com/images/9780735681835/samplepages/9780735681835.pdf) [Version](https://ptgmedia.pearsoncmg.com/images/9780735681835/samplepages/9780735681835.pdf))  •MonoGame -> LINK  |