

C20 Summer 2026: Term 3

This schedule is subject to change.
When in doubt, please check with the instructor!

WEEK 1	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	May 11, 2026	May 12, 2026	May 13, 2026	May 14, 2026	May 15, 2026	May 16, 2026	May 17, 2026
9:00AM	Projects III Kick Off	Project Time	Project Time	Project Time			
10:00	11:00 AM						
11:00	Classroom A & B						
12:00PM	LUNCH will be provided	LUNCH	LUNCH	LUNCH			
1:00	Go over project brief	Project Time	Project Time	Project Time			
2:00	with project						
3:00	supervisors						
4:00		Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B			
4:30	Systematic						
5:00	Game Design						
5:30	(elective)						
6:00	4:30-7:30pm						
7:00	Ryan Dunnison						
7:30	Classroom B						
8:00							

WEEK 2	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	May 18, 2026	May 19, 2026	May 20, 2026	May 21, 2026	May 22, 2026	May 23, 2026	May 24, 2026
9:00AM	VICTORIA DAY	Project Time	Project Time	Project Time	Systematic Game Design (elective)		
10:00							
11:00							
12:00PM		LUNCH	LUNCH	LUNCH	9AM - 12:00pm		
1:00		Project Time	Project Time	Project Time	Ryan Dunnison Classroom B		
2:00							
3:00			Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B		
4:00		SCHOOL IS CLOSED					
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							
					CDM Alumni Connect		
					5-8pm Lobby, Classroom A/B		

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WEEK 3	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	May 25, 2026	May 26, 2026	May 27, 2026	May 28, 2026	May 29, 2026	May 30, 2026	May 31, 2026
9:00AM	All-Cohort Check-in 9:30-12:00	Project Time	Project Time	Project Time			
10:00							
11:00							
12:00PM	LUNCH	LUNCH	LUNCH	LUNCH			
1:00	Project Time	Project Time	Project Time	Project Time			
2:00							
3:00							
4:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B			
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							

Massage Therapy Starts! Monday from 2:00 - 5:00 pm

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WEEK 4	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	June 1, 2026	June 2, 2026	June 3, 2026	June 4, 2026	June 5, 2026	June 6, 2026	June 7, 2026
9:00AM	Project Time	Project Time	Project Time	Project Time			
10:00							
11:00							
12:00PM	LUNCH	LUNCH	LUNCH	LUNCH			
1:00	Project Time	Project Time	Project Time	Project Time			
2:00							
3:00							
4:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B			
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							

Massage Therapy - Mondays from 2:00 - 5:00 pm

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WEEK 5	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
Date:	June 8, 2026	June 9, 2026	June 10, 2026	June 11, 2026	June 12, 2026	June 13, 2026	June 14, 2026	
9:00AM	Projects III 9:30-12:30 Internal User Testing	Project Review Panel (Mid-point) Classroom A or B	Project Time	Project Time				
10:00								
11:00								
12:00PM	LUNCH	LUNCH	LUNCH	LUNCH				
1:00	Project Time	Project Review Panel (Mid-point) Classroom A or B	Project Time	Project Time				
2:00								
3:00								
4:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B				
4:30								
5:00								
5:30								
6:00								
7:00								
7:30								
8:00								

Massage Therapy - Mondays from 2:00 - 5:00 pm

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WEEK 6	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
Date:	June 15, 2026	June 16, 2026	June 17, 2026	June 18, 2026	June 19, 2026	June 20, 2026	June 21, 2026	
9:00AM	Project Time	Project Time	Project Time	Project Time				
10:00								
11:00								
12:00PM	LUNCH	LUNCH	LUNCH	LUNCH				
1:00	Project Time	Project Time	Project Time	Project Time				
2:00								
3:00								
4:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B				
4:30								
5:00								
5:30								
6:00								
7:00								
7:30								
8:00								

Massage Therapy - Mondays from 2:00 - 5:00 pm

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WEEK 7	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	June 22, 2026	June 23, 2026	June 24, 2026	June 25, 2026	June 26, 2026	June 27, 2026	June 28, 2026
9:00AM	Project Time	Project Time	Project Time	Project Time			
10:00							
11:00							
12:00PM	LUNCH	LUNCH	LUNCH	LUNCH			
1:00	Project Time	Project Time	Project Time	Project Time			
2:00							
3:00							
4:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B			
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							

Massage Therapy - Mondays from 2:00 - 5:00 pm

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WEEK 8	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
Date:	June 29, 2026	June 30, 2026	July 1, 2026	July 2, 2026	July 3, 2026	July 4, 2026	July 5, 2026	
9:00AM	Project Time	Project Time	CANADA DAY	Project Time				
10:00								
11:00								
12:00PM	LUNCH	LUNCH			LUNCH			
1:00	Project Time	Project Time		SCHOOL IS CLOSED	Project Time			
2:00								
3:00								
4:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B		Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B			
4:30								
5:00								
5:30								
6:00								
7:00								
7:30								
8:00								

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WEEK 9	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	July 6, 2026	July 7, 2026	July 8, 2026	July 9, 2026	July 10, 2026	July 11, 2026	July 12, 2026
9:00AM	Project Time	Project Time	Project Time	Project Time			
10:00		Project Time	Project Time	Project Time			
11:00	LUNCH						
12:00PM		LUNCH	LUNCH	LUNCH			
1:00	Project Time	Projects III	Project Time	Project Time			
2:00			Project Time	Project Time			
3:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	External User Testing 11:00am -5pm	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B		
4:00							
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							

Massage Therapy - Mondays from 2:00 - 5:00 pm

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WEEK 10	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	July 13, 2026	July 14, 2026	July 15, 2026	July 16, 2026	July 17, 2026	July 18, 2026	July 19, 2026
9:00AM	Project Time	Project Time	Project Time	Project Time			
10:00		Project Time	Project Time	Project Time			
11:00	LUNCH						
12:00PM		LUNCH	LUNCH	LUNCH			
1:00	Project Time	Project Time	Project Time	Project Time			
2:00		Project Time	Project Time	Project Time			
3:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B			
4:00							
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							

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WEEK 11	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	July 20, 2026	July 21, 2026	July 22, 2026	July 23, 2026	July 24, 2026	July 25, 2026	July 26, 2026
9:00AM	Project Time	Project Time	Project Time	Project Time			
10:00							
11:00							
12:00PM	LUNCH	LUNCH	LUNCH	LUNCH			
1:00	Project Time	Project Time	Project Time	Project Time			
2:00							
3:00							
4:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B			
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							

Massage Therapy - Mondays from 2:00 - 5:00 pm

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WEEK 12	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	July 27, 2026	July 28, 2026	July 29, 2026	July 30, 2026	July 31, 2026	August 1, 2026	August 2, 2026
9:00AM	Project Time	Project Time	Project Time	Project Time			
10:00							
11:00							
12:00PM	LUNCH	LUNCH	LUNCH	LUNCH			
1:00	Project Time	Project Time	Project Time	Project Time			
2:00							
3:00							
4:00	Systematic Game Design (elective) 4:30-7:30pm Ryan Dunnison Classroom B	Designing for AI - driven Products (elective) 4-7pm Darren De-Coursey Classroom B	Visual Storytelling (elective) 4-7pm Tiz Beretta Classroom B	Worldbuilding with AI (elective) 4-7pm Jason Lee Elliott Classroom B			
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							

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WEEK 13	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Date:	August 3, 2026	August 4, 2026	August 5, 2026	August 6, 2026	August 7, 2026	August 8, 2026	August 9, 2026
9:00AM	<p style="text-align: center;">BC DAY</p> <p style="text-align: center;">SCHOOL IS CLOSED</p>	Final Project Presentation 12:30pm-3:00pm	Project Review Panel (End of Term) Classroom A or B	Project Review Panel (End of Term) Classroom A or B	<p style="text-align: center;">CLEAN OUT PROJECT ROOMS</p>	<p>See you in Sept for DMED530: Internship!</p>	
10:00		Classroom A/B	LUNCH	<p style="text-align: center;">Year End Party! [1:00-5:00] Classroom A/B</p>			
11:00			Project Review Panel (End of Term) Classroom A or B				
12:00PM		Designing for AI -	Visual				
1:00		driven Products (elective)	Storytelling (elective)		Systematic Game Design (elective)		
2:00		4-7pm	4-7pm		4:30-7:30pm		
3:00		Darren De-Coursey	Tiz Beretta		Ryan Dunnison		
4:00		Classroom B	Classroom B		Classroom B		
4:30							
5:00							
5:30							
6:00							
7:00							
7:30							
8:00							

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