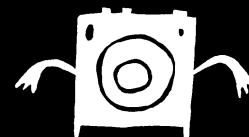


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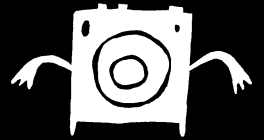
WELCOME WEEK

THURSDAY 3.9.2026 / DAY 1

When, What & Who	Where
9.00 – 9.30 Meet Up <ul style="list-style-type: none">Meeting your classmates	Teams @ this link [click here to join the DAY 1 call]
9.30 – 10.00 Welcome by staff and teachers <ul style="list-style-type: none">Jomi Fagerström, <i>Director of Education, Department of Culture</i>Suvi Pylvänen, <i>Coordinator of Degree Programs in Game Design, Game Art & Virtual Production MA</i>Introduction of Full-time Lecturers 10.00- 11.00 School services and Q&A <ul style="list-style-type: none">Checklist, welcome package, school study platforms	Click the link above ↑
11.00-12.00 LUNCH BREAK	
12.00- 12.45 Introduction to the study structure and curriculum <ul style="list-style-type: none">Suvi Pylvänen & Brenda Jiménez (Virtual Production Study Advisor)	Click the link above ↑
12.45-13.00 COFFEE BREAK	
13.00-16.00 Workshop <ul style="list-style-type: none">Group activity and preparing for your first lessons.How to access your courses	Click the link above ↑

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FRIDAY 4.9.2026 / DAY 2

When, What & Who	Where
9.00 – 15.00 Meet Up, first day off lesson starts	Online Teams, the link will be provided the previous day during the workshop.

Note: Schedules are subject to change. <https://lukkarikone.xamk.fi/>

According to the scheduled timetables, normal studies will continue on *Monday, January 19th, 2026.*

WELCOME TO YOUR STUDIES

