

Group timetable - 11GAMDEV\_4\_F09G1, BSc/BSc (Hons) Games Development (Wks TriAWk10-TriAWk12)

	09:00	10:00	10:00	11:00	11:00	12:00	12:00	13:00	13:00	14:00	14:00	15:00	15:00	16:00	16:00	17:00	17:00	18:00	18:00	19:00	19:00	20:00	20:00	21:00	21:00	22:00			
Monday			Drop-in Session_Campus, Wks TriAWk10-TriAWk12 [=3] <b>Module: Experimental Games</b> ; Groups: 11CMPGDS 4_F09G1; 11CMPGDS 5_F09G1 11GAMDEV_4_F09G1_A_MHI626982; 11GAMDEV_5_F09G1_A_MHI626982; MHI626982_A_GLAS-A_R; <b>Room: W305</b> ;Team: Games_L4_Design					Drop-in Session_Campus, Wks TriAWk10-TriAWk12 [=3] <b>Module: Experimental Games</b> ; Groups: 11CMPGDS 4_F09G1; 11CMPGDS 5_F09G1 11GAMDEV_4_F09G1_A_MHI626982; 11GAMDEV_5_F09G1_A_MHI626982; MHI626982_A_GLAS-A_R; <b>Room: M627_Games Lab</b> ;Team: Games_L4_Design				Drop-in Session_Campus, Wks TriAWk10-TriAWk12 [=3] <b>Module: Experimental Games</b> ; Groups: 11CMPGDS 4_F09G1; 11CMPGDS 5_F09G1 11GAMDEV_4_F09G1_A_MHI626982; 11GAMDEV_5_F09G1_A_MHI626982; MHI626982_A_GLAS-A_R; <b>Room: M627_Games Lab</b> ;Team: Games_L4_Design																	
Tuesday	Drop-in Session_Campus, Wks TriAWk10-TriAWk12 [=3] <b>Module: Network Game Programming</b> ; Groups: 11CGSFTD 4_F09G1; 11CGSFTD 5_F09G1; 11GAMDEV_4_F09G1_A_MHI626897; 11GAMDEV_5_F09G1_A_MHI626897; MHI626897_A_GLAS-A_R; <b>Room: C033_Multimedia Lab</b> ;Team: Games_L4_Software																												
Wed							DirStudy_Campus, Wks TriAWk10-TriAWk12 [=3] Groups: 11CGSFTD 4_F09G1; 11CGSFTD 5_F09G1; 11CMPGDS 4_F09G1; 11CMPGDS 5_F09G1; 11GAMDEV 1_F09G1; 11GAMDEV 2_F09G1; 11GAMDEV 3_F09G1; 11GAMDEV_4_F09G1; <b>Rooms: C033_Multimedia Lab; M627_Games Lab</b>																						
Thursday						Lec_Campus, Wks TriAWk10-TriAWk12 [=3] <b>Module: Creative Practice</b> ; Groups: 11CGSFTD 4_F09G1; 11CGSFTD 5_F09G1; 11CMPGDS 4_F09G1; 11CMPGDS 5_F09G1 11GAMDEV_4_F09G1_A_MHW225718; 11GAMDEV_5_F09G1_A_MHW225718; MHW225718_A_GLAS-A_R_Group_02; <b>Room: M627_Games Lab</b> ;Team: Games_L4_Design	Prac_Campus, Wks TriAWk10-TriAWk12 [=3] <b>Module: Creative Practice</b> ; Groups: 11CGSFTD 4_F09G1; 11CGSFTD 5_F09G1; 11CMPGDS 4_F09G1; 11CMPGDS 5_F09G1 11GAMDEV_4_F09G1_A_MHW225718; 11GAMDEV_5_F09G1_A_MHW225718; MHW225718_A_GLAS-A_R_Group_02; <b>Room: M627_Games Lab</b> ;Team: Games_L4_Design																						

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Friday	Lec_Campus, Wks TriAWk10-TriAWk12 [=3] Module: Graphics Programming g: Groups: 11CGSFTD 4_F09G1 11CGSFTD 5_F09G1 11GAMDEV_4_F09G1_A_MHI626740; 11GAMDEV_5_F09G1_A_MHI626740; 36EXGSCE_1_F09G1_A_MHI625659; MHI625659_A_GLAS-A_R; Room: C033_Multimedia Lab; Team: Games_L4_Software	Tut_Campus, Wks TriAWk10-TriAWk12 [=3] Module: Graphics Programming g: Groups: 11CGSFTD 4_F09G1 11CGSFTD 5_F09G1 11GAMDEV_4_F09G1_A_MHI626740; 11GAMDEV_5_F09G1_A_MHI626740; Room: C033_Multimedia Lab; Team: Games_L4_Software	Prac_Campus, Wks TriAWk10-TriAWk12 [=3] Module: Graphics Programming; Groups: 11CGSFTD 4_F09G1 11CGSFTD 5_F09G1 11GAMDEV_4_F09G1_A_MHI626740; 11GAMDEV_5_F09G1_A_MHI626740; Room: C033_Multimedia Lab; Team: Games_L4_Software																							