

Group timetable - 11ADTECH_3_F09G1, BSc/BSc (Hons) Audio Technology (Wk 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							Lec_Campus, Wk TriAWk12 Module: <u>Signals and Electronic System Design</u> Groups: 11ADTECH_3_F09G1_A_M3H620587; 13ELEENG_3_F09G1_A_M3H620587; 16ELEENG_3_F09G1_A_M3H620587; 36EXGSCE_1_F09G1_A_M3H620587; M3H620587_A_GLAS-A_R; M3H620587_A_GLAS-A_R_Group_01; Room: W402																				
							Prac_Campus, Wk TriAWk12 Module: <u>Games Sound Design</u> Groups: 11ADTECH_3_F09G1_A_M3H620663_Group_02; 36EXGSCE_1_F09G1_A_M3H620663; M3H620663_A_GLAS-A_R_Group_01; Room: M329 Audio Technology																				
Tuesday	Lec_Campus, Wk TriAWk12 Module: <u>Games Sound Design</u> Groups: 11ADTECH_3_F09G1_A_M3H620663; 36EXGSCE_1_F09G1_A_M3H620663; M3H620663_A_GLAS-A_R; M3H620663_A_GLAS-A_R_Group_01; Room: W709		Tut_Campus, Wk TriAWk12 Module: <u>Games Sound Design</u> Groups: 11ADTECH_3_F09G1_A_M3H620663; 36EXGSCE_1_F09G1_A_M3H620663; M3H620663_A_GLAS-A_R; M3H620663_A_GLAS-A_R_Group_01; Room: W709						Prac_Campus, Wk TriAWk12 Module: <u>Games Sound Design</u> Groups: 11ADTECH_3_F09G1_A_M3H620663_Group_01; M3H620663_A_GLAS-A_R; Room: M329 Audio Technology																		
Wed	Independent Study, Wk TriAWk12 Module: <u>Volunteering in a Technical Role</u> Group: 11ADTECH_3_F09G1_A_M3H620658																										
Thursday			Prac_Campus, Wk TriAWk12 Module: <u>Signals and Electronic System Design</u> Groups: 11ADTECH_3_F09G1_A_M3H620587; 36EXGSCE_1_F09G1_A_M3H620587_Group_02; M3H620587_A_GLAS-A_R; Room: M326 Analogue Electronics/Electrical Power																								

Group timetable - 11ADTECH_3_F09G1, BSc/BSc (Hons) Audio Technology (Wk 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	
Thursday	Tut_Campus, Wk TriAWk12 Module: Signals and Electronic System Design ; Groups: 11ADTECH_3_F09G1_A_M3H620587; 36EXGSCE_1_F09G1_A_M3H620587_Group_02; M3H620587_A_GLAS-A_R; Room: CEE_5																										
Friday						Prac_Campus, Wk TriAWk12 Module: Audio Processing and Effects ; Groups: 11ADTECH_3_F09G1_A_M3H620587; 11ADTECH_3_F09G1_A_M3H620663_Group_01; Room: M329_Audio Technology		Prac_Campus, Wk TriAWk12 Module: Audio Processing and Effects ; Groups: 11ADTECH_3_F09G1_A_M3H620663_Group_02; 36EXGSCE_1_F09G1_A_M3H623531; M3H623531_A_R; Room: M329_Audio Technology																			