

Module timetable - Introduction to Games Concept Art, M1I625627 (Wks TriAWk1-TriAWk12 (*TriAWk1-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 | Prac_Campus, Wks TriAWk1, TriAWk3-TriAWk12 [=11] Module: Introduction to Games Concept Art; Groups: 113DANVI_1_F09G1_Group_01; 113DANVI_1_F09G1_Group_03_01; Room: C116_Digital Design | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Prac_Campus, Wks TriAWk1, TriAWk3-TriAWk12 [=11] Module: Introduction to Games Concept Art; Groups: 113DANVI_1_F09G1_Group_02; 113DANVI_1_F09G1_Group_03_02; 36EXGSCE_1_F09G1_A_M1I625627; Room: C117_Digital Design | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Tue | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| We | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Thu | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Fri | | | | | | | | | | | | | | | | | | | | | | | | | | | |