

Group timetable - 11GAMDEV_2_F09G1, BSc/BSc (Hons) Games Development (Wk TriBwk12)

	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
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Tuesday	Presentations, Wk TriBwk12 Module: Human Computer InteractionGr oups: 113DANVI_2_F09G1_Group_01; 113DANVI_2_ F09G1_Group_03_01; 11GAMDEV_2_F09G1_Group_01; M2I625666_B_GLAS-B_R;Room: M714 Serious Games Lab;Teams: Games_L2_Design; Games_L2_Software						Presentations, Wk TriBwk12 Module: Human Computer InteractionGr oups: 113DANVI_2_F09G1_Group_02; 113DANVI_2_ F09G1_Group_03_02; 11GAMDEV_2_F09G1_Group_02; M2I625666_B_GLAS-B_R_Group_01;Room: M714_Serious Games Lab;Teams: Games_L2_Design; Games_L2_Software																			
Wednesday							Lec_Campus, Wk TriBwk12 Module: Integrated Project 2 Gr oups: 113DANVI_2_F09G1_11GAMDEV_2_F09G1; 36EXGSCE_1_F09G1_B_M2I322998; M2I322998_B_GLAS-B_R; M2I325669_B_R_Group_01; M2I325669_B_R_Group_02; M2I325669_B_R_Group_04;Room: M323; Teams: Games_L2_Design; Games_L2_Software																			
Thursday	Lec_Campus, Wk TriBwk12 Module: Game Content and Level Design Groups: 113DANVI_3_F09G1_B_M3I625714; 11CMPGAA_3_F09G1; 11GAMDEV_2_F09G1_B_M3I625714; 36EXGSCE_1_F01G1_B_M3I625714; 36EXGSCE_1_F09G1_B_M3I625714; M3I625714_B_GLAS-B_R; M3I625714_B_GLAS-B_R_Group_01;Room: W118; Teams: 3D_L3_Games; Games_L2_Design																									
Fri																										