

Group timetable - 11GAMDEV_5_F09G1, BSc/BSc (Hons) Games Development (Wks TriBWk11-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	
Monday	Drop-in Session_Campus, Wks TriBWk11-TriBWk12 [=2] Module: Games System Design Groups: 11CMPGDS_4_F09G1; 11CMPGDS_5_F09G1; 11GAMDEV_4_F09G1_B_MHI625652; 11GAMDEV_5_F09G1_B_MHI625652; 36EXGSCE_1_F01G1_B_MHI625652; 36EXGSCE_1_F09G1_B_MHI625652; MHI625652_B_GLAS-B_R; Room: M627_Games Lab											Lec_Campus, Wks TriBWk11-TriBWk12 [=2] Module: Portfolio Groups: 11CGSFTD_4_F09G1; 11CGSFTD_5_F09G1; 11CMPGDS_4_F09G1; 11CMPGDS_5_F09G1; 11GAMDEV_4_F09G1; 11GAMDEV_5_F09G1; 36EXGSCE_1_F01G1_B_MHG525636; MHG525636_B_GLAS-B_R_Group_01; MHG525636_B_GLAS-B_R_Group_02; Room: A427															
Tue																											
Wednesday	Drop-in Session_Campus, Wks TriBWk11-TriBWk12 [=2] Module: Portfolio Groups: 11CMPGDS_4_F09G1; 11CMPGDS_5_F09G1; 11GAMDEV_4_F09G1; 11GAMDEV_5_F09G1; 36EXGSCE_1_F01G1_B_MHG525636; MHG525636_B_GLAS-B_R_Group_02; Room: M627_Games Lab																										
Thu	Drop-in Session_Campus, Wks TriBWk11-TriBWk12 [=2] Module: Games Programming 3 Groups: 11GAMDEV_4_F09G1_B_MHI625659; 11GAMDEV_5_F09G1_B_MHI625659; Room: M627_Games Lab ; Team: Games_L4_Software																										
Fri																											