

Group timetable - 11CGSFTD_5_F09G1, BSc/BSc (Hons) Computer Games (Software Development) (Wks TriBwk7-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													Lec_Campus, Wks TriBWk7-TriBWk12 [=6] Module: <u>Portfolio</u> Groups: <u>11CGSFTD_4_F09G1</u> <u>11CGSFTD_5_F09G1</u> ; <u>11CMPGDS_4_F09G1</u> <u>11CMPGDS_5_F09G1</u> <u>11GAMDEV_4_F09G1</u> <u>11GAMDEV_5_F09G1</u> 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 TriBWk7-TriBWk12 [=6] Module: <u>Portfolio</u> Groups: <u>11CGSFTD_4_F09G1</u> <u>11CGSFTD_5_F09G1</u> ; MHG525636_B_GLAS-B_R_ Group_01; Room: M627_ Games Lab			DirStudy_Campus, Wks TriBWk7-TriBWk12 [=6] Groups: <u>11CGSFTD_4_F09G1</u> ; <u>11CGSFTD_5_F09G1</u> ; <u>11CMPGDS_4_F09G1</u> ; <u>11CMPGDS_5_F09G1</u> ; <u>11GAMDEV_1_F09G1</u> ; <u>11GAMDEV_2_F09G1</u> ; <u>11GAMDEV_3_F09G1</u> ; <u>11GAMDEV_4_F09G1</u> Rooms: C033_Multimedia Lab; M627_Games Lab																		
Thursday					Prac_Campus, Wks TriBWk7-TriBWk12 [=6] Modules: <u>Mobile Platform Development</u> ; <u>Mobile Platform Development</u> Groups: <u>11CGSFTD_4_F09G1_B_M3I326836</u> ; <u>11CGSFTD_5_F09G1_B_M3I326836</u> ; <u>11ITMGBU_4_F09G1_B_MHI326841</u> ; <u>11ITMGBU_5_F09G1_B_MHI326841</u> ; 36EXGSCE_1_F01G1_B M3I326836; M3I326836_B_GLAS-B_R; MHI326841_B_GLAS-B_R; Room: M613																					
Fri																										