

Module timetable - Game Content and Level Design, M3I625714 (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
Mo																										
Tue																										
We																										
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																										