

2019/2020 Timetable

Group timetable - BSc Computer Game Development - Full Time - Level 4 (30/09/2019 - 14/09/2020)

| | 08:00 09:00 | 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 |
|---------|-------------|---|---|-------------|-------------|-------------|---|-------------|--|-------------|-------------|-------------|-------------|
| Tuesday | | Practical, 01/10/2019 ... 14/01/2020 COM454 (Game Asset Development); CIB108a PC Room; CIB108b PC Room | Practical, 01/10/2019 ... 14/01/2020 COM454 (Game Asset Development); CIB108a PC Room; CIB108b PC Room | | | | Practical, 01/10/2019 ... 05/05/2020 COM439 (Problem Solving with Programming); L204 (Computing) (01/10/2019...14/01/2020); B117 PC Room (28/01/2020...05/05/2020) | | Directed Study, 01/10/2019 ... 05/05/2020 COM439 (Problem Solving with Programming); L204 (Computing) (01/10/2019...14/01/2020); B117 PC Room (28/01/2020...05/05/2020) | | | | |
| | | Practical, 28/01/2020 ... 05/05/2020 COM453 (Game Environments and Narrative Design); CIB108a PC Room | Practical, 28/01/2020 ... 05/05/2020 COM453 (Game Environments and Narrative Design); CIB108a PC Room | | | | | | | | | | |
| Wed | | Lecture, 02/10/2019 ... 15/01/2020 COM458 (Game Design & Interaction); L204 (Computing) | Practical, 02/10/2019 ... 15/01/2020 COM458 (Game Design & Interaction); L204 (Computing) | | | | Lecture, 02/10/2019 ... 06/05/2020 COM450 (Game Industry & Agile Production Methodologies); L203 PC Room | | | | | | |
| | | Lecture, 29/01/2020 ... 06/05/2020 COM456 (Games Technology); L204 (Computing) | Lecture, 29/01/2020 ... 06/05/2020 COM456 (Games Technology); L204 (Computing) | | | | | | | | | | |