CELCAT web publisher

Group timetable - MComp 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, 28/01/2020 ... 05/05/2020 COM453 (Game Environments and Narrative Design); CIB108a PC Room		Practical, 01/10/2019 ... 14/01/2020 COM454 (Game Asset Development); CIB108a PC Room; CIB108b PC Room / Practical, 28/01/2020 ... 05/05/2020 COM453 (Game Environments and Narrative Design); CIB108a 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)				
Wed		Lecture, 02/10/2019 ... 15/01/2020 COM458 (Game Design & Interaction); L204 (Computing) / Lecture, 29/01/2020 ... 06/05/2020 COM456 (Games Technology); L204 (Computing)		Practical, 02/10/2019 ... 15/01/2020 COM458 (Game Design & Interaction); L204 (Computing) / Lecture, 29/01/2020 ... 06/05/2020 COM456 (Games Technology); L204 (Computing)			Lecture, 02/10/2019 ... 06/05/2020 COM450 (Game Industry & Agile Production Methodologies); L203 PC Room						