

Room timetable - CIB108a PC Room (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
Monday	Lecture, 08:45-12:45, 30/09/2019 ... 13/01/2020 COM550 (3D Modelling & Animation for Game Engines); CIB108a PC Room; CIB108b PC Room				Lecture, 30/09/2019 ... 13/01/2020 COM728 (3D Design & Optimisation); CIB108a PC Room																					
	Lecture, 27/01/2020 ... 04/05/2020 COM553 (Group Project); CIB108a PC Room; CIB108b PC Room				Practical, 27/01/2020 ... 04/05/2020 COM553 (Group Project); CIB108a PC Room; CIB108b PC Room				Lecture, 27/01/2020 ... 04/05/2020 COM547 (Serious Games and Immersive Technology); CIB108a PC Room				Practical, 27/01/2020 ... 04/05/2020 COM547 (Serious Games and Immersive Technology); CIB108a PC Room													
Tue	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				Seminar, 01/10/2019 ... 14/01/2020 ARD606 (Negotiated Study 1 (Design)); CIB108a PC Room				Practical, 01/10/2019 ... 14/01/2020 ARD606 (Negotiated Study 1 (Design)); ARDI606 (Negotiated Study 1 (Design)); CIB108a PC Room													
	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				Directed Study, 28/01/2020 ... 05/05/2020 ARD604 (Creative Futures 3); CIB108a PC Room																	
Wed					Lecture, 02/10/2019 ... 15/01/2020 COM552 (Audio Technology for Games); CIB108a PC Room				Practical, 02/10/2019 ... 15/01/2020 COM552 (Audio Technology for Games); CIB108a PC Room																	
Thursday	Lecture, 03/10/2019 ... 16/01/2020 COM647 (Multiplayer Design & Optimisation); CIB108a PC Room				Practical, 03/10/2019 ... 16/01/2020 COM647 (Multiplayer Design & Optimisation); CIB108a PC Room				Directed Study, 30/01/2020 ... 07/05/2020 ARD607 (Negotiated Study 2 (Animation, Visual Effects and Game Art)); CIB108a PC Room																	
	Lecture, 30/01/2020 ... 07/05/2020 ARD504 (Creative Futures 2); CIB108a PC Room; CIB108b PC Room								Lecture, 12/03/2020 ... 07/05/2020 ARD310 (Progression Project); CIB108a PC Room																	