

Room timetable - CIB108b 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 ARD436 (Principles of Animation); R1 1 (HUB) (30/09/2019-07/10/2019); CIB108b PC Room (14/10/2019...13/01/2020) | | | Directed Study, 30/09/2019 ... 13/01/2020 COM728 (3D Design & Optimisation); CIB108b 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 | | | | | Practical, 30/09/2019 ... 13/01/2020 ARD514 (Practice in Context (Design)); CIB108b PC Room (30/09/2019-07/10/2019); R11 (HUB) (14/10/2019...13/01/2020) | | | Lecture, 27/01/2020 - 02/03/2020 ARD309 (Creative Processes); CIB108b PC Room | | | | | | | | | | | | | | |
| | | | | | | | | | | | Lecture, 27/01/2020 - 04/05/2020 ARD438 (Media and Motion); ARD444 (Sketch to Sculpt); CIB108b PC Room | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | Lecture, 09/03/2020 ... 04/05/2020 ARD310 (Progression Project); CIB108b PC Room | | | | | | | | | | | | | | | | | | |
| 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 | | | | Directed Study, 01/10/2019 ... 14/01/2020 ARD526 (3D Animation); CIB108b PC Room | | | | Practical, 28/01/2020 ... 05/05/2020 ARD520 (Specialist Study (Animation)); CIB108b PC Room | | | | | | | | | | | | | | |
| | | | Lecture, 28/01/2020 ... 05/05/2020 COM454 (Game Asset Development); CIB108b PC Room | | | | Practical, 28/01/2020 ... 05/05/2020 COM454 (Game Asset Development); CIB108b PC Room | | | | | | | | Practical, 28/01/2020 ... 05/05/2020 ARD520 (Specialist Study (Animation)); CIB108b PC Room | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | Practical, 28/01/2020 ... 28/04/2020 ARD607 (Negotiated Study 2 (Animation, Visual Effects and Game Art)); CIB108b PC Room | | | | | | | | | | | | | |
| Wed | | | | Lecture, 10:00-12:30, 02/10/2019 ... 22/01/2020 YCW318 (Youth and Community Work in Practice 1); CIB108b PC Room (02/10/2019); Edward Llwyd Centre Lecture Theatre B (09/10/2019); C118 (16/10/2019...22/01/2020) | | | | | | | | Practical, 02/10/2019 ... 15/01/2020 ARD522 (3D Sculpting); CIB108b PC Room | | | Practical, 02/10/2019 ... 15/01/2020 ARD522 (3D Sculpting); CIB108b PC Room | | | | | | | | | | | | | | |
| | | | Lecture, 30/01/2020 ... 07/05/2020 ARD504 (Creative Futures 2); CIB108a PC Room; CIB108b PC Room | | | | Practical, 30/01/2020 ... 07/05/2020 COM554 (Indie Studio Management & Game Production); CIB108b PC Room | | | | | Lecture, 03/10/2019 ... 16/01/2020 ARD416 (Media and Techniques (Design)); CIB108b PC Room | | | | Practical, 30/01/2020 ... 07/05/2020 ARD520 (Specialist Study (Animation)); CIB108b PC Room | | | | | | | | | | | | | |
| Fri | | | | Seminar, 04/10/2019 ... 17/01/2020 ARD606 (Negotiated Study 1 (Design)); CIB108b PC Room | | | | | | Seminar, 04/10/2019 ... 17/01/2020 COM456 (Games Technology); CIB108b PC Room | | | | | | | | | | | | | | | | | | | |