

# TT\_2223\_live

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - Full Time (Wk 8, wk starting 19/09/2022)

|                  | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM | 01:00PM | 02:00PM | 03:00PM | 04:00PM | 05:00PM | 06:00PM |
|------------------|---------|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Mo<br>19/09/2022 |         | Welcome week commences on Monday 26th September 2022 (Week 9)<br>Induction, Wk 8 |         |         |         |         |         |         |         |         |         |

|                       | 08:00AM | 09:00AM   | 10:00AM   | 11:00AM  | 12:00PM | 01:00PM   | 02:00PM   | 03:00PM | 04:00PM | 05:00PM | 06:00PM |
|-----------------------|---------|---|---|--|---------|---|---|---------|---------|---------|---------|
| Monday<br>26/09/2022  |         | Games Welcome Induction, Wk 9<br>Staff: Harker, Jack; Hebblewhite, Richard; Rowley, Rachel<br>Room: John Troth Lecture Theatre (Side B) | VC address & Dean's Welcome Induction, Wk 9<br>Room: William Aston Hall   |  |         | Games Welcome Q&A Induction, Wk 9<br>Staff: Harker, Jack; Hebblewhite, Richard; Rowley, Rachel<br>Room: John Troth Lecture Theatre (Side B) |   |         |         |         |         |
| Tuesday<br>27/09/2022 |         |   | Health & Safety Briefing and Library & Study Skills Online Induction, Wk 9  | Intro to Games Challenge Induction, Wk 9<br>Staff: Harker, Jack; Hebblewhite, Richard; Rowley, Rachel<br>Rooms: CIB108a PC Room; CIB108b PC Room |         |   | Student & Campus Life Online Induction, Wk 9<br>Games Challenge Induction, Wk 9<br>Staff: Harker, Jack; Hebblewhite, Richard; Rowley, Rachel<br>Rooms: CIB108a PC Room; CIB108b PC Room |         |         |         |         |
| Wed<br>28/09/2022     |         |   | Games Challenge Induction, Wk 9<br>Staff: Harker, Jack; Rowley, Rachel<br>Rooms: CIB108a PC Room; CIB108b PC Room |  |         |   |   |         |         |         |         |

|                         | 08:00AM | 09:00AM | 10:00AM | 11:00AM  | 12:00PM | 01:00PM | 02:00PM  | 03:00PM | 04:00PM | 05:00PM | 06:00PM |
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| Wednesday<br>28/09/2022 |         |         |         |  |         |         | Games Challenge Induction, Wk 9<br>Staff: Harker, Jack;<br>Hebblewhite, Richard;<br>Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         |
|                         |         |         |         |  |         |         | Student Union Online Induction, 02:30PM-03:00PM, Wk 9  |         |         |         |         |
| Thu<br>29/09/2022       |         |         |         | Student Union Fresher's Fair - optional Induction, Wk 9<br>Room: Sport Centre (Hall) |         |         |  |         |         |         |         |

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| Thursday<br>29/09/2022 |         |   |         |         |         | <p>Welsh Medium Opportunities and Provision at WGU - optional Induction, Wk 9</p> <p>Room: <a href="#">Nick Whitehead Lecture Theatre</a></p> | <p>Games Challenge Grand Final Induction, Wk 9</p> <p>Staff: <a href="#">Harker, Jack</a>; <a href="#">Hebblewhite, Richard</a>; <a href="#">Rowley, Rachel</a></p> <p>Rooms: <a href="#">CIB108a PC Room</a>; <a href="#">CIB108b PC Room</a></p> |         |         |         |         |
| Friday<br>30/09/2022   |         | <p>Induction Module - refer to Moodle Self-Directed Study, Wk 9</p> |         |         |         |   |  |         |         |         |         |

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| Mo<br>03/10/2022       |         | Self-Directed Study, Wk 10   |         |         |                            |         |   |         |         |  |         |  |
| Tue<br>04/10/2022      |         | Practical, Wk 10<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 10 |         |   |         |         |  |         |  |
| Wed<br>05/10/2022      |         | Practical, Wk 10<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 10<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |  |
| Thursday<br>06/10/2022 |         | Self-Directed Study, Wk 10   |         |         |                            |         | Practical, Wk 10<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         |         | Directed Study, Wk 10<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |
| Fri<br>07/10/2022      |         | Self-Directed Study, Wk 10   |         |         |                            |         |   |         |         |  |         |  |

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| Mo<br>10/10/2022       |         | Self-Directed Study, Wk 11   |         |         |                            |         |   |         |         |  |         |
| Tue<br>11/10/2022      |         | Practical, Wk 11<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 11 |         |   |         |         |  |         |
| Wed<br>12/10/2022      |         | Practical, Wk 11<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 11<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |
| Thursday<br>13/10/2022 |         | Self-Directed Study, Wk 11   |         |         |                            |         | Practical, Wk 11<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         |         | Directed Study, Wk 11<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |
| Fri<br>14/10/2022      |         | Self-Directed Study, Wk 11   |         |         |                            |         |   |         |         |  |         |

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| Mo<br>17/10/2022       |         | Self-Directed Study, Wk 12   |         |         |                            |         |   |         |         |  |         |  |
| Tue<br>18/10/2022      |         | Practical, Wk 12<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 12 |         |   |         |         |  |         |  |
| Wed<br>19/10/2022      |         | Practical, Wk 12<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 12<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |  |
| Thursday<br>20/10/2022 |         | Self-Directed Study, Wk 12   |         |         |                            |         | Practical, Wk 12<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         |         | Directed Study, Wk 12<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |
| Fri<br>21/10/2022      |         | Self-Directed Study, Wk 12   |         |         |                            |         |   |         |         |  |         |  |

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| Mo<br>24/10/2022       |         | Self-Directed Study, Wk 13   |         |         |                            |         |   |         |  |         |         |  |
| Tue<br>25/10/2022      |         | Practical, Wk 13<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 13 |         |   |         |  |         |         |  |
| Wed<br>26/10/2022      |         | Practical, Wk 13<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 13<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |         |         |  |
| Thursday<br>27/10/2022 |         | Self-Directed Study, Wk 13   |         |         |                            |         | Practical, Wk 13<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         | Directed Study, Wk 13<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |
| Fri<br>28/10/2022      |         | Self-Directed Study, Wk 13   |         |         |                            |         |   |         |  |         |         |  |



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| Mo<br>31/10/2022  |         | Self-Directed Study, Wk 14 |         |         |         |         |         |         |         |         |         |
| Tue<br>01/11/2022 |         | Self-Directed Study, Wk 14 |         |         |         |         |         |         |         |         |         |
| We<br>02/11/2022  |         | Self-Directed Study, Wk 14 |         |         |         |         |         |         |         |         |         |
| Thu<br>03/11/2022 |         | Self-Directed Study, Wk 14 |         |         |         |         |         |         |         |         |         |
| Fri<br>04/11/2022 |         | Self-Directed Study, Wk 14 |         |         |         |         |         |         |         |         |         |

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| Mo<br>07/11/2022       |         | Self-Directed Study, Wk 15   |         |         |                            |         |   |         |         |         |         |
| Tuesday<br>08/11/2022  |         | Practical, Wk 15<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 15 |         |   |         |         |         |         |
| Wed<br>09/11/2022      |         | Practical, Wk 15<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 15<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         |
| Thursday<br>10/11/2022 |         | Self-Directed Study, Wk 15   |         |         |                            |         | Practical, Wk 15<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         |         |         |         |

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| Thursday<br>10/11/2022 |                            |         |         |         |         |         |         |         | Directed Study, Wk 15<br><br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: <a href="#">Matthews, Jason</a><br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |
| Fri<br>11/11/2022      | Self-Directed Study, Wk 15 |         |         |         |         |         |         |         |   |         |         |

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| Friday<br>11/11/2022 |         |         | Student Voice Forum, Wk 15<br><br>Staff: Birch, Teri; Datta, Deepanwita; Harker, Jack; Hebblewhite, Richard; Jose, Bindu; Krishnan-Harihar, Subrahmaniam; Matthews, Jason; Mayers, Julie; Mcdonald-Dick, Matthew; Oram, Denise; Pickles, Neil; Povey, Daniella; Rowley, Rachel; Yousefi, Mehdi<br>Room: <u>B07</u> |         |         |         |         |         |         |         |         |

|                        | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM                    | 01:00PM | 02:00PM   | 03:00PM | 04:00PM | 05:00PM  | 06:00PM |  |
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| Mo<br>14/11/2022       |         | Self-Directed Study, Wk 16   |         |         |                            |         |   |         |         |  |         |  |
| Tue<br>15/11/2022      |         | Practical, Wk 16<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 16 |         |   |         |         |  |         |  |
| Wed<br>16/11/2022      |         | Practical, Wk 16<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 16<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |  |
| Thursday<br>17/11/2022 |         | Self-Directed Study, Wk 16   |         |         |                            |         | Practical, Wk 16<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         |         | Directed Study, Wk 16<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |
| Fri<br>18/11/2022      |         | Self-Directed Study, Wk 16   |         |         |                            |         |   |         |         |  |         |  |

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| Mo<br>21/11/2022       |         | Self-Directed Study, Wk 17   |         |         |                            |  |  |         |  |         |         |  |  |
| Tue<br>22/11/2022      |         | Practical, Wk 17<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         | Self-Directed Study, Wk 17 |  |  |         |  |         |         |  |  |
| Wed<br>23/11/2022      |         |  |         |         |                            | Practical, Wk 17<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Room: <a href="#">B17</a> |  |         |  |         |         |  |  |
| Thursday<br>24/11/2022 |         | Self-Directed Study, Wk 17   |         |         |                            |  | Practical, Wk 17<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         | Directed Study, Wk 17<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |  |
| Fri<br>25/11/2022      |         | Self-Directed Study, Wk 17   |         |         |                            |  |  |         |  |         |         |  |  |

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| Mo<br>28/11/2022       |         | Self-Directed Study, Wk 18   |         |         |                            |         |   |         |         |  |         |  |
| Tue<br>29/11/2022      |         | Practical, Wk 18<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 18 |         |   |         |         |  |         |  |
| Wed<br>30/11/2022      |         | Practical, Wk 18<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 18<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |  |
| Thursday<br>01/12/2022 |         | Self-Directed Study, Wk 18   |         |         |                            |         | Practical, Wk 18<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         |         | Directed Study, Wk 18<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |
| Fri<br>02/12/2022      |         | Self-Directed Study, Wk 18   |         |         |                            |         |   |         |         |  |         |  |

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| Mo<br>05/12/2022       |         | Self-Directed Study, Wk 19   |         |         |                            |         |  |         |   |         |         |  |
| Tue<br>06/12/2022      |         | Practical, Wk 19<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         | Self-Directed Study, Wk 19 |         |  |         |   |         |         |  |
| Wed<br>07/12/2022      |         | Practical, Wk 19<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 19<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |   |         |         |  |
| Thursday<br>08/12/2022 |         | Self-Directed Study, Wk 19   |         |         |                            |         | Practical, Wk 19<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a>                |         | Directed Study, Wk 19<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |  |
| Fri<br>09/12/2022      |         | Self-Directed Study, Wk 19   |         |         |                            |         |  |         |   |         |         |  |



|                        | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM                    | 01:00PM | 02:00PM   | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |  |
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| Mo<br>12/12/2022       |         | Self-Directed Study, Wk 20   |         |         |                            |         |   |         |  |         |         |  |
| Tue<br>13/12/2022      |         | Practical, Wk 20<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 20 |         |   |         |  |         |         |  |
| Wed<br>14/12/2022      |         | Practical, Wk 20<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 20<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |         |         |  |
| Thursday<br>15/12/2022 |         | Self-Directed Study, Wk 20   |         |         |                            |         | Practical, Wk 20<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         | Directed Study, Wk 20<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |
| Fri<br>16/12/2022      |         | Self-Directed Study, Wk 20   |         |         |                            |         |   |         |  |         |         |  |

|                        | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM                    | 01:00PM | 02:00PM  | 03:00PM | 04:00PM | 05:00PM   | 06:00PM |  |
|------------------------|---------|--|---------|---------|----------------------------|---------|--|---------|---------|---|---------|--|
| Mo<br>09/01/2023       |         | Self-Directed Study, Wk 24   |         |         |                            |         |  |         |         |   |         |  |
| Tue<br>10/01/2023      |         | Practical, Wk 24<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 24 |         |  |         |         |   |         |  |
| Wed<br>11/01/2023      |         | Practical, Wk 24<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 24<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |   |         |  |
| Thursday<br>12/01/2023 |         | Self-Directed Study, Wk 24   |         |         |                            |         | Practical, Wk 24<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a>                |         |         | Directed Study, Wk 24<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |  |
| Fri<br>13/01/2023      |         | Self-Directed Study, Wk 24   |         |         |                            |         |  |         |         |   |         |  |

|                        | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM                    | 01:00PM | 02:00PM   | 03:00PM | 04:00PM | 05:00PM  | 06:00PM |  |
|------------------------|---------|--|---------|---------|----------------------------|---------|---|---------|---------|--|---------|--|
| Mo<br>16/01/2023       |         | Self-Directed Study, Wk 25   |         |         |                            |         |   |         |         |  |         |  |
| Tue<br>17/01/2023      |         | Practical, Wk 25<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 25 |         |   |         |         |  |         |  |
| Wed<br>18/01/2023      |         | Practical, Wk 25<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 25<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |  |
| Thursday<br>19/01/2023 |         | Self-Directed Study, Wk 25   |         |         |                            |         | Practical, Wk 25<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         |         | Directed Study, Wk 25<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |
| Fri<br>20/01/2023      |         | Self-Directed Study, Wk 25   |         |         |                            |         |   |         |         |  |         |  |

|                        | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM                    | 01:00PM | 02:00PM   | 03:00PM | 04:00PM | 05:00PM  | 06:00PM |  |
|------------------------|---------|--|---------|---------|----------------------------|---------|---|---------|---------|--|---------|--|
| Mo<br>23/01/2023       |         | Self-Directed Study, Wk 26   |         |         |                            |         |   |         |         |  |         |  |
| Tue<br>24/01/2023      |         | Practical, Wk 26<br>Module: <a href="#">COM454 (Game Asset Development)</a><br>Staff: Jones, John; Povey, Daniella; Rowley, Rachel<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         | Self-Directed Study, Wk 26 |         |   |         |         |  |         |  |
| Wed<br>25/01/2023      |         | Practical, Wk 26<br>Module: <a href="#">COM458 (Game Design &amp; Interaction)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |                            |         | Practical, Wk 26<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack; Jones, John<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |  |
| Thursday<br>26/01/2023 |         | Self-Directed Study, Wk 26   |         |         |                            |         | Practical, Wk 26<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Jones, John; Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                |         |         | Directed Study, Wk 26<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |
| Fri<br>27/01/2023      |         | Self-Directed Study, Wk 26   |         |         |                            |         |   |         |         |  |         |  |

|                       | 08:00AM  | 09:00AM | 10:00AM | 11:00AM | 12:00PM | 01:00PM | 02:00PM  | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|--|---------|---------|---------|---------|---------|--|---------|--|---------|---------|
| Mo<br>06/02/2023      | Self-Directed Study, Wk 28   |         |         |         |         |         |  |         |  |         |         |
| Tuesday<br>07/02/2023 | Practical, Wk 28<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                   |         |         |         |         |         | Practical, Wk 28<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a>  |         | Directed Study, Wk 28<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>08/02/2023     | Practical, Wk 28<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         |         | Practical, Wk 28<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |         |         |
| Thu<br>09/02/2023     | Self-Directed Study, Wk 28   |         |         |         |         |         |  |         |  |         |         |
| Fri<br>10/02/2023     | Self-Directed Study, Wk 28   |         |         |         |         |         |  |         |  |         |         |

|                       | 08:00AM  | 09:00AM | 10:00AM | 11:00AM | 12:00PM | 01:00PM  | 02:00PM | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|--|---------|---------|---------|---------|--|---------|---------|--|---------|---------|
| Mo<br>13/02/2023      | Self-Directed Study, Wk 29   |         |         |         |         |  |         |         |  |         |         |
| Tuesday<br>14/02/2023 | Practical, Wk 29<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                   |         |         |         |         | Practical, Wk 29<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a>  |         |         | Directed Study, Wk 29<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>15/02/2023     | Practical, Wk 29<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         | Practical, Wk 29<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |         |
| Thu<br>16/02/2023     | Self-Directed Study, Wk 29   |         |         |         |         |  |         |         |  |         |         |
| Fri<br>17/02/2023     | Self-Directed Study, Wk 29   |         |         |         |         |  |         |         |  |         |         |

# TT\_2223\_live

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - Full Time (Wk 30, wk starting 20/02/2023))

|                   | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM | 01:00PM | 02:00PM | 03:00PM | 04:00PM | 05:00PM | 06:00PM |
|-------------------|---------|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Mo<br>20/02/2023  |         | Self-Directed Study, Wk 30   |         |         |         |         |         |         |         |         |         |
| Tue<br>21/02/2023 |         | Practical, Wk 30<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |
| We<br>22/02/2023  |         | Self-Directed Study, Wk 30   |         |         |         |         |         |         |         |         |         |
| Thu<br>23/02/2023 |         | Self-Directed Study, Wk 30   |         |         |         |         |         |         |         |         |         |
| Fri<br>24/02/2023 |         | Self-Directed Study, Wk 30   |         |         |         |         |         |         |         |         |         |

|                       | 08:00AM   | 09:00AM | 10:00AM | 11:00AM | 12:00PM | 01:00PM   | 02:00PM | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|---|---------|---------|---------|---------|---|---------|---------|--|---------|---------|
| Mo<br>27/02/2023      | Self-Directed Study, Wk 31  |         |         |         |         |   |         |         |  |         |         |
| Tuesday<br>28/02/2023 | Practical, Wk 31<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: <a href="#">Matthews, Jason</a><br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         |         |         | Practical, Wk 31<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: <a href="#">Matthews, Jason</a><br>Room: <a href="#">B117 PC Room</a>   |         |         | Directed Study, Wk 31<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: <a href="#">Matthews, Jason</a><br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>01/03/2023     | Practical, Wk 31<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: <a href="#">Hebblewhite, Richard</a> ; <a href="#">Mcdonald-Dick, Matthew</a><br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         | Practical, Wk 31<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: <a href="#">Harker, Jack</a> ; <a href="#">Harker, Jack</a><br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |         |
| Thu<br>02/03/2023     | Self-Directed Study, Wk 31  |         |         |         |         |   |         |         |  |         |         |
| Fri<br>03/03/2023     | Self-Directed Study, Wk 31  |         |         |         |         |   |         |         |  |         |         |



|                       | 08:00AM   | 09:00AM | 10:00AM | 11:00AM | 12:00PM | 01:00PM   | 02:00PM | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|---|---------|---------|---------|---------|---|---------|---------|--|---------|---------|
| Mo<br>06/03/2023      | Self-Directed Study, Wk 32  |         |         |         |         |   |         |         |  |         |         |
| Tuesday<br>07/03/2023 | Practical, Wk 32<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: <a href="#">Matthews, Jason</a><br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>   |         |         |         |         | Practical, Wk 32<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: <a href="#">Matthews, Jason</a><br>Room: <a href="#">B117 PC Room</a>   |         |         | Directed Study, Wk 32<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: <a href="#">Matthews, Jason</a><br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>08/03/2023     | Practical, Wk 32<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: <a href="#">Hebblewhite, Richard</a> ; <a href="#">Mcdonald-Dick, Matthew</a><br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         | Practical, Wk 32<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: <a href="#">Harker, Jack</a> ; <a href="#">Harker, Jack</a><br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |         |
| Thu<br>09/03/2023     | Self-Directed Study, Wk 32  |         |         |         |         |   |         |         |  |         |         |
| Fri<br>10/03/2023     | Self-Directed Study, Wk 32  |         |         |         |         |   |         |         |  |         |         |

|                      | 08:00AM                    | 09:00AM | 10:00AM | 11:00AM  | 12:00PM | 01:00PM | 02:00PM | 03:00PM | 04:00PM | 05:00PM | 06:00PM |
|----------------------|----------------------------|---------|---------|--|---------|---------|---------|---------|---------|---------|---------|
| Monday<br>13/03/2023 | Self-Directed Study, Wk 33 |         |         |  |         |         |         |         |         |         |         |
|                      |                            |         |         | Student<br>Voice<br>Forum, Wk<br>33<br><br>Staff:<br>Alonso,<br>Cerys;<br>Birch, Teri;<br>Birch, Teri;<br>Harker,<br>Jack;<br>Harker,<br>Jack;<br>Hebblewhit<br>e, Richard;<br>Jose, Bindu;<br>Krishnan-<br>Harihar,<br>Subrahman<br>iam;<br>Matthews,<br>Jason;<br>Mayers,<br>Julie;<br>Mcdonald-<br>Dick,<br>Matthew;<br>Pickles,<br>Neil; Povey,<br>Daniella;<br>Rowley,<br>Rachel<br>Room:<br>B103 |         |         |         |         |         |         |         |

|                       | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM | 01:00PM | 02:00PM  | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |  |
|-----------------------|---------|--|---------|---------|---------|---------|--|---------|--|---------|---------|--|
| Tuesday<br>14/03/2023 |         | Practical, Wk 33<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                   |         |         |         |         | Practical, Wk 33<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a>  |         | Directed Study, Wk 33<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |  |
| Wed<br>15/03/2023     |         | Practical, Wk 33<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         | Practical, Wk 33<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |         |         |  |
| Thu<br>16/03/2023     |         | Self-Directed Study, Wk 33   |         |         |         |         |  |         |  |         |         |  |
| Fri<br>17/03/2023     |         | Self-Directed Study, Wk 33   |         |         |         |         |  |         |  |         |         |  |

|                       | 08:00AM  | 09:00AM | 10:00AM | 11:00AM | 12:00PM | 01:00PM  | 02:00PM | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|--|---------|---------|---------|---------|--|---------|---------|--|---------|---------|
| Mo<br>20/03/2023      | Self-Directed Study, Wk 34   |         |         |         |         |  |         |         |  |         |         |
| Tuesday<br>21/03/2023 | Practical, Wk 34<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                   |         |         |         |         | Practical, Wk 34<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a>  |         |         | Directed Study, Wk 34<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>22/03/2023     | Practical, Wk 34<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         | Practical, Wk 34<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |         |
| Thu<br>23/03/2023     | Self-Directed Study, Wk 34   |         |         |         |         |  |         |         |  |         |         |
| Fri<br>24/03/2023     | Self-Directed Study, Wk 34   |         |         |         |         |  |         |         |  |         |         |

|                       | 08:00AM | 09:00AM   | 10:00AM | 11:00AM | 12:00PM | 01:00PM | 02:00PM   | 03:00PM  | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|---------|---|---------|---------|---------|---------|---|--|--|---------|---------|
| Mo<br>27/03/2023      |         | Self-Directed Study, Wk 35  |         |         |         |         |   |  |  |         |         |
| Tuesday<br>28/03/2023 |         | Practical, Wk 35<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>  |         |         |         |         | Practical, Wk 35<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |  | Directed Study, Wk 35<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>29/03/2023     |         | Presentation, Wk 35<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Room: <a href="#">Nick Whitehead Lecture Theatre</a> |         |         |         |         |   | Practical, Wk 35<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |  |         |         |
| Thu<br>30/03/2023     |         | Self-Directed Study, Wk 35  |         |         |         |         |   |  |  |         |         |
| Fri<br>31/03/2023     |         | Self-Directed Study, Wk 35  |         |         |         |         |   |  |  |         |         |

|                       | 08:00AM  | 09:00AM | 10:00AM | 11:00AM | 12:00PM | 01:00PM  | 02:00PM | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|--|---------|---------|---------|---------|--|---------|---------|--|---------|---------|
| Mo<br>17/04/2023      | Self-Directed Study, Wk 38   |         |         |         |         |  |         |         |  |         |         |
| Tuesday<br>18/04/2023 | Practical, Wk 38<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                                 |         |         |         |         | Practical, Wk 38<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a>  |         |         | Directed Study, Wk 38<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>19/04/2023     | Practical, Wk 38<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         | Practical, Wk 38<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |  |         |         |
| Thu<br>20/04/2023     | Self-Directed Study, Wk 38   |         |         |         |         |  |         |         |  |         |         |
| Fri<br>21/04/2023     | Self-Directed Study, Wk 38   |         |         |         |         |  |         |         |  |         |         |

|                       | 08:00AM  | 09:00AM | 10:00AM | 11:00AM | 12:00PM | 01:00PM | 02:00PM | 03:00PM  | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|--|---------|---------|---------|---------|---------|---------|--|--|---------|---------|
| Mo<br>24/04/2023      | Self-Directed Study, Wk 39   |         |         |         |         |         |         |  |  |         |         |
| Tuesday<br>25/04/2023 | Practical, Wk 39<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                   |         |         |         |         |         |         | Practical, Wk 39<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a>  | Directed Study, Wk 39<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>26/04/2023     | Practical, Wk 39<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         |         |         | Practical, Wk 39<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |  |         |         |
| Thu<br>27/04/2023     | Self-Directed Study, Wk 39   |         |         |         |         |         |         |  |  |         |         |
| Fri<br>28/04/2023     | Self-Directed Study, Wk 39   |         |         |         |         |         |         |  |  |         |         |

|                       | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM | 01:00PM | 02:00PM  | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |  |
|-----------------------|---------|--|---------|---------|---------|---------|--|---------|--|---------|---------|--|
| Tuesday<br>02/05/2023 |         | Practical, Wk 40<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                   |         |         |         |         | Practical, Wk 40<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a>  |         | Directed Study, Wk 40<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |  |
| Wed<br>03/05/2023     |         | Practical, Wk 40<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         | Practical, Wk 40<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |         |         |  |
| Thu<br>04/05/2023     |         | Self-Directed Study, Wk 40   |         |         |         |         |  |         |  |         |         |  |
| Fri<br>05/05/2023     |         | Self-Directed Study, Wk 40   |         |         |         |         |  |         |  |         |         |  |



|                       | 08:00AM | 09:00AM  | 10:00AM | 11:00AM | 12:00PM | 01:00PM | 02:00PM  | 03:00PM | 04:00PM  | 05:00PM | 06:00PM |
|-----------------------|---------|--|---------|---------|---------|---------|--|---------|--|---------|---------|
| Tuesday<br>09/05/2023 |         | Practical, Wk 41<br>Module: <a href="#">COM456 (Games Technology)</a><br>Staff: Harker, Jack; Harker, Jack; Hebblewhite, Richard<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>                   |         |         |         |         | Practical, Wk 41<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a>  |         | Directed Study, Wk 41<br>Module: <a href="#">COM439 (Problem Solving with Programming)</a><br>Staff: Matthews, Jason<br>Room: <a href="#">B117 PC Room</a> |         |         |
| Wed<br>10/05/2023     |         | Practical, Wk 41<br>Module: <a href="#">COM453 (Game Environments and Narrative Design)</a><br>Staff: Hebblewhite, Richard; Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |         |         |         | Practical, Wk 41<br>Module: <a href="#">COM450 (Game Industry &amp; Agile Production)</a><br>Staff: Harker, Jack; Harker, Jack<br>Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a> |         |  |         |         |