

Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 8, wk starting 23/09/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Wednesday 25/09/2024						Level 5 Returners Induction, Wk 8 Staff: Harker, Jack Room: <u>B21</u> Lecture Theatre							



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 9, wk starting 30/09/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
<b>Mon</b> 30/09/2024		(Optional for I Practical, We Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley Rooms: <u>CIB1</u> <u>Room</u>	<u>501 (Asset Prosecter)</u> , Rachel	oduction for		Self- Directed Study, Wk 9 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue 01/10/2024		Self-Directed Module: Self I	Study, Wk 9 Directed Study			Self- Directed Study, Wk 9 Module: Self Directed Study	Self-Directed Module: Self	Study, Wk 9 Directed Study					
We 02/10/2024		Self-Directed Module: Self I	Study, Wk 9 Directed Study	, , 									
<b>Thu</b> 03/10/2024		Self-Directed Module: Self I Study	-	Self- Directed Study, Wk 9 Module: Self Directed Study		Self-Directed Module: Self Study		Self-Directed Module: Self Study	Study, Wk 9 Directed				
Friday 04/10/2024		Self-Directed Module: Self I	Study, Wk 9 Directed Study			Self- Directed Study, Wk 9 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebbley Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 10, wk starting 07/10/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	07/10/2024		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosi</u>	oduction for		Self- Directed Study, Wk 10 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue	08/10/2024			Study, Wk 10 Directed Study			Self- Directed Study, Wk 10 Module: Self Directed Study		Study, Wk 10 Directed Study					
We	09/10/2024			Study, Wk 10 Directed Study										
Thu	10/10/2024		Self-Directed Module: Self I Study	Study, Wk 10 Directed	Self- Directed Study, Wk 10 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 10 Directed	Self-Directed Module: Self Study	Study, Wk 10 Directed				
Friday	11/10/2024			Study, Wk 10 Directed Study			Self- Directed Study, Wk 10 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 11, wk starting 14/10/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	14/10/2024		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosi</u>	oduction for		Self- Directed Study, Wk 11 Module: Self Directed Study	Environment	<u>E508 (Real-time</u> al Art for Game ald-Dick, Matth	Engines)				
Tue	15/10/2024		Self-Directed Module: Self I	Study, Wk 11 Directed Study			Self- Directed Study, Wk 11 Module: Self Directed Study		Study, Wk 11 Directed Study					
We	16/10/2024		Self-Directed Module: Self I	Study, Wk 11 Directed Study										
Thu	17/10/2024		Self-Directed Module: Self I Study	Study, Wk 11 Directed	Self- Directed Study, Wk 11 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 11 Directed	Self-Directed Module: Self Study	I Study, Wk 11 Directed				
Friday	18/10/2024			Directed			Self- Directed Study, Wk 11 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 12, wk starting 21/10/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	21/10/2024		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosi</u>	oduction for		Self- Directed Study, Wk 12 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue	22/10/2024			Study, Wk 12 Directed Study			Self- Directed Study, Wk 12 Module: Self Directed Study		Study, Wk 12 Directed Study					
We	23/10/2024			Study, Wk 12 Directed Study										
Thu	24/10/2024		Self-Directed Module: Self I Study	Study, Wk 12 Directed	Self- Directed Study, Wk 12 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 12 Directed	Self-Directed Module: Self Study	Study, Wk 12 Directed				
Friday	25/10/2024			Study, Wk 12 Directed Study			Self- Directed Study, Wk 12 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 13, wk starting 28/10/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	28/10/2024			ed Study, Wi		1	1		1					
	28/													
Tue	29/10/2024			ed Study, Wi If Directed St										
We	30/10/2024			 ed Study, WI  f Directed St 					1					
Thu	31/10/2024			ed Study, Wi If Directed St										
. <u>.</u> L	01/11/2024			ed Study, Wł If Directed St										



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 14, wk starting 04/11/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	04/11/2024		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosi</u>	oduction for		Self- Directed Study, Wk 14 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue	05/11/2024			Study, Wk 14 Directed Study			Self- Directed Study, Wk 14 Module: Self Directed Study		Study, Wk 14 Directed Study					
We	06/11/2024			Study, Wk 14 Directed Study										
Thu	07/11/2024		Self-Directed Module: Self I Study	Study, Wk 14 Directed	Self- Directed Study, Wk 14 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 14 Directed	Self-Directed Module: Self Study	Study, Wk 14 Directed				
Friday	08/11/2024			Study, Wk 14 Directed Study			Self- Directed Study, Wk 14 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 15, wk starting 11/11/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	11/11/2024		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosing)</u>	oduction for		Self- Directed Study, Wk 15 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue	12/11/2024			Study, Wk 15 Directed Study			Self- Directed Study, Wk 15 Module: Self Directed Study		Study, Wk 15 Directed Study					
We	13/11/2024			Study, Wk 15 Directed Study										
Thu	14/11/2024		Self-Directed Module: Self I Study	Study, Wk 15 Directed	Self- Directed Study, Wk 15 Module: Self Directed Study		Self-Directed Module: Self Study	I Study, Wk 15 Directed	Self-Directed Module: Self Study	I Study, Wk 15 Directed				
Friday	15/11/2024			Study, Wk 15 Directed Study			Self- Directed Study, Wk 15 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 16, wk starting 18/11/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	18/11/2024		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosing)</u>	oduction for		Self- Directed Study, Wk 16 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue	19/11/2024			Study, Wk 16 Directed Study			Self- Directed Study, Wk 16 Module: Self Directed Study		Study, Wk 16 Directed Study					
We	20/11/2024			Study, Wk 16 Directed Study										
Thu	21/11/2024		Self-Directed Module: Self I Study	Study, Wk 16 Directed	Self- Directed Study, Wk 16 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 16 Directed	Self-Directed Module: Self Study	Study, Wk 16 Directed				
Friday	22/11/2024			Study, Wk 16 Directed Study			Self- Directed Study, Wk 16 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 17, wk starting 25/11/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	25/11/2024		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosi</u>	oduction for		Self- Directed Study, Wk 17 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue	26/11/2024			Study, Wk 17 Directed Study			Self- Directed Study, Wk 17 Module: Self Directed Study		Study, Wk 17 Directed Study					
We	27/11/2024			Study, Wk 17 Directed Study										
Thu	28/11/2024		Self-Directed Module: Self I Study	Study, Wk 17 Directed	Self- Directed Study, Wk 17 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 17 Directed	Self-Directed Module: Self Study	Study, Wk 17 Directed				
Friday	29/11/2024			Study, Wk 17 Directed Study			Self- Directed Study, Wk 17 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 18, wk starting 02/12/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
<b>Mon</b> 02/12/2024		Engines) Staff: Rowley, R	3 1 (Asset Production			Self-Directed Study, Wk 18 Module: Self Directed Study	Practical, Wk 18 Module: <u>GME50</u> <u>Game Engines</u> ) Staff: Mcdonald- Room: <u>L204 (Ga</u>	<u>8 (Real-time Envi</u> -Dick, Matthew	ronmental Art for				
Tue		Self-Directed St Module: Self Dir				Self-Directed Study, Wk 18 Module: Self Directed Study	Self-Directed St Module: Self Dir						
Wednesday 04/12/2024		Self-Directed St Module: Self Dir		Student Voice Forum, Wk 18 Staff: Davies, Peter; Hanstock, Glenn; Harker, Jack; Hebblewhite, Richard; Kenyon-Owen, Stephen C; Mcdonald-Dick, Matthew; Park, Graeme; Pope, Daniel; Povey, Daniella; Rowley, Rachel; Woolley, Jason Wright, Mike Room: MS Teams									
<b>Thu</b>		Self-Directed St Module: Self Dir		Self-Directed Study, Wk 18 Module: Self Directed Study		Self-Directed St Module: Self Dir		Self-Directed St Module: Self Dir	-				
Fri 06/12/2024		Self-Directed St Module: Self Dir				Self-Directed Study, Wk 18 Module: Self Directed Study	Lecture, Wk 18 Module: <u>GME50</u> <u>Production)</u> Staff: Hebblewh Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 19, wk starting 09/12/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	09/12/2024		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosi</u>	duction for		Self- Directed Study, Wk 19 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue	10/12/2024			Study, Wk 19 Directed Study			Self- Directed Study, Wk 19 Module: Self Directed Study		Study, Wk 19 Directed Study					
We	11/12/2024			Study, Wk 19 Directed Study										
Thu	12/12/2024		Self-Directed Module: Self I Study	Study, Wk 19 Directed	Self- Directed Study, Wk 19 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 19 Directed	Self-Directed Module: Self Study	Study, Wk 19 Directed				
Friday	13/12/2024			Study, Wk 19 Directed Study			Self- Directed Study, Wk 19 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 21, wk starting 23/12/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM	
We	25/12/2024	University c Unavailable	losed e, Wk 21	1	1		1	1	1	1	1	1	1	1	
	25/1														
hu	26/12/2024	University c Unavailable	losed e, Wk 21												
F	26/1														
- <u>-</u>  	27/12/2024	University closed Unavailable, Wk 21													
	27/1														
Sat	28/12/2024	University c Unavailable	losed e, Wk 21		1	'		1		1		1	'		
S	28/1														
n	29/12/2024	University c Unavailable	Iniversity closed Inavailable, Wk 21												
S	29/1														



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 22, wk starting 30/12/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	2/2024	University c Unavailable	losed e, Wk 22			'								
2	30/1													
ne	1/12/2024	University c Unavailable	losed e, Wk 22			'								
$\vdash$	31/1													
We	1/2025	University c Unavailable	losed e, Wk 22	·	·				·		·			
>	01/01													



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 23, wk starting 06/01/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	06/01/2025		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Pro s)</u>	oduction for		Self- Directed Study, Wk 23 Module: Self Directed Study	Environment	<u>E508 (Real-time</u> al Art for Game ald-Dick, Matth	Engines)				
Tue	07/01/2025		Self-Directed Module: Self I	Study, Wk 23 Directed Study			Self- Directed Study, Wk 23 Module: Self Directed Study		Study, Wk 23 Directed Study					
We	08/01/2025			Study, Wk 23 Directed Study										
Thu	09/01/2025		Self-Directed Module: Self I Study	Study, Wk 23 Directed	Self- Directed Study, Wk 23 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 23 Directed	Self-Directed Module: Self Study	I Study, Wk 23 Directed				
Friday	10/01/2025			Directed Study, Wk 23 ule: Self Directed Study			Self- Directed Study, Wk 23 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 24, wk starting 13/01/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon	13/01/2025		Practical, Wk Module: <u>GME</u> <u>Game Engine</u> Staff: Rowley	<u>501 (Asset Prosi</u>	oduction for		Self- Directed Study, Wk 24 Module: Self Directed Study	Environmenta	508 (Real-time al Art for Game ald-Dick, Matth	Engines)				
Tue	14/01/2025			Study, Wk 24 Directed Study			Self- Directed Study, Wk 24 Module: Self Directed Study		Study, Wk 24 Directed Study					
We	15/01/2025			Study, Wk 24 Directed Study										
Thu	16/01/2025		Self-Directed Module: Self I Study	Study, Wk 24 Directed	Self- Directed Study, Wk 24 Module: Self Directed Study		Self-Directed Module: Self Study	Study, Wk 24 Directed	Self-Directed Module: Self Study	Study, Wk 24 Directed				
Friday	17/01/2025			Study, Wk 24 Directed Study			Self- Directed Study, Wk 24 Module: Self Directed Study	Lecture, Wk Module: <u>GME</u> <u>Production)</u> Staff: Hebble Room: <u>B17</u>						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 25, wk starting 20/01/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	20/01/2025			ed Study, WI		1								
Tue	21/01/2025			ed Study, WI If Directed St				1						
We	22/01/2025			ed Study, WI										
Thu	23/01/2025			ed Study, WI If Directed St										
н. Бл	24/01/2025			ed Study, WI If Directed St		+								



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 26, wk starting 27/01/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 27/01/2025		Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect)</u> ewhite, 3108a PC	Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Rowle Rooms: <u>CIB</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect)</u> ey, Rachel 3108a PC			ed Study, Wł If Directed St					
Tuesday 28/01/2025			ed Study, Wł If Directed St			Self- Directed Study, Wk 26 Module: Self Directed Study	Lecture, W Module: <u>GN</u> <u>Manageme</u> Staff: Hark Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	Studio				
We 29/01/2025			ed Study, Wi If Directed St										
Thu 30/01/2025		Self-Directe Wk 26 Module: Sel Study		Practical, V Module: <u>GN</u> <u>Design</u> ) Staff: Rowle Rooms: <u>CIE</u> <u>CIB108b</u> P	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 26 Module: Se Study					
Fri 31/01/2025			Staff: R Rooms				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 27, wk starting 03/02/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 03/02/2025		Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB <sup>2</sup> <u>Room</u>	<u>1E505</u> j <u>ect)</u> lewhite, 3108a PC	Practical, V Module: <u>GM</u> (Group Pro Staff: Rowle Rooms: <u>CIB</u> <u>Room</u> ; CIB	<u>1E505</u> j <u>ect)</u> ey, Rachel 3108a PC			ed Study, Wł f Directed St					
Tuesday 04/02/2025			ed Study, Wi If Directed St			Self- Directed Study, Wk 27 Module: Self Directed Study	Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	<u>Studio</u>				
We 05/02/2025			ed Study, Wi If Directed St										
Thu 06/02/2025		Self-Directe Wk 27 Module: Se Study	-	Design) Staff: Rowle	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 27 Module: Se Study					
Fri 07/02/2025			ed Study, Wł If Directed St				ed Study, Wk If Directed Stu						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 28, wk starting 10/02/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 10/02/2025		Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB1 <u>Room</u>	<u>1E505</u> j <u>ect)</u> ewhite, 3108a PC	Practical, V Module: <u>GM</u> (Group Pro Staff: Rowle Rooms: <u>CIB</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect)</u> 3y, Rachel 3108a PC			ed Study, Wk f Directed Str					
Tuesday 11/02/2025			ed Study, Wł f Directed St			Self- Directed Study, Wk 28 Module: Self Directed Study	Lecture, W Module: <u>GM</u> <u>Manageme</u> Staff: Harke Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	Studio				
We 12/02/2025			ed Study, WH										
Thu 13/02/2025		Self-Directe Wk 28 Module: Sel Study		Design) Staff: Rowle	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 28 Module: Se Study					
Fri 14/02/2025			I F				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 29, wk starting 17/02/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 17/02/2025		Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB1 <u>Room</u>	<u>1E505</u> j <u>ect)</u> lewhite, 3108a PC	Practical, V Module: <u>GM</u> (Group Pro Staff: Rowle Rooms: <u>CIB</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect)</u> 3y, Rachel 3108a PC			ed Study, Wł f Directed St					
Tuesday 18/02/2025			ed Study, WH			Self- Directed Study, Wk 29 Module: Self Directed Study	Lecture, W Module: <u>GM</u> <u>Manageme</u> Staff: Harke Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	<u>Studio</u>				
We 19/02/2025			ed Study, WH										
Thu 20/02/2025		Self-Directe Wk 29 Module: Sel Study		Design) Staff: Rowle	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 29 Module: Se Study					
Fri 21/02/2025			R				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 30, wk starting 24/02/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	24/02/2025			ed Study, WI										
Tue	25/02/2025			ed Study, WI If Directed St			1							
We	26/02/2025			ed Study, WI										
			Solf Direct		< 20									
Thu	27/02/2025			ed Study, WI If Directed St		1	1		1					
	28/02/2025			ed Study, WI										
ш	28/02		wodule. Se	If Directed St										



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 31, wk starting 03/03/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 03/03/2025		Practical, V Module: <u>GW</u> (Group Proj Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; <u>CIB</u> 1 <u>Room</u>	<u>1E505</u> j <u>ect)</u> ewhite, 3108a PC	Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Rowle Rooms: <u>CIE</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect)</u> 3108a PC			ed Study, Wł f Directed St					
Tuesday 04/03/2025			ed Study, Wł If Directed St			Self- Directed Study, Wk 31 Module: Self Directed Study	Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	<u>Studio</u>				
We 05/03/2025			ed Study, Wi If Directed St										
Thu 06/03/2025		Self-Directe Wk 31 Module: Sel Study		Practical, V Module: <u>GN</u> <u>Design</u> ) Staff: Rowle Rooms: <u>CIE</u> <u>CIB108b</u> P	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 31 Module: Se Study					
Fri 07/03/2025			ed Study, Wł If Directed St				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 32, wk starting 10/03/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 10/03/2025		Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB <sup>2</sup> <u>Room</u>	<u>1E505</u> j <u>ect)</u> lewhite, 3108a PC	Practical, V Module: <u>GM</u> (Group Pro Staff: Rowle Rooms: <u>CIB</u> <u>Room</u> ; CIB	<u>1E505</u> j <u>ect)</u> ey, Rachel 3108a PC			ed Study, Wł f Directed St					
Tuesday 11/03/2025			ed Study, Wi If Directed St			Self- Directed Study, Wk 32 Module: Self Directed Study	Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	<u>Studio</u>				
We 12/03/2025			ed Study, Wi If Directed St										
Thu 13/03/2025		Self-Directe Wk 32 Module: Se Study	-	Design) Staff: Rowle	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 32 Module: Se Study					
Fri 14/03/2025			ed Study, WH				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 33, wk starting 17/03/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 17/03/2025		Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB1 <u>Room</u>	<u>1E505</u> j <u>ect)</u> lewhite, 3108a PC	Practical, V Module: <u>GM</u> (Group Pro Staff: Rowle Rooms: <u>CIB</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect)</u> ey, Rachel 3108a PC			ed Study, Wł f Directed St					
Tuesday 18/03/2025			f-Directed Study, Wk 33 dule: Self Directed Study f-Directed Study, Wk 33			Self- Directed Study, Wk 33 Module: Self Directed Study	Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	<u>Studio</u>				
We 19/03/2025			ed Study, WH										
Thu 20/03/2025		Self-Directe Wk 33 Module: Sel Study		Design) Staff: Rowle	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 33 Module: Se Study					
Fri 21/03/2025			ed Study, WH				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 34, wk starting 24/03/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 24/03/2025		Practical, V Module: <u>GM</u> (Group Pro Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB1 <u>Room</u>	<u>1E505</u> j <u>ect)</u> lewhite, 3108a PC	Practical, V Module: <u>GM</u> (Group Pro Staff: Rowle Rooms: <u>CIB</u> <u>Room</u> ; CIB	<u>1E505</u> j <u>ect)</u> ey, Rachel 3108a PC			ed Study, Wł f Directed St					
Tuesday 25/03/2025			ed Study, WH			Self- Directed Study, Wk 34 Module: Self Directed Study	Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	<u>Studio</u>				
We 26/03/2025			ed Study, WH										
Thu 27/03/2025		Self-Directe Wk 34 Module: Sel Study		Design) Staff: Rowle	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 34 Module: Se Study					
Fri 28/03/2025			ed Study, WH				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 35, wk starting 31/03/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 31/03/2025		Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect</u> ) lewhite, 3108a PC	Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Rowle Rooms: <u>CIE</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect)</u> ey, Rachel 3108a PC			ed Study, Wł f Directed St					
Tuesday 01/04/2025			elf-Directed Study, Wk 35 odule: Self Directed Study			Self- Directed Study, Wk 35 Module: Self Directed Study	Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	Studio				
We 02/04/2025			ed Study, Wi If Directed St										
Thu 03/04/2025		Self-Directed Study, Wk 35 Module: Self Directed Study		<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 35 Module: Se Study	-					
Fri 04/04/2025							ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 36, wk starting 07/04/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 07/04/2025		Practical, V Module: <u>GM</u> (Group Pro Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; <u>CIB1</u> <u>Room</u>	<u>1E505</u> j <u>ect)</u> ewhite, 3108a PC	Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Rowle Rooms: <u>CIE</u> <u>Room</u> ; CIB <sup>2</sup> <u>Room</u>	<u>1E505</u> j <u>ect)</u> 3108a PC			ed Study, Wk					
Tuesday 08/04/2025			ed Study, Wł f Directed St			Self- Directed Study, Wk 36 Module: Self Directed Study	Lecture, W Module: <u>GN</u> <u>Manageme</u> Staff: Hark Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	<u>Studio</u>				
We 09/04/2025			ed Study, Wi If Directed St										
Thu 10/04/2025		Self-Directe Wk 36 Module: Sel Study			<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 36 Module: Se Study					
Fri 11/04/2025			Directed Study, Wk 36 ule: Self Directed Study				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 37, wk starting 14/04/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
ī	4/2025	Bank Holida Unavailable												
	18/0.													



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 38, wk starting 21/04/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
<b>10</b> 4/2025	Bank Holida Unavailable	ay e, Wk 38		·									
21/0													
<b>U</b> e 4/2025	University c Unavailable	losed e, Wk 38											
T 22/0													



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 39, wk starting 28/04/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Monday 28/04/2025		Practical, V Module: <u>GM</u> ( <u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB1 <u>Room</u>	<u>1E505</u> j <u>ect)</u> lewhite, 3108a PC	Practical, V Module: <u>GN</u> (Group Pro Staff: Rowle Rooms: <u>CIB</u> <u>Room</u> ; <u>CIB</u>	<u>1E505</u> j <u>ect)</u> ey, Rachel 3108a PC			ed Study, Wł f Directed St					
Tuesday 29/04/2025			elf-Directed Study, Wk 39 lodule: Self Directed Study elf-Directed Study, Wk 39 lodule: Self Directed Study			Self- Directed Study, Wk 39 Module: Self Directed Study	Lecture, W Module: <u>GM Manageme</u> Staff: Harke Room: <u>B17</u>	<u>1E506 (Indie</u> nt)	<u>Studio</u>				
We 30/04/2025			-										
Thu 01/05/2025		Self-Directe Wk 39 Module: Sel Study		Design) Staff: Rowle	<u>1E503 (Serio</u> ey, Rachel 3108a PC Ro			Self-Directe Wk 39 Module: Se Study					
Fri 02/05/2025			ed Study, WH				ed Study, Wk						



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 40, wk starting 05/05/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	05/05/2025	Bank Holida Unavailable		1	1	1	1	1	1	1	1	1	1	1
2	05/0													
ne	2025			ed Study, WI				-						
Γ	06/05/2025		Module: Se	If Directed St	udy 									
			Self-Directe	∣ ∋d Study, WI	< 40									
We	07/05/2025			If Directed St										
חר	08/05/2025			ed Study, WI If Directed St										
F	08/05		Woudle. De											
	2025		Self-Directe	ed Study, WI	+ < 40	ł	1	ł	-					
	09/05/2025		Module: Se	If Directed St	udy									
	60													



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 41, wk starting 12/05/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	2/05/2025			ed Study, Wi		1	1	1						
	12/													
Tue	3/05/2025			ed Study, Wi			1							
We	14/05/2025			ed Study, Wi										
>	14/C													
Thu	15/05/2025			ed Study, Wi										
н. Н	16/05/2025			ed Study, Wi If Directed St					1					



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 43, wk starting 26/05/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
<b>10</b> 5/2025	Bank Holida Unavailable												
<b>V</b> <sup>26/0</sup>													



Group timetable - BSc (Hons) Computer Game Design and Enterprise with Foundation Year - Year 2 - Full Time (Wk 4, wk starting 25/08/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
10	8/2025	Bank Holida Unavailable												
2	25/0													