TT_2425_live

	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: B21 Lecture Theatre							

TT_2425_live

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Monday 30/09/2024		(Optional for ESIEA students) Practical, Wk 9 Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 9 Module: Self Directed Study							
Tue 01/10/2024		Self-Directed Study, Wk 9 Module: Self Directed Study				Self-Directed Study, Wk 9 Module: Self Directed Study							
Wed 02/10/2024		Practical, Wk 9 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 03/10/2024		Self-Directed Study, Wk 9 Module: Self Directed Study				Self-Directed Study, Wk 9 Module: Self Directed Study							
Friday 04/10/2024		Self-Directed Study, Wk 9 Module: Self Directed Study	Practical, Wk 9 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 9 Module: Self Directed Study						

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Monday 07/10/2024		(Optional for ESIEA students) Practical, Wk 10 Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 10 Module: Self Directed Study							
Tue 08/10/2024		Self-Directed Study, Wk 10 Module: Self Directed Study				Self-Directed Study, Wk 10 Module: Self Directed Study							
Wed 09/10/2024		Practical, Wk 10 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 10/10/2024		Self-Directed Study, Wk 10 Module: Self Directed Study				Self-Directed Study, Wk 10 Module: Self Directed Study							
Friday 11/10/2024		Self-Directed Study, Wk 10 Module: Self Directed Study	Practical, Wk 10 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 10 Module: Self Directed Study						

TT_2425_live

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Monday 14/10/2024		(Optional for ESIEA students) Practical, Wk 11 Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 11 Module: Self Directed Study							
Tue 15/10/2024		Self-Directed Study, Wk 11 Module: Self Directed Study				Self-Directed Study, Wk 11 Module: Self Directed Study							
Wed 16/10/2024		Practical, Wk 11 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 17/10/2024		Self-Directed Study, Wk 11 Module: Self Directed Study				Self-Directed Study, Wk 11 Module: Self Directed Study							
Friday 18/10/2024		Self-Directed Study, Wk 11 Module: Self Directed Study	Practical, Wk 11 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 11 Module: Self Directed Study						

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CELCAT web publisher

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Monday 21/10/2024		(Optional for ESIEA students) Practical, Wk 12 — Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 12 Module: Self Directed Study							
Tue 22/10/2024		Self-Directed Study, Wk 12 Module: Self Directed Study				Self-Directed Study, Wk 12 Module: Self Directed Study							
Wed 23/10/2024		Practical, Wk 12 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 24/10/2024		Self-Directed Study, Wk 12 Module: Self Directed Study				Self-Directed Study, Wk 12 Module: Self Directed Study							
Friday 25/10/2024		Self-Directed Study, Wk 12 Module: Self Directed Study	Practical, Wk 12 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 12 Module: Self Directed Study						

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		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		Self-Directed Study, Wk 13 Module: Self Directed Study											
Tue	29/10/2024		Self-Directed Study, Wk 13 Module: Self Directed Study											
We	30/10/2024		Self-Directed Study, Wk 13 Module: Self Directed Study											
Thu	31/10/2024		Self-Directed Study, Wk 13 Module: Self Directed Study											
Fri	01/11/2024		Self-Directed Study, Wk 13 Module: Self Directed Study											

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Monday 04/11/2024		(Optional for ESIEA students) Practical, Wk 14 — Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 14 — Module: Self Directed Study							
Tue 05/11/2024		Self-Directed Study, Wk 14 — Module: Self Directed Study				Self-Directed Study, Wk 14 — Module: Self Directed Study							
Wed 06/11/2024		Practical, Wk 14 — Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 07/11/2024		Self-Directed Study, Wk 14 — Module: Self Directed Study				Self-Directed Study, Wk 14 — Module: Self Directed Study							
Friday 08/11/2024		Self-Directed Study, Wk 14 — Module: Self Directed Study	Practical, Wk 14 — Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 14 — Module: Self Directed Study						

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Monday 11/11/2024		(Optional for ESIEA students) Practical, Wk 15 Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 15 Module: Self Directed Study							
Tue 12/11/2024		Self-Directed Study, Wk 15 Module: Self Directed Study				Self-Directed Study, Wk 15 Module: Self Directed Study							
Wed 13/11/2024		Practical, Wk 15 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 14/11/2024		Self-Directed Study, Wk 15 Module: Self Directed Study				Self-Directed Study, Wk 15 Module: Self Directed Study							
Friday 15/11/2024		Self-Directed Study, Wk 15 Module: Self Directed Study	Practical, Wk 15 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 15 Module: Self Directed Study						

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 2 - Full Time (Wk 16, wk starting 18/11/2024)

CELCAT web publisher

	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 18/11/2024		(Optional for ESIEA students) Practical, Wk 16 — Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 16 — Module: Self Directed Study							
Tue 19/11/2024		Self-Directed Study, Wk 16 — Module: Self Directed Study				Self-Directed Study, Wk 16 — Module: Self Directed Study							
Wed 20/11/2024		Practical, Wk 16 — Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 21/11/2024		Self-Directed Study, Wk 16 — Module: Self Directed Study				Self-Directed Study, Wk 16 — Module: Self Directed Study							
Friday 22/11/2024		Self-Directed Study, Wk 16 — Module: Self Directed Study	Practical, Wk 16 — Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 16 — Module: Self Directed Study						

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 2 - Full Time (Wk 17, wk starting 25/11/2024)

CELCAT web publisher

	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 25/11/2024		(Optional for ESIEA students) Practical, Wk 17 Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 17 Module: Self Directed Study							
Tue 26/11/2024		Self-Directed Study, Wk 17 Module: Self Directed Study				Self-Directed Study, Wk 17 Module: Self Directed Study							
Wed 27/11/2024		Practical, Wk 17 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 28/11/2024		Self-Directed Study, Wk 17 Module: Self Directed Study				Self-Directed Study, Wk 17 Module: Self Directed Study							
Friday 29/11/2024		Self-Directed Study, Wk 17 Module: Self Directed Study	Practical, Wk 17 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 17 Module: Self Directed Study						

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 2 - Full Time (Wk 18, wk starting 02/12/2024)

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	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 02/12/2024		(Optional for ESIEA students) Practical, Wk 18 Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 18 Module: Self Directed Study							
Tue 03/12/2024		Self-Directed Study, Wk 18 Module: Self Directed Study				Self-Directed Study, Wk 18 Module: Self Directed Study							
Wed 04/12/2024		Practical, Wk 18 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											

	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 04/12/2024				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									

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 2 - Full Time (Wk 18, wk starting 02/12/2024)

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		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
Thu	05/12/2024		Self-Directed Study, Wk 18 Module: Self Directed Study				Self-Directed Study, Wk 18 Module: Self Directed Study							
Friday	06/12/2024		Self-Directed Study, Wk 18 Module: Self Directed Study	Practical, Wk 18 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 18 Module: Self Directed Study						

CELCAT web publisher

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Monday 09/12/2024		(Optional for ESIEA students) Practical, Wk 19 Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 19 Module: Self Directed Study							
Tue 10/12/2024		Self-Directed Study, Wk 19 Module: Self Directed Study				Self-Directed Study, Wk 19 Module: Self Directed Study							
Wed 11/12/2024		Practical, Wk 19 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 12/12/2024		Self-Directed Study, Wk 19 Module: Self Directed Study				Self-Directed Study, Wk 19 Module: Self Directed Study							
Friday 13/12/2024		Self-Directed Study, Wk 19 Module: Self Directed Study	Practical, Wk 19 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 19 Module: Self Directed Study						

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 closed Unavailable, Wk 21												
Thu	26/12/2024	University closed Unavailable, Wk 21												
Fri	27/12/2024	University closed Unavailable, Wk 21												
Sat	28/12/2024	University closed Unavailable, Wk 21												
Sun	29/12/2024	University closed Unavailable, Wk 21												

CELCAT web publisher

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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	30/12/2024	University closed Unavailable, Wk 22												
Tue	31/12/2024	University closed Unavailable, Wk 22												
We	01/01/2025	University closed Unavailable, Wk 22												

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	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 06/01/2025		(Optional for ESIEA students) Practical, Wk 23 — Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 23 Module: Self Directed Study							
Tue 07/01/2025		Self-Directed Study, Wk 23 Module: Self Directed Study				Self-Directed Study, Wk 23 Module: Self Directed Study							
Wed 08/01/2025		Practical, Wk 23 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 09/01/2025		Self-Directed Study, Wk 23 Module: Self Directed Study				Self-Directed Study, Wk 23 Module: Self Directed Study							
Friday 10/01/2025		Self-Directed Study, Wk 23 Module: Self Directed Study	Practical, Wk 23 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 23 Module: Self Directed Study						

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Monday 13/01/2025		(Optional for ESIEA students) Practical, Wk 24 Module: GME501 (Asset Production for Game Engines) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 24 Module: Self Directed Study							
Tue 14/01/2025		Self-Directed Study, Wk 24 Module: Self Directed Study				Self-Directed Study, Wk 24 Module: Self Directed Study							
Wed 15/01/2025		Practical, Wk 24 Module: GME502 (Mobile Game Development) Staff: Mcdonald-Dick, Matthew Room: B119 PC Room											
Thu 16/01/2025		Self-Directed Study, Wk 24 Module: Self Directed Study				Self-Directed Study, Wk 24 Module: Self Directed Study							
Friday 17/01/2025		Self-Directed Study, Wk 24 Module: Self Directed Study	Practical, Wk 24 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)				Self-Directed Study, Wk 24 Module: Self Directed Study						

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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		Self-Directed Study, Wk 25 — Module: Self Directed Study											
Tue	21/01/2025		Self-Directed Study, Wk 25 — Module: Self Directed Study											
We	22/01/2025		Self-Directed Study, Wk 25 — Module: Self Directed Study											
Thu	23/01/2025		Self-Directed Study, Wk 25 — Module: Self Directed Study											
Fri	24/01/2025		Self-Directed Study, Wk 25 — Module: Self Directed Study											

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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, Wk 26 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 26 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 26 Module: Self Directed Study						
Tue 28/01/2025		Self-Directed Study, Wk 26 Module: Self Directed Study					Lecture, Wk 26 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 29/01/2025		Self-Directed Study, Wk 26 Module: Self Directed Study											
Thu 30/01/2025		Self-Directed Study, Wk 26 Module: Self Directed Study		Practical, Wk 26 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room			Self-Directed Study, Wk 26 Module: Self Directed Study						
Fri 31/01/2025		Self-Directed Study, Wk 26 Module: Self Directed Study				Self-Directed Study, Wk 26 Module: Self Directed Study							

TT_2425_live

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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, Wk 27 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 27 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 27 Module: Self Directed Study						
Tue 04/02/2025		Self-Directed Study, Wk 27 Module: Self Directed Study					Lecture, Wk 27 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 05/02/2025		Self-Directed Study, Wk 27 Module: Self Directed Study											
Thu 06/02/2025		Self-Directed Study, Wk 27 Module: Self Directed Study		Practical, Wk 27 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room					Self-Directed Study, Wk 27 Module: Self Directed Study				
Fri 07/02/2025		Self-Directed Study, Wk 27 Module: Self Directed Study				Self-Directed Study, Wk 27 Module: Self Directed Study							

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	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, Wk 28 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 28 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 28 Module: Self Directed Study						
Tue 11/02/2025		Self-Directed Study, Wk 28 Module: Self Directed Study					Lecture, Wk 28 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 12/02/2025		Self-Directed Study, Wk 28 Module: Self Directed Study											
Thu 13/02/2025		Self-Directed Study, Wk 28 Module: Self Directed Study		Practical, Wk 28 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room			Self-Directed Study, Wk 28 Module: Self Directed Study						
Fri 14/02/2025		Self-Directed Study, Wk 28 Module: Self Directed Study				Self-Directed Study, Wk 28 Module: Self Directed Study							

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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, Wk 29 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 29 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 29 Module: Self Directed Study						
Tue 18/02/2025		Self-Directed Study, Wk 29 Module: Self Directed Study					Lecture, Wk 29 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 19/02/2025		Self-Directed Study, Wk 29 Module: Self Directed Study											
Thu 20/02/2025		Self-Directed Study, Wk 29 Module: Self Directed Study		Practical, Wk 29 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 29 Module: Self Directed Study					
Fri 21/02/2025		Self-Directed Study, Wk 29 Module: Self Directed Study				Self-Directed Study, Wk 29 Module: Self Directed Study							

		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		Self-Directed Study, Wk 30 Module: Self Directed Study											
Tue	25/02/2025		Self-Directed Study, Wk 30 Module: Self Directed Study											
We	26/02/2025		Self-Directed Study, Wk 30 Module: Self Directed Study											
Thu	27/02/2025		Self-Directed Study, Wk 30 Module: Self Directed Study											
Fri	28/02/2025		Self-Directed Study, Wk 30 Module: Self Directed Study											

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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, Wk 31 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 31 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 31 Module: Self Directed Study						
Tue 04/03/2025		Self-Directed Study, Wk 31 Module: Self Directed Study					Lecture, Wk 31 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 05/03/2025		Self-Directed Study, Wk 31 Module: Self Directed Study											
Thu 06/03/2025		Self-Directed Study, Wk 31 Module: Self Directed Study		Practical, Wk 31 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 31 Module: Self Directed Study					
Fri 07/03/2025		Self-Directed Study, Wk 31 Module: Self Directed Study				Self-Directed Study, Wk 31 Module: Self Directed Study							

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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, Wk 32 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 32 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 32 Module: Self Directed Study						
Tue 11/03/2025		Self-Directed Study, Wk 32 Module: Self Directed Study					Lecture, Wk 32 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 12/03/2025		Self-Directed Study, Wk 32 Module: Self Directed Study											
Thu 13/03/2025		Self-Directed Study, Wk 32 Module: Self Directed Study		Practical, Wk 32 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 32 Module: Self Directed Study					
Fri 14/03/2025		Self-Directed Study, Wk 32 Module: Self Directed Study				Self-Directed Study, Wk 32 Module: Self Directed Study							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 2 - Full Time (Wk 33, wk starting 17/03/2025)

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	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, Wk 33 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 33 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 33 Module: Self Directed Study						
Tue 18/03/2025		Self-Directed Study, Wk 33 Module: Self Directed Study					Lecture, Wk 33 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 19/03/2025		Self-Directed Study, Wk 33 Module: Self Directed Study											
Thu 20/03/2025		Self-Directed Study, Wk 33 Module: Self Directed Study		Practical, Wk 33 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 33 Module: Self Directed Study					
Fri 21/03/2025		Self-Directed Study, Wk 33 Module: Self Directed Study				Self-Directed Study, Wk 33 Module: Self Directed Study							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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, Wk 34 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 34 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 34 Module: Self Directed Study						
Tue 25/03/2025		Self-Directed Study, Wk 34 Module: Self Directed Study					Lecture, Wk 34 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 26/03/2025		Self-Directed Study, Wk 34 Module: Self Directed Study											
Thu 27/03/2025		Self-Directed Study, Wk 34 Module: Self Directed Study		Practical, Wk 34 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 34 Module: Self Directed Study					
Fri 28/03/2025		Self-Directed Study, Wk 34 Module: Self Directed Study				Self-Directed Study, Wk 34 Module: Self Directed Study							

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	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, Wk 35 — Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 35 — Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 35 — Module: Self Directed Study						
Tue 01/04/2025		Self-Directed Study, Wk 35 — Module: Self Directed Study					Lecture, Wk 35 — Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 02/04/2025		Self-Directed Study, Wk 35 — Module: Self Directed Study											
Thu 03/04/2025		Self-Directed Study, Wk 35 — Module: Self Directed Study		Practical, Wk 35 — Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 35 — Module: Self Directed Study					
Fri 04/04/2025		Self-Directed Study, Wk 35 — Module: Self Directed Study				Self-Directed Study, Wk 35 — Module: Self Directed Study							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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, Wk 36 — Module: GME505 (Group Project) — Staff: Hebblewhite, Richard — Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 36 — Module: GME505 (Group Project) — Staff: Rowley, Rachel — Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 36 — Module: Self Directed Study						
Tue 08/04/2025		Self-Directed Study, Wk 36 — Module: Self Directed Study					Lecture, Wk 36 — Module: GME506 (Indie Studio Management) — Staff: Harker, Jack — Room: B17						
We 09/04/2025		Self-Directed Study, Wk 36 — Module: Self Directed Study											
Thu 10/04/2025		Self-Directed Study, Wk 36 — Module: Self Directed Study		Practical, Wk 36 — Module: GME503 (Serious Games Design) — Staff: Rowley, Rachel — Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 36 — Module: Self Directed Study					
Fri 11/04/2025		Self-Directed Study, Wk 36 — Module: Self Directed Study				Self-Directed Study, Wk 36 — Module: Self Directed Study							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Fri	18/04/2025	Bank Holiday Unavailable, Wk 37												

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Mo	21/04/2025	Bank Holiday Unavailable, Wk 38												
Tue	22/04/2025	University closed Unavailable, Wk 38												

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 2 - Full Time (Wk 39, wk starting 28/04/2025)

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	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, Wk 39 Module: GME505 (Group Project) Staff: Hebblewhite, Richard Rooms: CIB108a PC Room; CIB108b PC Room		Practical, Wk 39 Module: GME505 (Group Project) Staff: Rowley, Rachel Rooms: CIB108a PC Room; CIB108b PC Room			Self-Directed Study, Wk 39 Module: Self Directed Study						
Tue 29/04/2025		Self-Directed Study, Wk 39 Module: Self Directed Study					Lecture, Wk 39 Module: GME506 (Indie Studio Management) Staff: Harker, Jack Room: B17						
We 30/04/2025		Self-Directed Study, Wk 39 Module: Self Directed Study											
Thu 01/05/2025		Self-Directed Study, Wk 39 Module: Self Directed Study		Practical, Wk 39 Module: GME503 (Serious Games Design) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 39 Module: Self Directed Study					
Fri 02/05/2025		Self-Directed Study, Wk 39 Module: Self Directed Study					Self-Directed Study, Wk 39 Module: Self Directed Study						

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 Holiday Unavailable, Wk 40												
Tue	06/05/2025		Self-Directed Study, Wk 40 Module: Self Directed Study											
We	07/05/2025		Self-Directed Study, Wk 40 Module: Self Directed Study											
Thu	08/05/2025		Self-Directed Study, Wk 40 Module: Self Directed Study											
Fri	09/05/2025		Self-Directed Study, Wk 40 Module: Self Directed Study											

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		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	12/05/2025		Self-Directed Study, Wk 41 — Module: Self Directed Study											
Tue	13/05/2025		Self-Directed Study, Wk 41 — Module: Self Directed Study											
We	14/05/2025		Self-Directed Study, Wk 41 — Module: Self Directed Study											
Thu	15/05/2025		Self-Directed Study, Wk 41 — Module: Self Directed Study											
Fri	16/05/2025		Self-Directed Study, Wk 41 — Module: Self Directed Study											

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	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 26/05/2025	Bank Holiday Unavailable, Wk 43												

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Group timetable - BSc (Hons) Computer Game Development (with Industr - 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
Mo 25/08/2025	Bank Holiday Unavailable, Wk 4												