

Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 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 |
|--------|------------|---|---|---|-------------|---------|---|---------|---------|---------|---------|---------|---------|
| ay | 30/09/2024 | Practical, Module: <u>GN</u> for Game E Staff: Rowle | <u>/IE501 (Asse</u> Engines) ey, Rachel 3108a PC Re | <u>t Production</u> | | | ed Study, Wk If Directed St | | | | | | |
| Tue | 01/10/2024 | | ed Study, Wi If Directed St | | | | ed Study, Wi If Directed St | | | | | | |
| Wed | 02/10/2024 | Developme Staff: Mcdo | <u>/IE502 (Mobi</u> | | | | | | | | | | |
| Thu | 03/10/2024 | | ed Study, Wi If Directed St | | | | ed Study, Wi If Directed St | | | | | | |
| Friday | 04/10/2024 | Self- Directed Study, Wk 9 Module: Self Directed Study | Practical, Module: <u>GN</u> <u>Programm</u> Staff: Hark Room: <u>L20</u> | <mark>ME509 (Gam</mark> ing) er, Jack | i <u>es</u> | | Self-Directe Wk 9 Module: Se 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 | | Practical, Module: <u>GM</u> for Game E Staff: Rowle | <u>IE501 (Assentions)</u> Aggines) Agging Rachel B108a PC R | <u>t Production</u> | | | ed Study, Wk | | | | | | |
| Tue 08/10/2024 | | | ed Study, W If Directed St | | | | ed Study, Wk If Directed St | | | | | | |
| Wed 09/10/2024 | | Practical, V Module: <u>GN</u> <u>Developme</u> Staff: Mcdo Room: <u>B11</u> | <u>/IE502 (Mob nt)</u> nald-Dick, N | | | | | | | | | | |
| Thu | | | ed Study, W If Directed St | | | | ed Study, Wk | | | | | | |
| Friday 11/10/2024 | | Self- Directed Study, Wk 10 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | ies | | Self-Directe Wk 10 Module: Se Study | | | | | | |



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 | 41-012-02 | Practical, Module: <u>GM</u> for Game E Staff: Rowle | <u>/IE501 (Asse Engines)</u> ey, Rachel B108a PC R | et Production | | | ed Study, Wk If Directed St | | | | | | |
| Tue | | | ed Study, W If Directed S | | | | ed Study, Wk If Directed St | | | | | | |
| Wed | | Developme Staff: Mcdo | <u>//E502 (Mob</u> | latthew | | | | | | | | | |
| Thu | | | ed Study, W If Directed S | | | | ed Study, Wk If Directed St | | | | | | |
| Friday | | Self- Directed Study, Wk 11 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | nes | | Self-Directe Wk 11 Module: Se Study | | | | | | |



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 | | Practical, V | <u>IE501 (Assengines)</u> By, Rachel B108a PC Ro | t Production | | | ed Study, Wk If Directed Str | | | | | | |
| Tue 22/10/2024 | | | ed Study, Wi | | | | ed Study, Wk | | | | | | |
| Wed 23/10/2024 | | Practical, V Module: <u>GN</u> <u>Developme</u> Staff: Mcdo Room: <u>B11</u> | <u>/IE502 (Mobi nt)</u> nald-Dick, M | | | | | | | | | | |
| Thu 24/10/2024 | | | ed Study, Wi | | | | ed Study, Wk | | | | | | |
| Friday 25/10/2024 | | Self- Directed Study, Wk 12 Module: Self Directed Study | Practical, V Module: <u>GN</u> <u>Programmi</u> Staff: Hark Room: <u>L20</u> | <mark>/IE509 (Gam</mark> ng) er, Jack | es | | Self-Directe Wk 12 Module: Se Study | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 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 | | Practical, N Module: <u>GN</u> for Game E Staff: Rowle | <u>ME501 (Asse Engines)</u> ey, Rachel B108a PC R | et Production | | | ed Study, Wk | | | | | | |
| Tue 05/11/2024 | | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Wed 06/11/2024 | | Developme Staff: Mcdo | <u>//E502 (Mob</u> | latthew | | | | | | | | | |
| Thu 07/11/2024 | | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Friday 08/11/2024 | | Self- Directed Study, Wk 14 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | <u>nes</u> | | Self-Directe Wk 14 Module: Se 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 | | Practical, Module: <u>GN</u> for Game E Staff: Rowle | <u>/E501 (Assention (Asa</u> | et Production | | | ed Study, Wk | | | | | | |
| Tue | | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Wed | | | <u>/IE502 (Mob</u> | | | | | | | | | | |
| Thu | | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Friday | | Self- Directed Study, Wk 15 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | <u>nes</u> | | Self-Directe Wk 15 Module: Se Study | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 |
|----------------------|---------|--|---|---------------------------|---------|---------|--|---------|---------|---------|---------|---------|---------|
| Monday 18/11/2024 | | Practical, Module: <u>GN</u> for Game E Staff: Rowle | <u>/E501 (Asse Engines)</u> ey, Rachel 3108a PC R | et Production | | | ed Study, Wk | | | | | | |
| Tue | | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Wed | | | <u>/IE502 (Mob</u> | | | | | | | | | | |
| | | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Friday | 2021112 | Self- Directed Study, Wk 16 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | nes | | Self-Directe Wk 16 Module: Se Study | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 |
|--------|-----------|--|--|---------------------------|------------|---------|--|---------|---------|---------|---------|---------|---------|
| Monday | 11202 | Practical, Module: <u>GM</u> for Game E Staff: Rowle | <u>/IE501 (Asse Engines)</u> ey, Rachel B108a PC R | et Production | | | ed Study, Wł If Directed St | | | | | | |
| Tue | | | ed Study, W If Directed S | | | | ed Study, Wi If Directed St | | | | | | |
| Wed | | Developme Staff: Mcdc | <u>//E502 (Mob</u> | latthew | | | | | | | | | |
| Thu | 201 12024 | | ed Study, W If Directed S | | | | ed Study, Wi If Directed St | | | | | | |
| Friday | 11202 | Self- Directed Study, Wk 17 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | <u>nes</u> | | Self-Directe Wk 17 Module: Se Study | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 |
|----------------------|---------|---|---|--------------|---------|---------|--------------------------------|---------|---------|---------|---------|---------|---------|
| Monday 02/12/2024 | | Practical, Module: <u>GM for Game E</u> Staff: Rowle | <u>/IE501 (Asse Engines)</u> ey, Rachel B108a PC Ro | t Production | | | ed Study, Wi | | | | | | |
| Tue 03/12/2024 | | | ed Study, WI If Directed St | | | | ed Study, Wi If Directed St | | | | | | |
| Wed 04/12/2024 | | Developme Staff: Mcdo | <u>//E502 (Mobi</u> | | | | | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 |
|-------------------------|---------|---------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| | | | | Student Voice Forum, Wk 18 Staff: | | | | | | | | | |
| | | | | Davies, Peter; Hanstock, Glenn; Harker, Jack; Hebblewhi | | | | | | | | | |
| Wednesday 04/12/2024 | | | | te, Richard; Kenyon- Owen, Stephen C: Mcdonald- | | | | | | | | | |
| Wed 04/1 | | | | Dick, Matthew; Park, Graeme; Pope, Daniel; | | | | | | | | | |
| | | | | Povey, Daniella; Rowley, Rachel; Woolley, Jason; | | | | | | | | | |
| | | | | Wright, Mike Room: MS Teams | | | | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 |
|-----------------------------|---------|-----------------|---|--|-------------|---------|--|---------|---------|---------|---------|---------|---------|
| Thu /12/2024 | | | ed Study, WI | | | | ed Study, Wi If Directed St | | | | | | |
| Friday T 06/12/2024 05/1 | | Study, WK 18 | Practical, N Module: <u>GN</u> <u>Programm</u> Staff: Hark Room: <u>L20</u> | <u>/IE509 (Gam</u> ing) er, Jack | n <u>es</u> | | Self-Directe Wk 18 Module: Se Study | | | | | | |



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 |
|--------|------------|--|--|---------------------------|------------|---------|--|---------|---------|---------|---------|---------|---------|
| nday | 09/12/2024 | Practical, Module: <u>GN</u> for Game E Staff: Rowle | <u>/IE501 (Asse Engines)</u> ey, Rachel 3108a PC R | et Production | | | ed Study, Wk If Directed St | | | | | | |
| Tue | 10/12/2024 | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Wed | 11/12/2024 | Developme Staff: Mcdo | <u>/IE502 (Mob</u> | latthew | | | | | | | | | |
| Thu | 12/12/2024 | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Friday | 13/12/2024 | Self- Directed Study, Wk 19 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | <u>nes</u> | | Self-Directe Wk 19 Module: Se 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 o Unavailabl | closed e, Wk 21 | | | | | | | | | | | |
| Thu | 26/12/2024 | University o Unavailabl | closed e, Wk 21 | | | | | | <u> </u> | | <u> </u> | <u> </u> | | |
| - <u>-</u> | 27/12/2024 | University o Unavailabl | closed e, Wk 21 | | | | | | | | | | | |
| Sat | 28/12/2024 | University o Unavailabl | closed e, Wk 21 | | | | | | | | | | | |
| Sun | 29/12/2024 28 | University o Unavailabl | closed e, Wk 21 | | | | | | | | | | | |



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 | 2/2024 | University c Unavailable | losed e, Wk 22 | 1 | 1 | 1 | | 1 | 1 | 1 | 1 | 1 | 1 | - |
| 2 | 30/1 | | | | | | | | | | | | | |
| ne | 1/12/2024 | University c Unavailable | losed e, Wk 22 | | | | | | ' | | | | | |
| ⊢ | ю | | | | | | | | | | | | | |
| We | 1/2025 | University c Unavailable | losed e, Wk 22 | | | | | | | - - | | | | |
| > | 01/0 | | | | | | | | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 |
|----------------------|---------|--|---|---------------------------|---------|---------|--|---------|---------|---------|---------|---------|---------|
| Monday 06/01/2025 | | Practical, V Module: <u>GN</u> for Game E Staff: Rowle | <u>/IE501 (Assention Engines)</u> ey, Rachel B108a PC R | t Production | | | ed Study, Wk | | | | | | |
| Tue | | | ed Study, W If Directed St | | | | ed Study, Wk | | | | | | |
| Wed 08/01/2025 | | Module: <u>GN</u> <u>Developme</u> Staff: Mcdo | ff: Mcdonald-Dick, Matthew om: <u>B119 PC Room</u> | | | | | | | | | | |
| Thu | | | elopment) : Mcdonald-Dick, Matthew | | | | ed Study, Wk | | | | | | |
| Friday 10/01/2025 | | Self- Directed Study, Wk 23 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | nes | | Self-Directe Wk 23 Module: Se Study | | | | | | |



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 | | Practical, V Module: <u>GN</u> for Game E Staff: Rowle | <u>/IE501 (Asse Engines)</u> ey, Rachel 3108a PC R | et Production | | | ed Study, Wk | | | | | | |
| Tue 14/01/2025 | | | ed Study, W If Directed S | | | | ed Study, Wk | | | | | | |
| Wed 15/01/2025 | | Module: <u>GN</u> <u>Developme</u> Staff: Mcdo | ff: Mcdonald-Dick, Matthew om: <u>B119 PC Room</u> | | | | | | | | | | |
| Thu | | | elopment) f: Mcdonald-Dick, Matthew | | | | ed Study, Wk | | | | | | |
| Friday 17/01/2025 | | Self- Directed Study, Wk 24 Module: Self Directed Study | Programm Staff: Hark | <u>ME509 (Gam</u> ing) | nes | | Self-Directe Wk 24 Module: Se Study | | | | | | |



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 | | | ed Study, WI | | 1 | 1 | 1 | | | | | | |
| | | | | | | | | | | _ | | | | |
| Tue | 21/01/2025 | | | ed Study, WI If Directed St | | | | | | | | | | |
| We | 22/01/2025 | | | ed Study, Wi If Directed St | | | 1 | | | | | | | |
| Thu | 23/01/2025 | | | ed Study, WI If Directed St | | | 1 | | | | | | | |
| - <u>-</u> | 24/01/2025 | | | ed Study, Wi If Directed St | | | | | | | | | | |



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, V Module: <u>GM</u> (Group Pro Staff: Hebbl Richard Rooms: <u>CIB</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> 3108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue | 28/01/2025 | | | ed Study, WI If Directed St | | | | Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u> | <mark>/IE506 (Indie</mark> <u>ent)</u> er, Jack | <u>Studio</u> | | | | |
| We | 29/01/2025 | | | ed Study, WI | | | | | | | | | | |
| Thu | 30/01/2025 | | Wk 26 | elf-Directed Study, /k 26 lodule: Self Directed lodule: Self Directed | | | | | Self-Directe Wk 26 Module: Se Study | | | | | |
| н. Н | 31/01/2025 | | | ed Study, WI If Directed St | | | | ed Study, WI If Directed St | | | | | | |



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, V Module: <u>GM</u> (Group Pro 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> (Group Pro Staff: Rowle Rooms: <u>CIE</u> <u>Room</u> ; CIB ² <u>Room</u> | <u>1E505</u> j <u>ect)</u> 3108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue 04/02/2025 | | | ed Study, WI If Directed St | | | | Lecture, W Module: <u>GM</u> <u>Manageme</u> Staff: Hark Room: <u>B17</u> | <mark>∕IE506 (Indie</mark> ent) er, Jack | <u>Studio</u> | | | | |
| We 05/02/2025 | | | ed Study, WI | | | | | | | | | | |
| Thu 06/02/2025 | | Self-Directe Wk 27 Module: Se Study | | Practical, V Module: <u>GM</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 27 Module: Se Study | | | | | |
| Fri 07/02/2025 | | | ed Study, WI | | | | ed Study, Wi If Directed St | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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>CIB</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> 3108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue 11/02/2025 | | | elf-Directed Study, Wk 28 lodule: Self Directed Study elf-Directed Study, Wk 28 | | | | Lecture, W Module: <u>GM</u> Manageme Staff: Hark Room: <u>B17</u> | <mark>∕IE506 (Indie</mark> ent) er, Jack | <u>Studio</u> | | | | |
| We 12/02/2025 | | | • | | | | | | | | | | |
| Thu 13/02/2025 | | Wk 28 | Iodule: Self Directed Study elf-Directed Study, Vk 28 Iodule: Self Directed Iodule: Self Directed | | | | | Self-Directe Wk 28 Module: Se Study | • | | | | |
| Fri 14/02/2025 | | | ed Study, WI If Directed St | | | | ed Study, WI If Directed St | | | | | | |



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, V Module: <u>GM</u> (<u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIB</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>CIB</u> <u>Room</u> ; <u>CIB</u> | IE505 iect) ey, Rachel s108a PC | | | ed Study, Wi | | | | | |
| Tue 18/02/2025 | | | ed Study, WI If Directed St | | | | Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u> | ME506 (Indie ent) er, Jack | <u>Studio</u> | | | | |
| We 19/02/2025 | | | ed Study, WI | | | | | | | | | | |
| Thu 20/02/2025 | | Wk 29 | odule: Self Directed Study elf-Directed Study, 'k 29 odule: Self Directed Design) | | | | | Self-Directe Wk 29 Module: Se Study | | | | | |
| Fri 21/02/2025 | | | ed Study, WI | | | | ed Study, WI | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 | | | | | | | | | | |
| LL_ | 28/02 | | wodule. Se | If Directed St | | | | | | | | | | |



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, V Module: <u>GM</u> (Group Pro Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB ² <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>CIE</u> <u>Room</u> ; CIB ² <u>Room</u> | <u>1E505</u> j <u>ect)</u> 3108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue 04/03/2025 | | | ed Study, WI If Directed St | | | | Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u> | <mark>/IE506 (Indie</mark> <u>ent)</u> er, Jack | <u>Studio</u> | | | | |
| We 05/03/2025 | | | ed Study, WI | | | | | | | | | | |
| Thu 06/03/2025 | | Self-Directe Wk 31 Module: Se Study | | Practical, V Module: <u>GM</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, WI | | | | ed Study, WI If Directed St | | | | | | |



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, V Module: <u>GN</u> (<u>Group Pro</u> Staff: Hebbl Richard Rooms: <u>CIB</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> ay, Rachel 3108a PC | | | ed Study, WI | | | | | |
| Tue 11/03/2025 | | | ed Study, Wi If Directed St | | | | Lecture, W Module: <u>GM</u> Manageme Staff: Hark Room: <u>B17</u> | <mark>/IE506 (Indie</mark> <u>ent)</u> er, Jack | <u>Studio</u> | | | | |
| We 12/03/2025 | | | ed Study, WI | | | | | | | | | | |
| Thu 13/03/2025 | | Self-Directe Wk 32 Module: Se Study | | Practical, V Module: <u>GM</u> <u>Design)</u> Staff: Rowle Rooms: <u>CIE</u> <u>CIB108b</u> P0 | <u>1E503 (Serio</u> ey, Rachel 3108a PC Ro | | | Self-Directe Wk 32 Module: Se Study | | | | | |
| Fri 14/03/2025 | | | ed Study, WI | | | | ed Study, WI | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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> (Group Pro 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> (Group Pro Staff: Rowle Rooms: <u>CIE</u> <u>Room</u> ; CIB ² <u>Room</u> | <u>1E505</u> j <u>ect)</u> 3108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue 18/03/2025 | | | ed Study, WI If Directed St | | | | Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u> | <mark>∕IE506 (Indie</mark> ent) er, Jack | <u>Studio</u> | | | | |
| We 19/03/2025 | | | ed Study, WI | | | | | | | | | | |
| Thu 20/03/2025 | | Self-Directe Wk 33 Module: Sel Study | | Practical, V Module: <u>GM</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 33 Module: Se Study | | | | | |
| Fri 21/03/2025 | | | ed Study, WI | | | | ed Study, WI | | | | | | |



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, V Module: <u>GM</u> (Group Pro Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; <u>CIB</u> 1 <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>CIE</u> <u>Room</u> ; CIB ² <u>Room</u> | <u>1E505</u> j <u>ect)</u> ey, Rachel 3108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue | 25/03/2025 | | | ed Study, Wł If Directed St | | | | Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u> | <mark>∕IE506 (Indie</mark> ent) er, Jack | <u>Studio</u> | | | | |
| We | 26/03/2025 | | | ed Study, Wi If Directed St | | | | | | | | | | |
| Thu | 27/03/2025 | | Self-Directe Wk 34 Module: Sel Study | - | Design) Staff: Rowle | <u>4E503 (Serio</u> ey, Rachel 3108a PC Ro | | | Self-Directe Wk 34 Module: Se Study | | | | | |
| - <u>-</u> | 28/03/2025 | | | ed Study, Wi | | | | ed Study, WI | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 2 - Full Time (Wk 35, wk starting 31/03/2025)

| | 08 | 8:00AM | 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 | 31/03/2029 | | Practical, V Module: <u>GW</u> (Group Proj 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> (Group Pro Staff: Rowle Rooms: <u>CIE</u> <u>Room</u> ; CIB ² <u>Room</u> | <u>IE505</u> i <u>ect)</u> sy, Rachel s108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue | 01/04/2029 | | | ed Study, Wł f Directed St | | | | Lecture, W Module: <u>GN</u> <u>Manageme</u> Staff: Hark Room: <u>B17</u> | <mark>/E506 (Indie</mark> <u>ent)</u> er, Jack | <u>Studio</u> | | | | |
| We | 02/04/2025 | | | ed Study, Wi If Directed St | | | | | | | | | | |
| Thu | 03/04/2025 | | Self-Directe Wk 35 Module: Sel Study | - | Practical, V Module: <u>GM</u> <u>Design</u>) Staff: Rowle Rooms: <u>CIE</u> <u>CIB108b P</u> | IE503 (Serio ey, Rachel 3108a PC Ro | | | Self-Directe Wk 35 Module: Se Study | | | | | |
| | 04/04/2025 | | | ed Study, Wi | | | | ed Study, Wi | | | | | | |



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, V Module: <u>GM</u> (Group Pro Staff: Hebbl Richard Rooms: <u>CIE</u> <u>Room</u> ; CIB ² <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>CIE</u> <u>Room</u> ; CIB ² <u>Room</u> | <u>IE505</u> iect) ey, Rachel s108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue 08/04/2025 | | | ed Study, WI If Directed St | | | | Lecture, W Module: <u>GM Manageme</u> Staff: Hark Room: <u>B17</u> | <mark>/IE506 (Indie</mark> <u>ent)</u> er, Jack | <u>Studio</u> | | | | |
| We 09/04/2025 | | | ed Study, WI | | | | | | | | | | |
| Thu 10/04/2025 | | Wk 36 | lodule: Self Directed Design) | | | | | Self-Directe Wk 36 Module: Se Study | | | | | |
| Fri 11/04/2025 | | | ed Study, WI | | | | ed Study, WI | | | | | | |



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 |
|--------------|----------------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| ri 4/2025 | Bank Holida Unavailable | | | | | | | | | | | | |
| 18/0 | | | | | | | | | | | | | |



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 |
|----------|--------|-----------------------------|-------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 10 | 4/2025 | Bank Holida Unavailable | iy e, Wk 38 | | ' | | | , | ' | | | | , | |
| 2 | 21/0 | | | | | | | | | | | | | |
| ne | 4/2025 | University c Unavailable | losed e, Wk 38 | | | | | | | | | | | |
| \vdash | 22/0 | | | | | | | | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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>GW</u> (Group Proj 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> (Group Pro Staff: Rowle Rooms: <u>CIE</u> <u>Room</u> ; CIB ² <u>Room</u> | IE505 iect) ey, Rachel s108a PC | | | ed Study, WI If Directed St | | | | | |
| Tue | 29/04/2025 | | | ed Study, WH | | | | Lecture, W Module: <u>GM</u> <u>Manageme</u> Staff: Hark Room: <u>B17</u> | <mark>∕IE506 (Indie</mark> ent) er, Jack | <u>Studio</u> | | | | |
| We | 30/04/2025 | | | ed Study, WH | | | | | | | | | | |
| Thu | 01/05/2025 | | Self-Directe Wk 39 Module: Sel Study | | Practical, V Module: <u>GM</u> <u>Design)</u> Staff: Rowle Rooms: <u>CIE</u> <u>CIB108b P</u> | IE503 (Serio ey, Rachel 3108a PC Ro | | | Self-Directe Wk 39 Module: Se Study | | | | | |
| i L L | 02/05/2025 | | | ed Study, WH | | | | ed Study, WI | | | | | | |



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 Holida Unavailable | y e, Wk 40 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 05/0 | | | | | | | | | | | | | |
| ne | 2025 | | | ed Study, Wi | | 1 | 1 | 1 | | | | | | |
| | 06/05/2025 | | Module: Se | If Directed St | udy | | | | | | | | | |
| υ | 2025 | | Self-Directe | ⊧ ∋d Study, Wł | 40 | ł | ł | ł | | | | | | |
| Š | 07/05/2025 | | Module: Se | If Directed St | udy I | | 1 | 1 | 1 | | | | | |
| _ | | | Self-Directe | ed Study, Wł | (40 | | | | | | | | | |
| hu | 08/05/2025 | | | If Directed St | | | | | | | | | | |
| — | | | | | | | | | | | | | | |
| - <u>-</u> - | 09/05/2025 | | | ed Study, Wi | | | | | | | | | | |
| LL_ | 09/05 | | woulde. Se | If Directed St | | | | | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 | | | | | |
| | ~ | | | | | | | | | | | | | |
| ne | 3/05/2025 | | Self-Directe | ed Study, WI | < 41 | | | | | | | | | |
| Γ | /05/2 | | Module: Se | If Directed St | udy | | | | | | | | | |
| 1 | ~ | | | | | | | | | | | | | |
| Ð | 14/05/2025 | | Self-Directe | ed Study, WI | < 41 | | | | | | | | | |
| $\overset{\circ}{>}$ | /05/2 | | Module: Se | If Directed St | udy | | | | | | | | | |
| _ | | | | | | | | | | | | | | |
| | 2025 | | Self-Directe | ed Study, WI | < 41 | | | | | | | | | |
| | 5/05/2025 | | Module: Se | If Directed St | udy | | | | | | | | | |
| • | ~ | | | | | | | | | - | | | | |
| | 16/05/2025 | | Self-Directe | ed Study, WI | < 41 | | | | | | | | | |
| Ц | /05/2 | | Module: Se | If Directed St | udy | | | | | | | | | |
| | 16 | | | | | | | | | | | | | |



Group timetable - BSc (Hons) Computer Game Development (with Industr - 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 |
|----|--------|----------------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 10 | 5/2025 | Bank Holida Unavailable | | | | | | | | | | | | |
| 2 | 26/0 | | | | | | | | | | | | | |



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 | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |