

Group timetable - BA (Hons) Game Art - 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: B21 Lecture Theatre							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: Rowley, Rachel Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 9 Module: Self Directed Study	Practical, Wk 9 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: Povey, Daniella Room: <a href="#">L204 (Games)</a>											
Thursday 03/10/2024		Self-Directed Study, Wk 9 Module: Self Directed Study	Self-Directed Study, Wk 9 Module: Self Directed Study			Self-Directed Study, Wk 9 Module: Self Directed Study	Self-Directed Study, Wk 9 Module: Self Directed Study						
Fri 04/10/2024		Self-Directed Study, Wk 9 Module: Self Directed Study				Self-Directed Study, Wk 9 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: Rowley, Rachel Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 10 Module: Self Directed Study	Practical, Wk 10 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: Povey, Daniella Room: <a href="#">L204 (Games)</a>											
Thursday 10/10/2024		Self-Directed Study, Wk 10 Module: Self Directed Study	Self-Directed Study, Wk 10 Module: Self Directed Study			Self-Directed Study, Wk 10 Module: Self Directed Study	Self-Directed Study, Wk 10 Module: Self Directed Study						
Fri 11/10/2024		Self-Directed Study, Wk 10 Module: Self Directed Study				Self-Directed Study, Wk 10 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: Rowley, Rachel Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 11 Module: Self Directed Study	Practical, Wk 11 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: Povey, Daniella Room: <a href="#">L204 (Games)</a>											
Thursday 17/10/2024		Self-Directed Study, Wk 11 Module: Self Directed Study	Self-Directed Study, Wk 11 Module: Self Directed Study			Self-Directed Study, Wk 11 Module: Self Directed Study	Self-Directed Study, Wk 11 Module: Self Directed Study						
Fri 18/10/2024		Self-Directed Study, Wk 11 Module: Self Directed Study				Self-Directed Study, Wk 11 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: Rowley, Rachel Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 12 Module: Self Directed Study	Practical, Wk 12 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: Povey, Daniella Room: <a href="#">L204 (Games)</a>											
Thursday 24/10/2024		Self-Directed Study, Wk 12 Module: Self Directed Study	Self-Directed Study, Wk 12 Module: Self Directed Study			Self-Directed Study, Wk 12 Module: Self Directed Study	Self-Directed Study, Wk 12 Module: Self Directed Study						
Fri 25/10/2024		Self-Directed Study, Wk 12 Module: Self Directed Study				Self-Directed Study, Wk 12 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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		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												

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 14 Module: Self Directed Study	Practical, Wk 14 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: <a href="#">McDonald-Dick, Matthew</a> Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: <a href="#">Povey, Daniella</a> ; <a href="#">Rowley, Rachel</a> Room: <a href="#">L204 (Games)</a>											
Thursday 07/11/2024		Self-Directed Study, Wk 14 Module: Self Directed Study	Self-Directed Study, Wk 14 Module: Self Directed Study			Self-Directed Study, Wk 14 Module: Self Directed Study	Self-Directed Study, Wk 14 Module: Self Directed Study						
Fri 08/11/2024		Self-Directed Study, Wk 14 Module: Self Directed Study				Self-Directed Study, Wk 14 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 15 Module: Self Directed Study	Practical, Wk 15 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: <a href="#">Mcdonald-Dick, Matthew</a> Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: <a href="#">Povey, Daniella</a> ; <a href="#">Rowley, Rachel</a> Room: <a href="#">L204 (Games)</a>											
Thursday 14/11/2024		Self-Directed Study, Wk 15 Module: Self Directed Study	Self-Directed Study, Wk 15 Module: Self Directed Study			Self-Directed Study, Wk 15 Module: Self Directed Study	Self-Directed Study, Wk 15 Module: Self Directed Study						
Fri 15/11/2024		Self-Directed Study, Wk 15 Module: Self Directed Study				Self-Directed Study, Wk 15 Module: Self Directed Study							



Group timetable - BA (Hons) Game Art - 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		(Optional for ESIEA students) Practical, Wk 16 Module: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 16 Module: Self Directed Study	Practical, Wk 16 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: <a href="#">McDonald-Dick, Matthew</a> Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: <a href="#">Povey, Daniella</a> ; <a href="#">Rowley, Rachel</a> Room: <a href="#">L204 (Games)</a>											
Thursday 21/11/2024		Self-Directed Study, Wk 16 Module: Self Directed Study		Self-Directed Study, Wk 16 Module: Self Directed Study		Self-Directed Study, Wk 16 Module: Self Directed Study	Self-Directed Study, Wk 16 Module: Self Directed Study						
Fri 22/11/2024		Self-Directed Study, Wk 16 Module: Self Directed Study				Self-Directed Study, Wk 16 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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 25/11/2024		(Optional for ESIEA students) Practical, Wk 17 Module: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 17 Module: Self Directed Study	Practical, Wk 17 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: <a href="#">McDonald-Dick, Matthew</a> Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: <a href="#">Povey, Daniella</a> ; <a href="#">Rowley, Rachel</a> Room: <a href="#">L204 (Games)</a>											
Thursday 28/11/2024		Self-Directed Study, Wk 17 Module: Self Directed Study		Self-Directed Study, Wk 17 Module: Self Directed Study		Self-Directed Study, Wk 17 Module: Self Directed Study	Self-Directed Study, Wk 17 Module: Self Directed Study						
Fri 29/11/2024		Self-Directed Study, Wk 17 Module: Self Directed Study				Self-Directed Study, Wk 17 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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		(Optional for ESIEA students) Practical, Wk 18 Module: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: Rowley, Rachel Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 18 Module: Self Directed Study	Practical, Wk 18 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: Povey, Daniella; Rowley, Rachel Room: <a href="#">L204 (Games)</a>											

Group timetable - BA (Hons) Game Art - 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
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									

Group timetable - BA (Hons) Game Art - 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
Thursday 05/12/2024		Self-Directed Study, Wk 18 Module: Self Directed Study		Self-Directed Study, Wk 18 Module: Self Directed Study		Self-Directed Study, Wk 18 Module: Self Directed Study	Self-Directed Study, Wk 18 Module: Self Directed Study						
Fri 06/12/2024		Self-Directed Study, Wk 18 Module: Self Directed Study				Self-Directed Study, Wk 18 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 19 Module: Self Directed Study	Practical, Wk 19 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: <a href="#">McDonald-Dick, Matthew</a> Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: <a href="#">Povey, Daniella</a> ; <a href="#">Rowley, Rachel</a> Room: <a href="#">L204 (Games)</a>											
Thursday 12/12/2024		Self-Directed Study, Wk 19 Module: Self Directed Study		Self-Directed Study, Wk 19 Module: Self Directed Study		Self-Directed Study, Wk 19 Module: Self Directed Study	Self-Directed Study, Wk 19 Module: Self Directed Study						
Fri 13/12/2024		Self-Directed Study, Wk 19 Module: Self Directed Study				Self-Directed Study, Wk 19 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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												

Group timetable - BA (Hons) Game Art - 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												



Group timetable - BA (Hons) Game Art - 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		(Optional for ESIEA students) Practical, Wk 23 Module: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 23 Module: Self Directed Study	Practical, Wk 23 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: <a href="#">McDonald-Dick, Matthew</a> Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: <a href="#">Povey, Daniella</a> ; <a href="#">Rowley, Rachel</a> Room: <a href="#">L204 (Games)</a>											
Thursday 09/01/2025		Self-Directed Study, Wk 23 Module: Self Directed Study	Self-Directed Study, Wk 23 Module: Self Directed Study			Self-Directed Study, Wk 23 Module: Self Directed Study	Self-Directed Study, Wk 23 Module: Self Directed Study						
Fri 10/01/2025		Self-Directed Study, Wk 23 Module: Self Directed Study				Self-Directed Study, Wk 23 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME501 (Asset Production for Game Engines)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> ; <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 24 Module: Self Directed Study	Practical, Wk 24 Module: <a href="#">GME508 (Real-time Environmental Art for Game Engines)</a> Staff: <a href="#">McDonald-Dick, Matthew</a> Room: <a href="#">L204 (Games)</a>						
Tuesday 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: <a href="#">GME507 (Character Production for Game Engines)</a> Staff: <a href="#">Povey, Daniella</a> ; <a href="#">Rowley, Rachel</a> Room: <a href="#">L204 (Games)</a>											
Thursday 16/01/2025		Self-Directed Study, Wk 24 Module: Self Directed Study	Self-Directed Study, Wk 24 Module: Self Directed Study			Self-Directed Study, Wk 24 Module: Self Directed Study	Self-Directed Study, Wk 24 Module: Self Directed Study						
Fri 17/01/2025		Self-Directed Study, Wk 24 Module: Self Directed Study				Self-Directed Study, Wk 24 Module: Self Directed Study							

Group timetable - BA (Hons) Game Art - 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												

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 26 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 26 Module: <a href="#">Self Directed Study</a>						
Tuesday 28/01/2025		Self-Directed Study, Wk 26 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 26 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 26 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 29/01/2025		Self-Directed Study, Wk 26 Module: <a href="#">Self Directed Study</a>											
Thu 30/01/2025		Self-Directed Study, Wk 26 Module: <a href="#">Self Directed Study</a>		Practical, Wk 26 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 26 Module: <a href="#">Self Directed Study</a>						
Fri 31/01/2025		Self-Directed Study, Wk 26 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 26 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 27 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 27 Module: <a href="#">Self Directed Study</a>						
Tuesday 04/02/2025		Self-Directed Study, Wk 27 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 27 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 27 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 05/02/2025		Self-Directed Study, Wk 27 Module: <a href="#">Self Directed Study</a>											
Thu 06/02/2025		Self-Directed Study, Wk 27 Module: <a href="#">Self Directed Study</a>		Practical, Wk 27 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 27 Module: <a href="#">Self Directed Study</a>						
Fri 07/02/2025		Self-Directed Study, Wk 27 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 27 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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, Wk 28 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 28 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 28 Module: <a href="#">Self Directed Study</a>						
Tuesday 11/02/2025		Self-Directed Study, Wk 28 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 28 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 28 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 12/02/2025		Self-Directed Study, Wk 28 Module: <a href="#">Self Directed Study</a>											
Thu 13/02/2025		Self-Directed Study, Wk 28 Module: <a href="#">Self Directed Study</a>		Practical, Wk 28 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 28 Module: <a href="#">Self Directed Study</a>						
Fri 14/02/2025		Self-Directed Study, Wk 28 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 28 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 29 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 29 Module: <a href="#">Self Directed Study</a>						
Tuesday 18/02/2025		Self-Directed Study, Wk 29 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 29 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 29 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 19/02/2025		Self-Directed Study, Wk 29 Module: <a href="#">Self Directed Study</a>											
Thu 20/02/2025		Self-Directed Study, Wk 29 Module: <a href="#">Self Directed Study</a>		Practical, Wk 29 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 29 Module: <a href="#">Self Directed Study</a>						
Fri 21/02/2025		Self-Directed Study, Wk 29 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 29 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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		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												



Group timetable - BA (Hons) Game Art - 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: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 31 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 31 Module: <a href="#">Self Directed Study</a>						
Tuesday 04/03/2025		Self-Directed Study, Wk 31 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 31 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 31 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 05/03/2025		Self-Directed Study, Wk 31 Module: <a href="#">Self Directed Study</a>											
Thu 06/03/2025		Self-Directed Study, Wk 31 Module: <a href="#">Self Directed Study</a>		Practical, Wk 31 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 31 Module: <a href="#">Self Directed Study</a>						
Fri 07/03/2025		Self-Directed Study, Wk 31 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 31 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 32 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 32 Module: <a href="#">Self Directed Study</a>						
Tuesday 11/03/2025		Self-Directed Study, Wk 32 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 32 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 32 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 12/03/2025		Self-Directed Study, Wk 32 Module: <a href="#">Self Directed Study</a>											
Thu 13/03/2025		Self-Directed Study, Wk 32 Module: <a href="#">Self Directed Study</a>		Practical, Wk 32 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 32 Module: <a href="#">Self Directed Study</a>						
Fri 14/03/2025		Self-Directed Study, Wk 32 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 32 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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, Wk 33 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 33 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 33 Module: <a href="#">Self Directed Study</a>						
Tuesday 18/03/2025		Self-Directed Study, Wk 33 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 33 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 33 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 19/03/2025		Self-Directed Study, Wk 33 Module: <a href="#">Self Directed Study</a>											
Thu 20/03/2025		Self-Directed Study, Wk 33 Module: <a href="#">Self Directed Study</a>		Practical, Wk 33 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 33 Module: <a href="#">Self Directed Study</a>						
Fri 21/03/2025		Self-Directed Study, Wk 33 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 33 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 34 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>				Self-Directed Study, Wk 34 Module: <a href="#">Self Directed Study</a>					
Tuesday 25/03/2025		Self-Directed Study, Wk 34 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 34 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 34 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 26/03/2025		Self-Directed Study, Wk 34 Module: <a href="#">Self Directed Study</a>											
Thu 27/03/2025		Self-Directed Study, Wk 34 Module: <a href="#">Self Directed Study</a>		Practical, Wk 34 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 34 Module: <a href="#">Self Directed Study</a>						
Fri 28/03/2025		Self-Directed Study, Wk 34 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 34 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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, Wk 35 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 35 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 35 Module: <a href="#">Self Directed Study</a>						
Tuesday 01/04/2025		Self-Directed Study, Wk 35 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 35 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 35 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 02/04/2025		Self-Directed Study, Wk 35 Module: <a href="#">Self Directed Study</a>											
Thu 03/04/2025		Self-Directed Study, Wk 35 Module: <a href="#">Self Directed Study</a>		Practical, Wk 35 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 35 Module: <a href="#">Self Directed Study</a>						
Fri 04/04/2025		Self-Directed Study, Wk 35 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 35 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 36 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 36 Module: <a href="#">Self Directed Study</a>						
Tuesday 08/04/2025		Self-Directed Study, Wk 36 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 36 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 36 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 09/04/2025		Self-Directed Study, Wk 36 Module: <a href="#">Self Directed Study</a>											
Thu 10/04/2025		Self-Directed Study, Wk 36 Module: <a href="#">Self Directed Study</a>		Practical, Wk 36 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 36 Module: <a href="#">Self Directed Study</a>						
Fri 11/04/2025		Self-Directed Study, Wk 36 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 36 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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 - BA (Hons) Game Art - 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 - BA (Hons) Game Art - 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, Wk 39 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Hebblewhite, Richard</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>		Practical, Wk 39 Module: <a href="#">GME505 (Group Project)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> Room: <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 39 Module: <a href="#">Self Directed Study</a>						
Tuesday 29/04/2025		Self-Directed Study, Wk 39 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 39 Module: <a href="#">Self Directed Study</a>	Lecture, Wk 39 Module: <a href="#">GME506 (Indie Studio Management)</a> Staff: <a href="#">Harker, Jack</a> Room: <a href="#">B17</a>						
We 30/04/2025		Self-Directed Study, Wk 39 Module: <a href="#">Self Directed Study</a>											
Thu 01/05/2025		Self-Directed Study, Wk 39 Module: <a href="#">Self Directed Study</a>		Practical, Wk 39 Module: <a href="#">GME503 (Serious Games Design)</a> Staff: <a href="#">Rowley, Rachel</a> Rooms: <a href="#">CIB108a PC Room</a> <a href="#">CIB108b PC Room</a>			Self-Directed Study, Wk 39 Module: <a href="#">Self Directed Study</a>						
Fri 02/05/2025		Self-Directed Study, Wk 39 Module: <a href="#">Self Directed Study</a>				Self-Directed Study, Wk 39 Module: <a href="#">Self Directed Study</a>							

Group timetable - BA (Hons) Game Art - 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												

Group timetable - BA (Hons) Game Art - 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 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											

Group timetable - BA (Hons) Game Art - 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
Mo 26/05/2025	Bank Holiday Unavailable, Wk 43												

Group timetable - BA (Hons) Game Art - 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												