

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - Full Time (Wk 7, wk starting 16/09/2024)

	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
Mo 16/09/2024		Welcome week commences on Monday 23rd September 2024 (Week 8) Induction, Wk 7											

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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
Monday 23/09/2024		<p>Games Welcome Induction, Wk 8</p> <p>Staff: Harker, Jack; Hebblewhite, Richard; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel</p> <p>Room: B21</p> <p>Lecture Theatre</p>	<p>VC address, Deans and SU Welcome to UG Students Induction, Wk 8</p> <p>Module: Induction (Induction)</p> <p>Room: William Aston Hall</p>			<p>Games Welcome Q&A Induction, Wk 8</p> <p>Staff: Harker, Jack; Hebblewhite, Richard; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel</p> <p>Room: B21</p> <p>Lecture Theatre</p>							
Tue 24/09/2024		<p>Games Challenge Introduction & Workshop/Digital Space for briefing Induction, Wk 8</p> <p>Staff: Harker, Jack; Hebblewhite, Richard; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel</p> <p>Rooms: CIB108a PC Room; CIB108b PC Room; CIB111 PC Room</p>											

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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
Tuesday 24/09/2024			Health & Safety Briefing and Library & Study Skills Online Induction, Wk 8 Staff: Thomas, Jenny https://wrexham.libguides.com/welcomeweek			Welsh language opportunities at Wrexham University/ Cyfleon Cymraeg ym Mhrifysgol Wrecsam Online Induction, Wk 8 Staff: Nefydd, Elen Mai https://wrexham.libguides.com/welcomeweek	Student & Campus Life Online Induction, Wk 8 https://wrexham.libguides.com/welcomeweek						
Wed 25/09/2024			Games Challenge Induction, Wk 8 Staff: Harker, Jack; Hebblewhite, Richard; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room ; CIB111 PC Room										

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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				I.D card Collection Induction, 11:10AM- 12:10PM, Wk 8 Staff: Harker, Jack; Hebblewhi te, Richard; Mcdonald- Dick, Matthew; Povey, Daniella; Rowley, Rachel			Stu dent Uni on talk Onli ne Indu ctio n, 02: 30P M- 03: 00P M, W k 8 http://wrexham.libguides.com/welcome						

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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
Thursday 26/09/2024		Games Challenge Grand Final Induction, Wk 8 Staff: Harker, Jack; Hebblewhite, Richard; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room , CIB111 PC Room											
				Freshers' Fair Student Union Welcome Week event (optional), Wk 8 Module: !General University Event (optional) Room: Glyn's Bar - Student Union									

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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
Friday 27/09/2024			Being Prepared for Your Studies - refer to Moodle Directed Study, 10:30AM-11:30AM, Wk 8 <i>This session is to be done online at a time convenient to you. Refer to Moodle following your enrolment for further information.</i>										

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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		Self-Directed Study, Wk 9 Module: Self Directed Study				Self-Directed Study, Wk 9 Module: Self Directed Study		Practical, Wk 9 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room CIB108b PC Room					
Tue 01/10/2024		Practical, Wk 9 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 9 Module: Self Directed Study							
Wed 02/10/2024		Practical, Wk 9 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room CIB108b PC Room					Practical, Wk 9 Module: GME412 (Programming Fundamentals) Staff: McDonald-Dick, Matthew Rooms: CIB108a PC Room CIB108b PC Room						
Thu 03/10/2024		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							

	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		Self-Directed Study, Wk 10 Module: Self Directed Study				Self-Directed Study, Wk 10 Module: Self Directed Study		Practical, Wk 10 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 08/10/2024		Practical, Wk 10 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 10 Module: Self Directed Study							
Wed 09/10/2024		Practical, Wk 10 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 10 Module: GME412 (Programming Fundamentals) Staff: McDonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 10/10/2024		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							

	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		Self-Directed Study, Wk 11 Module: Self Directed Study				Self-Directed Study, Wk 11 Module: Self Directed Study		Practical, Wk 11 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 15/10/2024		Practical, Wk 11 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 11 Module: Self Directed Study							
Wed 16/10/2024		Practical, Wk 11 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 11 Module: GME412 (Programming Fundamentals) Staff: McDonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 17/10/2024		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							

	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		Self-Directed Study, Wk 12 Module: Self Directed Study				Self-Directed Study, Wk 12 Module: Self Directed Study		Practical, Wk 12 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 22/10/2024		Practical, Wk 12 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 12 Module: Self Directed Study							
Wed 23/10/2024		Practical, Wk 12 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 12 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 24/10/2024		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							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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												

	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		Self-Directed Study, Wk 14 Module: Self Directed Study				Self-Directed Study, Wk 14 Module: Self Directed Study		Practical, Wk 14 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 05/11/2024		Practical, Wk 14 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 14 Module: Self Directed Study							
Wednesday 06/11/2024		Guest Lecturer Lecture, Wk 14 Modules: ARD435 (Visual Communication) ; ARD564 (Print and Production) ; GME407 (Game Design & Interaction) Staff: Harker, Adele ; Harker, Jack Room: Nick Whitehead Lecture Theatre					Practical, Wk 14 Module: GME412 (Programming Fundamentals) Staff: McDonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 07/11/2024		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							

	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		Self-Directed Study, Wk 15 Module: Self Directed Study				Self-Directed Study, Wk 15 Module: Self Directed Study		Practical, Wk 15 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room CIB108b PC Room					
Tue 12/11/2024		Practical, Wk 15 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 15 Module: Self Directed Study							
Wed 13/11/2024		Practical, Wk 15 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room CIB108b PC Room					Practical, Wk 15 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room CIB108b PC Room						
Thu 14/11/2024		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							

	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		Self-Directed Study, Wk 16 Module: Self Directed Study				Self-Directed Study, Wk 16 Module: Self Directed Study		Practical, Wk 16 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room CIB108b PC Room					
Tue 19/11/2024		Practical, Wk 16 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 16 Module: Self Directed Study							
Wed 20/11/2024		Practical, Wk 16 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room CIB108b PC Room					Practical, Wk 16 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room CIB108b PC Room						
Thu 21/11/2024		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							

	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		Self-Directed Study, Wk 17 Module: Self Directed Study				Self-Directed Study, Wk 17 Module: Self Directed Study		Practical, Wk 17 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 26/11/2024		Practical, Wk 17 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 17 Module: Self Directed Study							
Wed 27/11/2024		Practical, Wk 17 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 17 Module: GME412 (Programming Fundamentals) Staff: McDonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 28/11/2024		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							

	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		Self-Directed Study, Wk 18 Module: Self Directed Study				Self-Directed Study, Wk 18 Module: Self Directed Study		Practical, Wk 18 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room CIB108b PC Room					
Tue 03/12/2024		Practical, Wk 18 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room CIB108b PC Room				Self-Directed Study, Wk 18 Module: Self Directed Study							
Wed 04/12/2024		Practical, Wk 18 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room CIB108b PC Room					Practical, Wk 18 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room CIB108b PC Room						

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	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 1 - 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 05/12/2024		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							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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		Self-Directed Study, Wk 19 Module: Self Directed Study				Self-Directed Study, Wk 19 Module: Self Directed Study		Practical, Wk 19 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 10/12/2024		Practical, Wk 19 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 19 Module: Self Directed Study							
Wed 11/12/2024		Practical, Wk 19 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 19 Module: GME412 (Programming Fundamentals) Staff: McDonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 12/12/2024		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							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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												

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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												

	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		Self-Directed Study, Wk 23 Module: Self Directed Study				Self-Directed Study, Wk 23 Module: Self Directed Study		Practical, Wk 23 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 07/01/2025		Practical, Wk 23 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 23 Module: Self Directed Study							
Wed 08/01/2025		Practical, Wk 23 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 23 Module: GME412 (Programming Fundamentals) Staff: McDonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 09/01/2025		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							

	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		Self-Directed Study, Wk 24 Module: Self Directed Study				Self-Directed Study, Wk 24 Module: Self Directed Study		Practical, Wk 24 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 14/01/2025		Practical, Wk 24 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 24 Module: Self Directed Study							
Wed 15/01/2025		Practical, Wk 24 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 24 Module: GME412 (Programming Fundamentals) Staff: McDonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 16/01/2025		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							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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												

	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		Self-Directed Study, Wk 26 Module: Self Directed Study				Self-Directed Study, Wk 26 Module: Self Directed Study		Practical, Wk 26 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 28/01/2025		Practical, Wk 26 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 26 Module: Self Directed Study							
Wed 29/01/2025		Practical, Wk 26 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 26 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 30/01/2025		Self-Directed Study, Wk 26 Module: Self Directed Study				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							

	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		Self-Directed Study, Wk 27 Module: Self Directed Study				Self-Directed Study, Wk 27 Module: Self Directed Study		Practical, Wk 27 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 04/02/2025		Practical, Wk 27 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 27 Module: Self Directed Study							
Wed 05/02/2025		Practical, Wk 27 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 27 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 06/02/2025		Self-Directed Study, Wk 27 Module: Self Directed Study				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							

	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		Self-Directed Study, Wk 28 Module: Self Directed Study				Self-Directed Study, Wk 28 Module: Self Directed Study		Practical, Wk 28 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 11/02/2025		Practical, Wk 28 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 28 Module: Self Directed Study							
Wed 12/02/2025		Practical, Wk 28 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 28 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 13/02/2025		Self-Directed Study, Wk 28 Module: Self Directed Study				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							

	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		Self-Directed Study, Wk 29 Module: Self Directed Study				Self-Directed Study, Wk 29 Module: Self Directed Study		Practical, Wk 29 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 18/02/2025		Practical, Wk 29 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 29 Module: Self Directed Study							
Wed 19/02/2025		Practical, Wk 29 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 29 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 20/02/2025		Self-Directed Study, Wk 29 Module: Self Directed Study				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							

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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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												

	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		Self-Directed Study, Wk 31 Module: Self Directed Study				Self-Directed Study, Wk 31 Module: Self Directed Study		Practical, Wk 31 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 04/03/2025		Practical, Wk 31 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 31 Module: Self Directed Study							
Wed 05/03/2025		Practical, Wk 31 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 31 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 06/03/2025		Self-Directed Study, Wk 31 Module: Self Directed Study				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							

	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		Self-Directed Study, Wk 32 Module: Self Directed Study				Self-Directed Study, Wk 32 Module: Self Directed Study		Practical, Wk 32 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 11/03/2025		Practical, Wk 32 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 32 Module: Self Directed Study							
Wed 12/03/2025		Practical, Wk 32 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 32 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 13/03/2025		Self-Directed Study, Wk 32 Module: Self Directed Study				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							

	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		Self-Directed Study, Wk 33 Module: Self Directed Study				Self-Directed Study, Wk 33 Module: Self Directed Study		Practical, Wk 33 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 18/03/2025		Practical, Wk 33 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 33 Module: Self Directed Study							
Wed 19/03/2025		Practical, Wk 33 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 33 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 20/03/2025		Self-Directed Study, Wk 33 Module: Self Directed Study				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							

	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		Self-Directed Study, Wk 34 Module: Self Directed Study				Self-Directed Study, Wk 34 Module: Self Directed Study		Practical, Wk 34 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 25/03/2025		Practical, Wk 34 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 34 Module: Self Directed Study							
Wed 26/03/2025		Practical, Wk 34 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 34 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 27/03/2025		Self-Directed Study, Wk 34 Module: Self Directed Study				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							

	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		Self-Directed Study, Wk 35 Module: Self Directed Study				Self-Directed Study, Wk 35 Module: Self Directed Study		Practical, Wk 35 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 01/04/2025		Practical, Wk 35 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 35 Module: Self Directed Study							
Wed 02/04/2025		Practical, Wk 35 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 35 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 03/04/2025		Self-Directed Study, Wk 35 Module: Self Directed Study				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							

	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		Self-Directed Study, Wk 36 Module: Self Directed Study				Self-Directed Study, Wk 36 Module: Self Directed Study		Practical, Wk 36 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 08/04/2025		Practical, Wk 36 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 36 Module: Self Directed Study							
Wed 09/04/2025		Practical, Wk 36 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 36 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 10/04/2025		Self-Directed Study, Wk 36 Module: Self Directed Study				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 1 - 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												

	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												

	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		Self-Directed Study, Wk 39 Module: Self Directed Study				Self-Directed Study, Wk 39 Module: Self Directed Study		Practical, Wk 39 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Rooms: CIB108a PC Room ; CIB108b PC Room					
Tue 29/04/2025		Practical, Wk 39 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room				Self-Directed Study, Wk 39 Module: Self Directed Study							
Wed 30/04/2025		Practical, Wk 39 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room					Practical, Wk 39 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Rooms: CIB108a PC Room ; CIB108b PC Room						
Thu 01/05/2025		Self-Directed Study, Wk 39 Module: Self Directed Study				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 1 - 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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Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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												

	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 - BSc (Hons) Computer Game Development (with Industr - Year 1 - 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												