

## Module timetable - Character Production for Game Engines (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
Wed 02/10/2024		Practical, Wk 9 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella Room: L204 (Games)											

Module timetable - Character Production for Game Engines (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
Wed 09/10/2024		Practical, Wk 10 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella Room: L204 (Games)											

## Module timetable - Character Production for Game Engines (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
Wed 16/10/2024		Practical, Wk 11 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella Room: L204 (Games)											

## Module timetable - Character Production for Game Engines (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
Wed 23/10/2024		Practical, Wk 12 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella Room: L204 (Games)											

## Module timetable - Character Production for Game Engines (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
Wed 06/11/2024		Practical, Wk 14 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)											

## Module timetable - Character Production for Game Engines (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
Wed 13/11/2024		Practical, Wk 15 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)											

Module timetable - Character Production for Game Engines (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
Wed 20/11/2024		Practical, Wk 16 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)											

## Module timetable - Character Production for Game Engines (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
Wed 27/11/2024		Practical, Wk 17 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)											



Module timetable - Character Production for Game Engines (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
Wed 04/12/2024		Practical, Wk 18 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)											

Module timetable - Character Production for Game Engines (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
Wed 11/12/2024		Practical, Wk 19 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)											

Module timetable - Character Production for Game Engines (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												

Module timetable - Character Production for Game Engines (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												

Module timetable - Character Production for Game Engines (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
Wed 08/01/2025		Practical, Wk 23 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)											

## Module timetable - Character Production for Game Engines (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
Wed 15/01/2025		Practical, Wk 24 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)											

Module timetable - Character Production for Game Engines (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												

Module timetable - Character Production for Game Engines (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												



Module timetable - Character Production for Game Engines (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												

Module timetable - Character Production for Game Engines (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												

Module timetable - Character Production for Game Engines (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												