

Module timetable - Advanced Game Systems & Mechanics (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 Unavailable | losed e, Wk 21 | | 1 | | | 1 | 1 | ' | | ' | | |
| > | 25/1 | | | | | | | | | | | | | |
| hu | 26/12/2024 | University o Unavailable | losed e, Wk 21 | | | | | | | | | | | |
| F | 26/1 | | | | | | | | | | | | | |
| | 27/12/2024 | University o Unavailable | losed e, Wk 21 | | | | | | | | | | | |
| | 27/1 | | | | | | | | | | | | | |
| Sat | 28/12/2024 | University o Unavailable | losed e, Wk 21 | | | | | | | | | | | |
| S | 28/1 | | | | | | | | | | | | | |
| n | 29/12/2024 | University o Unavailable | losed e, Wk 21 | | | · | | | | | | | | |
| S | 29/1 | | | | | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------|------------|-----------------------------|-------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 10 | 2/2024 | University c Unavailable | losed e, Wk 22 | | | | | | | | | | | |
| Σ | 30/1 | | | | | | | | | | | | | |
| ne | 31/12/2024 | University c Unavailable | losed e, Wk 22 | | | ' | | | ' | | | | | |
| \vdash | 31/1 | | | | | | | | | | | | | |
| We | 1/2025 | University c Unavailable | losed e, Wk 22 | | | | | | | | | | | |
| > | 01/01 | | | | | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 31/01/2025 | | | Practical, N Module: GN (Advanced Systems & Staff: Mcdc Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 07/02/2025 | | | Practical, N Module: GN (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 14/02/2025 | | | Practical, N Module: GM (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 21/02/2025 | | | Practical, N Module: GM (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 07/03/2025 | | | Practical, N Module: GN (Advanced Systems & Staff: Mcdc Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 14/03/2025 | | | Practical, N Module: GN (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 21/03/2025 | | | Practical, N Module: GM (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 28/03/2025 | | | Practical, N Module: GM (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 04/04/2025 | | | Practical, W Module: GM (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 11/04/2025 | | | Practical, N Module: GN (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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. | | | | | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 /04/2025 | | Bank Holiday Unavailable, Wk 38 | | | | | | | | | | | | |
| 21/0 ² | | | | | | | | | | | | | | |
| Ue 4/2025 | University closed Unavailable, Wk 38 | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|----------------------|---------|---------|--|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Friday 02/05/2025 | | | Practical, N Module: GN (Advanced Systems & Staff: Mcdo Matthew Room: <u>L20</u> | /E702 Game Mechanics) onald-Dick, | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|---|--------|------------------------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 9 | 5/2025 | Bank Holiday Unavailable, Wk 40 | | | | | | | | | | | | |
| 2 | 05/0. | | | | | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|---|--------|----------------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 9 | 5/2025 | Bank Holida Unavailable | | | | | | | | | | | | |
| 2 | 26/0 | | | | | | | | | | | | | |



Module timetable - Advanced Game Systems & Mechanics (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 |
|---------------------|----------------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 10 8/2025 | Bank Holida Unavailable | | | | | | | | | | | | |
| 25/0 | | | | | | | | | | | | | |