

Module timetable - Game Environments and Narrative Design (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<br>25/12/2024  | University closed<br>Unavailable, Wk 21 |         |         |         |         |         |         |         |         |         |         |         |         |
| Thu<br>26/12/2024 | University closed<br>Unavailable, Wk 21 |         |         |         |         |         |         |         |         |         |         |         |         |
| Fri<br>27/12/2024 | University closed<br>Unavailable, Wk 21 |         |         |         |         |         |         |         |         |         |         |         |         |
| Sat<br>28/12/2024 | University closed<br>Unavailable, Wk 21 |         |         |         |         |         |         |         |         |         |         |         |         |
| Sun<br>29/12/2024 | University closed<br>Unavailable, Wk 21 |         |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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<br>30/12/2024  | University closed<br>Unavailable, Wk 22 |         |         |         |         |         |         |         |         |         |         |         |         |
| Tue<br>31/12/2024 | University closed<br>Unavailable, Wk 22 |         |         |         |         |         |         |         |         |         |         |         |         |
| We<br>01/01/2025  | University closed<br>Unavailable, Wk 22 |         |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>29/01/2025 |         | Practical, Wk 26<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>05/02/2025 |         | Practical, Wk 27<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>12/02/2025 |         | Practical, Wk 28<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>19/02/2025 |         | Practical, Wk 29<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>05/03/2025 |         | Practical, Wk 31<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>12/03/2025 |         | Practical, Wk 32<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |



Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>19/03/2025 |         | Practical, Wk 33<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>26/03/2025 |         | Practical, Wk 34<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>02/04/2025 |         | Practical, Wk 35<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>09/04/2025 |         | Practical, Wk 36<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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<br>18/04/2025 | Bank Holiday<br>Unavailable, Wk 37 |         |         |         |         |         |         |         |         |         |         |         |         |
|                   |                                    |         |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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<br>21/04/2025  | Bank Holiday<br>Unavailable, Wk 38      |         |         |         |         |         |         |         |         |         |         |         |         |
| Tue<br>22/04/2025 | University closed<br>Unavailable, Wk 38 |         |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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 |
|-------------------|---------|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Wed<br>30/04/2025 |         | Practical, Wk 39<br>Module: GME405 (Game Environments and Narrative Design)<br>Staff: Mcdonald-Dick, Matthew<br>Rooms: <a href="#">CIB108a PC Room</a><br><a href="#">CIB108b PC Room</a> |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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<br>05/05/2025 | Bank Holiday<br>Unavailable, Wk 40 |         |         |         |         |         |         |         |         |         |         |         |         |
|                  |                                    |         |         |         |         |         |         |         |         |         |         |         |         |



Module timetable - Game Environments and Narrative Design (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<br>26/05/2025 | Bank Holiday<br>Unavailable, Wk 43 |         |         |         |         |         |         |         |         |         |         |         |         |
|                  |                                    |         |         |         |         |         |         |         |         |         |         |         |         |

Module timetable - Game Environments and Narrative Design (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<br>25/08/2025 | Bank Holiday<br>Unavailable, Wk 4 |         |         |         |         |         |         |         |         |         |         |         |         |
|                  |                                   |         |         |         |         |         |         |         |         |         |         |         |         |