	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
Saturday 21/09/2024		Open Day Ad-Hoc Room Booking (Non Teaching), 08:30AM-01:30PM, Wk 7 Staff: Bytheway, Alexander; Lewis1, Richard; Morley, Elizabeth; SIM Rooms: B07; B08; B09; B10; B117 PC Room; B118 Lecture Theatre; B119 PC Room; B12 PC Room; B121 PC Room (CISCO); B13; B14; B15; B17; B18 Lecture Theatre; B19; B20; B21 Lecture Theatre; B22; B24; C12 Chemistry Lab; C14 Forensic Science Lab; CIB108a PC Room; CIB108b PC Room; CIB111 PC Room ; CIB18; CIB21 ; E1 CAD; E12; E2; E2A; E2B; E5; E6 PCT; E7 ; E9 Hangar; ELC Lecture Theatre A; ELC Lecture Theatre B; Health Simuation Centre - ICU/ED Simulation Space (HSC1); Health Simulation Centre - CCU Simulation Suite (HSC2); Health Simulation Centre - Private Ward (within HSC1); Health Simulation Centre - Reception; K - Biomechanics Lab; K01; K02; K101 - Independent Living Hub; K106 - Mock Theatre/Simbulance; K110 ; K116 ; K213; L100 Engineering; L101 (PC Room); L203 PC Room; L204 (Games)										

	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		Practical, Wk 9 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)			Practical, Wk 9 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 9 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tuesday 01/10/2024	Enrolment Support Ad-Hoc Room Booking (Non Teaching), Wk 9 Staff: Redhead, Tim Room: L204 (Games)						Practical, Wk 9 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 02/10/2024		Practical, Wk 9 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 9 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)								
Thu 03/10/2024					Practical, Wk 9 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)								
Friday 04/10/2024			Practical, Wk 9 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 9 Module: GME709 (Character and Creature Production) Staff: Povey, Daniella Room: L204 (Games)								

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Room timetable - L204 (Games) (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		Practical, Wk 10 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)			Practical, Wk 10 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 10 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tuesday 08/10/2024	Enrolment Support Ad-Hoc Room Booking (Non Teaching), Wk 10 Staff: Redhead, Tim Room: L204 (Games)						Practical, Wk 10 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 09/10/2024		Practical, Wk 10 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 10 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)								
Thu 10/10/2024					Practical, Wk 10 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)								
Friday 11/10/2024			Practical, Wk 10 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 10 Module: GME709 (Character and Creature Production) Staff: Povey, Daniella Room: L204 (Games)								

	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		Practical, Wk 11 — Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)			Practical, Wk 11 — Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 11 — Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tuesday 15/10/2024							Practical, Wk 11 — Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 16/10/2024		Practical, Wk 11 — Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 11 — Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)								
Thu 17/10/2024					Practical, Wk 11 — Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)								

Room timetable - L204 (Games) (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
Thursday 17/10/2024					Group 3 - (Groups K-Q) Practical, Wk 11 Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)								
Friday 18/10/2024			Practical, Wk 11 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)			Practical, Wk 11 Module: GME709 (Character and Creature Production) Staff: Povey, Daniella Room: L204 (Games)							

	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
Saturday 19/10/2024		Open Day Ad-Hoc Room Booking (Non Teaching), 08:30AM-01:30PM, Wk 11 Staff: Bytheway, Alexander; Lewis1, Richard; Morley, Elizabeth; SIM Rooms: B07; B08; B09; B10; B117 PC Room; B118 Lecture Theatre; B119 PC Room; B12 PC Room; B121 PC Room (CISCO); B13; B14; B15; B17; B18 Lecture Theatre; B19; B20; B21 Lecture Theatre; B22; B24; C12 Chemistry Lab; C14 Forensic Science Lab; CIB108a PC Room; CIB108b PC Room; CIB111 PC Room ; CIB18; CIB21 ; E1 CAD; E12; E2; E2A; E2B; E5; E6 PCT; E7 ; E9 Hangar; ELC Lecture Theatre A; ELC Lecture Theatre B; Health Simuation Centre - ICU/ED Simulation Space (HSC1); Health Simulation Centre - CCU Simulation Suite (HSC2); Health Simulation Centre - Private Ward (within HSC1); Health Simulation Centre - Reception; K - Biomechanics Lab; K01; K02; K101 - Independent Living Hub; K106 - Mock Theatre/Simbulance; K110 ; K116 ; K213; L100 Engineering; L101 (PC Room); L203 PC Room; L204 (Games)											

Room timetable - L204 (Games) (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
Mon 21/10/2024		Practical, Wk 12 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)			Practical, Wk 12 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 12 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tue 22/10/2024			Academic Skills Workshop (attendance required), Wk 12 Module: POL503 (Policing the Roads) Staff: Jones, Andy Room: L204 (Games)				Practical, Wk 12 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 23/10/2024		Practical, Wk 12 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella Room: L204 (Games)				Practical, Wk 12 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thursday 24/10/2024					Group 3 - (Groups K-Q) Practical, Wk 12 Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)	Practical, Wk 12 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)							
Fri 25/10/2024			Practical, Wk 12 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 12 Module: GME709 (Character and Creature Production) Staff: Povey, Daniella Room: L204 (Games)								

Room timetable - L204 (Games) (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
Mon 04/11/2024		Practical, Wk 14 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)			Practical, Wk 14 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 14 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tue 05/11/2024							Practical, Wk 14 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 06/11/2024		Practical, Wk 14 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)				Practical, Wk 14 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thursday 07/11/2024					Group 3 - (Groups K-Q) Practical, Wk 14 Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)	Practical, Wk 14 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)							
Fri 08/11/2024			Practical, Wk 14 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)										

Room timetable - L204 (Games) (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
Mon 11/11/2024		Practical, Wk 15 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)			Practical, Wk 15 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)		Practical, Wk 15 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tue 12/11/2024			Workshop, Wk 15 Module: ARD317 (Arts Engagement) Staff: Kennedy, Lisa Room: L204 (Games)				Practical, Wk 15 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
We 13/11/2024		Practical, Wk 15 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)				Practical, Wk 15 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thursday 14/11/2024					Group 3 - (Groups K-Q) Practical, Wk 15 Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)	Practical, Wk 15 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)							
Friday 15/11/2024			Practical, Wk 15 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)			Workshop (attendance required), Wk 15 Modules: EDS419 (Professional Learning Part 1); EDS620 (Professional Learning Part 1) Staff: Ayres, Julian; Crighton, David Rooms: B08; L204 (Games)							

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	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		Practical, Wk 16 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)					Practical, Wk 16 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tuesday 19/11/2024							Practical, Wk 16 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 20/11/2024		Practical, Wk 16 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)				Practical, Wk 16 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thu 21/11/2024						Practical, Wk 16 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)							

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	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 21/11/2024					Group 3 - (Groups K-Q) Practical, Wk 16 Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)								
Fri 22/11/2024			Practical, Wk 16 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)										

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	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
Saturday 23/11/2024		Open Day Ad-Hoc Room Booking (Non Teaching), 08:30AM-01:30PM, Wk 16 Staff: Bytheway, Alexander; Lewis1, Richard; Morley, Elizabeth; SIM Rooms: B07; B08; B09; B10; B117 PC Room; B118 Lecture Theatre; B119 PC Room; B12 PC Room; B121 PC Room (CISCO); B13; B14; B15; B17; B18 Lecture Theatre; B19; B20; B21 Lecture Theatre; B22; B24; C12 Chemistry Lab; C14 Forensic Science Lab; CIB108a PC Room; CIB108b PC Room; CIB111 PC Room ; CIB18; CIB21 ; E1 CAD; E12; E2; E2A; E2B; E5; E6 PCT; E7 ; E9 Hangar; ELC Lecture Theatre A; ELC Lecture Theatre B; Health Simulation Centre - ICU/ED Simulation Space (HSC1); Health Simulation Centre - CCU Simulation Suite (HSC2); Health Simulation Centre - Private Ward (within HSC1); Health Simulation Centre - Reception; K - Biomechanics Lab; K01; K010 - Meeting Room (No AV); K011 - Meeting Room with coffee table (No AV); K012 - Meeting Room with coffee table (No AV); K013 - Teams Meeting Room ; K014 - Meeting Room with coffee table (No AV); K02; K04 - Teams Meeting Room; K05 - Observation Room; K06 - Meeting Room; K08 - Meeting Room ; K09 - Meeting Room; K101 - Independent Living Hub; K106 - Mock Theatre/Simbulance; K110 ; K116 ; K213; L100 Engineering; L101 (PC Room); L203 PC Room; L204 (Games)											

Room timetable - L204 (Games) (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
Mon 25/11/2024		Practical, Wk 17 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)					Practical, Wk 17 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tue 26/11/2024		Exam, 09:30AM-12:00PM, Wk 17 Module: NUR705 (Leading and Managing Nursing Care) Staff: Davis, Beccy Room: L204 (Games)					Practical, Wk 17 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 27/11/2024		Practical, Wk 17 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)				Practical, Wk 17 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thursday 28/11/2024					Group 3 - (Groups K-Q) Practical, Wk 17 Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)	Practical, Wk 17 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)							
Fri 29/11/2024			Practical, Wk 17 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)										

		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
Mon	02/12/2024		Practical, Wk 18 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)					Practical, Wk 18 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tue	03/12/2024							Practical, Wk 18 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
We	04/12/2024		Practical, Wk 18 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)				Practical, Wk 18 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thursday	05/12/2024					Group 3 - (Groups K-Q) Practical, Wk 18 Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)	Practical, Wk 18 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)							
Fri	06/12/2024			Practical, Wk 18 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)			Workshop (attendance required), Wk 18 Modules: EDS419 (Professional Learning Part 1) EDS620 (Professional Learning Part 1) Staff: Crighton, David Rooms: B08; L204 (Games)							

Room timetable - L204 (Games) (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		Practical, Wk 19 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)					Practical, Wk 19 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tuesday 10/12/2024							Practical, Wk 19 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 11/12/2024		Practical, Wk 19 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)				Practical, Wk 19 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thu 12/12/2024							Practical, Wk 19 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)						
Fri 13/12/2024			Practical, Wk 19 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)										

Room timetable - L204 (Games) (Wk 21, wk starting 23/12/2024)

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		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												

Room timetable - L204 (Games) (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												

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	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
Mon 06/01/2025		Practical, Wk 23 — Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)					Practical, Wk 23 — Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tue 07/01/2025							Practical, Wk 23 — Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 08/01/2025		Practical, Wk 23 — Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)				Practical, Wk 23 — Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thursday 09/01/2025					Group 3 - (Groups K-Q) Practical, Wk 23 — Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)	Practical, Wk 23 — Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)							
Fri 10/01/2025		Practical, Wk 23 — Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)											

	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
Mon 13/01/2025		Practical, Wk 24 Module: GME706 (Artificial Intelligence for Games) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)					Practical, Wk 24 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						
Tue 14/01/2025							Practical, Wk 24 Module: GME607 (Advanced Games Programming) Staff: Harker, Jack; Mcdonald-Dick, Matthew Room: L204 (Games)						
Wed 15/01/2025		Practical, Wk 24 Module: GME507 (Character Production for Game Engines) Staff: Povey, Daniella; Rowley, Rachel Room: L204 (Games)				Practical, Wk 24 Module: COM648 (Computability and Optimisation) Staff: Morris, Daren Room: L204 (Games)							
Thursday 16/01/2025					Group 3 - (Groups K-Q) Practical, Wk 24 Module: COM713 (Advanced Data Structures and Algorithm) Staff: Perera, Sahan; Teh, Phoey Room: L204 (Games)	Practical, Wk 24 Module: GME301 (Games Studies) Staff: Harker, Jack; Povey, Daniella Room: L204 (Games)							
Fri 17/01/2025			Practical, Wk 24 Module: GME509 (Games Programming) Staff: Harker, Jack Room: L204 (Games)										

	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 21/01/2025						In-Class Test, Wk 25 Module: NAD403 (Human Anatomy and Physiology) Staff: Davies, Vicky Rooms: L203 PC Room L204 (Games)							

	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
Mon 27/01/2025		Practical, Wk 26 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 26 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)								
Tue 28/01/2025						Practical, Wk 26 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 29/01/2025		Practical, Wk 26 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 30/01/2025						Practical, Wk 26 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 31/01/2025			Practical, Wk 26 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 26 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 26 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

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	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
Mon 03/02/2025		Practical, Wk 27 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 27 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)								
Tue 04/02/2025						Practical, Wk 27 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 05/02/2025		Practical, Wk 27 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 06/02/2025						Practical, Wk 27 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 07/02/2025			Practical, Wk 27 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 27 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 27 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

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	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
Mon 10/02/2025		Practical, Wk 28 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 28 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)								
Tue 11/02/2025						Practical, Wk 28 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 12/02/2025		Practical, Wk 28 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 13/02/2025						Practical, Wk 28 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 14/02/2025			Practical, Wk 28 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 28 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 28 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

CELCAT web publisher

	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
Mon 17/02/2025		Practical, Wk 29 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 29 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)								
Tue 18/02/2025						Practical, Wk 29 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 19/02/2025		Practical, Wk 29 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 20/02/2025						Practical, Wk 29 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 21/02/2025			Practical, Wk 29 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 29 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 29 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

CELCAT web publisher

	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
Mon 03/03/2025		Practical, Wk 31 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 31 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)								
Tue 04/03/2025						Practical, Wk 31 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 05/03/2025		Practical, Wk 31 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 06/03/2025						Practical, Wk 31 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 07/03/2025			Practical, Wk 31 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 31 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)		Group 2 Practical, 03:30PM-05:00PM, Wk 31 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)				

Room timetable - L204 (Games) (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
Mon	10/03/2025		Practical, Wk 32 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)			Practical, Wk 32 Module: GME603 (Game Industry Specialist) Staff: Harker, Jack Room: L204 (Games)								
Tue	11/03/2025					Practical, Wk 32 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)								
We	12/03/2025		Practical, Wk 32 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu	13/03/2025					Practical, Wk 32 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)								
Friday	14/03/2025			Practical, Wk 32 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 32 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 32 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					
Saturday	15/03/2025		Open Day Ad-Hoc Room Booking (Non Teaching), 08:30AM-01:30PM, Wk 32 Staff: Bytheway, Alexander; Lewis1, Richard; Morley, Elizabeth; SIM Rooms: B07; B08; B09; B10; B117 PC Room; B118 Lecture Theatre; B119 PC Room; B12 PC Room; B121 PC Room (CISCO); B13; B14; B15; B17; B18 Lecture Theatre; B19; B20; B21 Lecture Theatre; B22; B24; C12 Chemistry Lab; C14 Forensic Science Lab; CIB108a PC Room; CIB108b PC Room; CIB111 PC Room; ; CIB18; CIB21; E1 CAD; E12; E2; E2A; E2B; E5; E6 PCT; E7 ; E9 Hangar; ELC Lecture Theatre A; ELC Lecture Theatre B; Health Simuation Centre - ICU/ED Simulation Space (HSC1); Health Simulation Centre - CCU Simulation Suite (HSC2); Health Simulation Centre - Private Ward (within HSC1); Health Simulation Centre - Reception; K - Biomechanics Lab; K01; K02; K101 - Independent Living Hub; K106 - Mock Theatre/Simbulance; K110 ; K116 ; K213; L100 Engineering; L101 (PC Room); L203 PC Room; L204 (Games)											

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web publisher

	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
Mon 17/03/2025		Practical, Wk 33 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)											
Tue 18/03/2025						Practical, Wk 33 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 19/03/2025		Practical, Wk 33 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 20/03/2025						Practical, Wk 33 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 21/03/2025			Practical, Wk 33 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 33 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 33 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

	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
Mon 24/03/2025		Practical, Wk 34 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)											
Tue 25/03/2025						Practical, Wk 34 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 26/03/2025		Practical, Wk 34 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 27/03/2025						Practical, Wk 34 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 28/03/2025			Practical, Wk 34 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 34 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 34 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

Room timetable - L204 (Games) (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
Mon 31/03/2025			Practical, Wk 35 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)											
Tue 01/04/2025							Practical, Wk 35 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 02/04/2025			Practical, Wk 35 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 03/04/2025							Practical, Wk 35 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 04/04/2025				Practical, Wk 35 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 35 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 35 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

	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
Mon 07/04/2025		Practical, Wk 36 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)											
Tue 08/04/2025						Practical, Wk 36 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 09/04/2025		Practical, Wk 36 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 10/04/2025						Practical, Wk 36 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 11/04/2025			Practical, Wk 36 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 36 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 36 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

Room timetable - L204 (Games) (Wk 37, wk starting 14/04/2025)

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	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												

Room timetable - L204 (Games) (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												

	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
Mon 28/04/2025		Practical, Wk 39 Module: GME710 (Dynamic Environments and Surface Art) Staff: Povey, Daniella Room: L204 (Games)											
Tue 29/04/2025						Practical, Wk 39 Module: GME302 (Game Design Fundamentals) Staff: Povey, Daniella Room: L204 (Games)							
Wed 30/04/2025		Practical, Wk 39 Module: GME704 (Game Industry and Professional Enterprise) Staff: Harker, Jack Room: L204 (Games)											
Thu 01/05/2025						Practical, Wk 39 Module: GME408 (Character Design & Digital Sculpting) Staff: Povey, Daniella Room: L204 (Games)							
Friday 02/05/2025			Practical, Wk 39 Module: GME702 (Advanced Game Systems & Mechanics) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)				Group 1 Practical, 02:00PM-03:30PM, Wk 39 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)	Group 2 Practical, 03:30PM-05:00PM, Wk 39 Module: COM736 (Database Systems and Data Analytics) Staff: Perera, Sahan Rooms: L203 PC Room; L204 (Games)					

		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												
Friday	09/05/2025		Exam, 09:30AM-12:00PM, Wk 40 Module: SCI641 (Structural and Functional Biochemistry) Staff: Chaudhry, Amiya Room: L204 (Games)											

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	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
Saturday 17/05/2025		Applicant Day Ad-Hoc Room Booking (Non Teaching), 08:30AM-02:30PM, Wk 41 Staff: Bytheway, Alexander; Morley, Elizabeth; SIM Rooms: B07; B08; B09; B10; B117 PC Room; B118 Lecture Theatre; B119 PC Room; B12 PC Room; B121 PC Room (CISCO); B13; B14; B15; B17; B18 Lecture Theatre; B19; B20; B21 Lecture Theatre; B22; B24; C12 Chemistry Lab; C14 Forensic Science Lab; CIB108a PC Room; CIB108b PC Room; CIB111 PC Room; CIB18; CIB21 ; E1 CAD; E12; E2; E2A; E2B; E5; E6 PCT; E7 ; E9 Hangar; ELC Lecture Theatre A; ELC Lecture Theatre B; Health Simuation Centre - ICU/ED Simulation Space (HSC1); Health Simulation Centre - CCU Simulation Suite (HSC2); Health Simulation Centre - Private Ward (within HSC1); Health Simulation Centre - Reception; K - Biomechanics Lab; K01; K02; K101 - Independent Living Hub; K106 - Mock Theatre/Simbulance; K110 ; K116 ; K213; L100 Engineering; L101 (PC Room); L203 PC Room; L204 (Games)											

		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												

	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
Saturday 07/06/2025		Open Day Ad-Hoc Room Booking (Non Teaching), 08:30AM-01:30PM, Wk 44 Staff: Bytheway, Alexander; Lewis1, Richard; Morley, Elizabeth; SIM Rooms: B07; B08; B09; B10; B117 PC Room; B118 Lecture Theatre; B119 PC Room; B12 PC Room; B121 PC Room (CISCO); B13; B14; B15; B17; B18 Lecture Theatre; B19; B20; B21 Lecture Theatre; B22; B24; C12 Chemistry Lab; C14 Forensic Science Lab; CIB108a PC Room; CIB108b PC Room; CIB111 PC Room ; CIB18; CIB21 ; E1 CAD; E12; E2; E2A; E2B; E5; E6 PCT; E7 ; E9 Hangar; ELC Lecture Theatre A; ELC Lecture Theatre B; Health Simuation Centre - ICU/ED Simulation Space (HSC1); Health Simulation Centre - CCU Simulation Suite (HSC2); Health Simulation Centre - Private Ward (within HSC1); Health Simulation Centre - Reception; K - Biomechanics Lab; K01; K02; K101 - Independent Living Hub; K106 - Mock Theatre/Simbulance; K110 ; K116 ; K213; L100 Engineering; L101 (PC Room); L203 PC Room; L204 (Games)										

	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
Saturday 16/08/2025		Open Day Ad-Hoc Room Booking (Non Teaching), 08:30AM-01:30PM, Wk 2 Staff: Bytheway, Alexander; Lewis1, Richard; Morley, Elizabeth; SIM Rooms: B07; B08; B09; B10; B117 PC Room; B118 Lecture Theatre; B119 PC Room; B12 PC Room; B121 PC Room (CISCO); B13; B14; B15; B17; B18 Lecture Theatre; B19; B20; B21 Lecture Theatre; B22; B24; C12 Chemistry Lab; C14 Forensic Science Lab; CIB108a PC Room; CIB108b PC Room; CIB111 PC Room ; CIB18; CIB21 ; E1 CAD; E12; E2; E2A; E2B; E5; E6 PCT; E7 ; E9 Hangar; ELC Lecture Theatre A; ELC Lecture Theatre B; Health Simuation Centre - ICU/ED Simulation Space (HSC1); Health Simulation Centre - CCU Simulation Suite (HSC2); Health Simulation Centre - Private Ward (within HSC1); Health Simulation Centre - Reception; K - Biomechanics Lab; K01; K02; K101 - Independent Living Hub; K106 - Mock Theatre/Simbulance; K110 ; K116 ; K213; L100 Engineering; L101 (PC Room); L203 PC Room; L204 (Games)									

CELCAT web publisher

		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												