Wrexham University Academic Timetables

Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 7, wk starting 15/09/2025)

	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 15/09/2025		Welcome week commences on Monday 22nd September 2025 (Week 8) Induction, Wk 7											
Tu 16/09/2025													
We 17/09/2025													
Th 18/09/2025													
Fri 19/09/2025													
Sat 20/09/2025													
Su 21/09/2025													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 8, wk starting 22/09/2025)

	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
Monday 22/09/2025		Welcome to New Students Induction, Wk 8 Staff: Harker, Jack; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel Room: B21 Lecture Theatre	VC Welcome address to UG students Induction, Wk 8 Room: William Aston Hall			Games Welcome Q&A Induction, Wk 8 Staff: Harker, Jack; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel Room: B21 Lecture Theatre							
Tuesday 23/09/2025		Games Challenge Introduction, Digital Access to Briefings Induction, Wk 8 Staff: Harker, Jack; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel Room: CIB108 PC Room						Consent Training Mandatory Training, Wk 8					
						Student & Campus Life Online Induction, Wk 8 *https:// wxmuni. short.gy/ studentca mpuslife*							

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 8, wk starting 22/09/2025)

	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
Tuesday 23/09/2025			Health & Safety/ Library & Study Skills Online Induction, Wk 8 *https:// wxmuni. short.gy/ healthsafet ylibrary*			Welsh language opportuniti es at Wrexham University/ Cyfleon Cymraeg ym Mhrifysgol Wrecsam Online Induction, Wk 8 *https:// wxmuni. short.gy/ welshlang uage*							
Wed 24/09/2025			Games Challenge Workshop Induction, Wk 8 Staff: Harker, Jack; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel Room: CIB108 PC Room										

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 8, wk starting 22/09/2025)

	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
Wednesday 24/09/2025							Student Union talk Online Induction, 02:30PM-03:00PM, Wk 8 *https://wxmuni.short.gy/studentunion*						
Thursday 25/09/2025		Games Challenge Final Induction, Wk 8 Staff: Harker, Jack; Mcdonald-Dick, Matthew; Povey, Daniella; Rowley, Rachel Room: CIB108 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
Thu 25/09/2025				Fresher's Festival General University Event (optional), Wk 8 Room: Sport Centre (Hall)									
Friday 26/09/2025				Being Prepared for Your Studies - refer to Moodle Directed Study, 10:30AM-11:30AM, Wk 8									
Sat 27/09/2025													
Su 28/09/2025													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 9, wk starting 29/09/2025)

	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
Monday 29/09/2025		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 30/09/2025		Practical, Wk 9 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 9 Module: Self Directed Study							
Wednesday 01/10/2025		Practical, Wk 9 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 9 Module: Self Directed Study	Practical, Wk 9 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 9 Module: Self Directed Study				
Thu 02/10/2025		Self-Directed Study, Wk 9 Module: Self Directed Study				Self-Directed Study, Wk 9 Module: Self Directed Study							
Fri 03/10/2025		Self-Directed Study, Wk 9 Module: Self Directed Study				Self-Directed Study, Wk 9 Module: Self Directed Study							
Sat 04/10/2025													
Su 05/10/2025													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 10, wk starting 06/10/2025)

	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
Monday 06/10/2025		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; Rowley, Rachel — Room: CIB108 PC Room					
Tuesday 07/10/2025		Practical, Wk 10 — Module: GME411 (Game Asset Production) — Staff: Rowley, Rachel — Room: CIB108 PC Room				Self-Directed Study, Wk 10 — Module: Self Directed Study							
Wednesday 08/10/2025		Practical, Wk 10 — Module: GME407 (Game Design & Interaction) — Staff: Harker, Jack; Rowley, Rachel — Room: CIB108 PC Room				Self-Directed Study, Wk 10 — Module: Self Directed Study	Practical, Wk 10 — Module: GME412 (Programming Fundamentals) — Staff: Mcdonald-Dick, Matthew — Room: CIB108 PC Room		Self-Directed Study, Wk 10 — Module: Self Directed Study				
Thu 09/10/2025		Self-Directed Study, Wk 10 — Module: Self Directed Study				Self-Directed Study, Wk 10 — Module: Self Directed Study							
Fri 10/10/2025		Self-Directed Study, Wk 10 — Module: Self Directed Study				Self-Directed Study, Wk 10 — Module: Self Directed Study							
Sat 11/10/2025													
Su 12/10/2025													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 11, wk starting 13/10/2025)

	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
Monday 13/10/2025		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 14/10/2025		Practical, Wk 11 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room		Careers Fair General University Event (optional), Wk 11 Room: Catrin Finch Centre									
Wednesday 15/10/2025		Practical, Wk 11 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 11 Module: Self Directed Study	Practical, Wk 11 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 11 Module: Self Directed Study				
Thu 16/10/2025		Self-Directed Study, Wk 11 Module: Self Directed Study				Self-Directed Study, Wk 11 Module: Self Directed Study							
Fri 17/10/2025		Self-Directed Study, Wk 11 Module: Self Directed Study				Self-Directed Study, Wk 11 Module: Self Directed Study							
Sat 18/10/2025													
Su 19/10/2025													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 12, wk starting 20/10/2025)

	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
Monday 20/10/2025		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 21/10/2025		Practical, Wk 12 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 12 Module: Self Directed Study							
Wednesday 22/10/2025		Practical, Wk 12 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 12 Module: Self Directed Study	Practical, Wk 12 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 12 Module: Self Directed Study				
Thu 23/10/2025		Self-Directed Study, Wk 12 Module: Self Directed Study				Self-Directed Study, Wk 12 Module: Self Directed Study							
Fri 24/10/2025		Self-Directed Study, Wk 12 Module: Self Directed Study				Self-Directed Study, Wk 12 Module: Self Directed Study							
Sat 25/10/2025													
Su 26/10/2025													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 13, wk starting 27/10/2025)

	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
Monday 27/10/2025		Self-Directed Study, Wk 13 — Module: Self Directed Study						Practical, Wk 13 — Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room / Self-Directed Study, Wk 13 — Module: Self Directed Study					
Tue 28/10/2025		Self-Directed Study, Wk 13 — Module: Self Directed Study				Self-Directed Study, Wk 13 — Module: Self Directed Study							
Wednesday 29/10/2025		Practical, Wk 13 — Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room / Self-Directed Study, Wk 13 — Module: Self Directed Study											
Thu 30/10/2025		Self-Directed Study, Wk 13 — Module: Self Directed Study				Self-Directed Study, Wk 13 — Module: Self Directed Study							
Friday 31/10/2025		Self-Directed Study, Wk 13 — Module: Self Directed Study						Self-Directed Study, Wk 13 — Module: Self Directed Study					
Sat 01/11/2025													
Su 02/11/2025													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 14, wk starting 03/11/2025)

	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
Monday 03/11/2025		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; Rowley, Rachel — Room: CIB108 PC Room					
Tuesday 04/11/2025		Practical, Wk 14 — Module: GME411 (Game Asset Production) — Staff: Rowley, Rachel — Room: CIB108 PC Room				Self-Directed Study, Wk 14 — Module: Self Directed Study							
Wednesday 05/11/2025		Practical, Wk 14 — Module: GME407 (Game Design & Interaction) — Staff: Harker, Jack; Rowley, Rachel — Room: CIB108 PC Room				Self-Directed Study, Wk 14 — Module: Self Directed Study	Practical, Wk 14 — Module: GME412 (Programming Fundamentals) — Staff: Mcdonald-Dick, Matthew — Room: CIB108 PC Room		Self-Directed Study, Wk 14 — Module: Self Directed Study				
Thu 06/11/2025		Self-Directed Study, Wk 14 — Module: Self Directed Study				Self-Directed Study, Wk 14 — Module: Self Directed Study							
Fri 07/11/2025		Self-Directed Study, Wk 14 — Module: Self Directed Study				Self-Directed Study, Wk 14 — Module: Self Directed Study							
Sat 08/11/2025													
Su 09/11/2025													

	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
Monday 10/11/2025		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 11/11/2025		Practical, Wk 15 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 15 Module: Self Directed Study							
Wednesday 12/11/2025		Practical, Wk 15 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 15 Module: Self Directed Study	Practical, Wk 15 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 15 Module: Self Directed Study				
Thu 13/11/2025		Self-Directed Study, Wk 15 Module: Self Directed Study				Self-Directed Study, Wk 15 Module: Self Directed Study							
Fri 14/11/2025		Self-Directed Study, Wk 15 Module: Self Directed Study				Self-Directed Study, Wk 15 Module: Self Directed Study							
Sat 15/11/2025													
Su 16/11/2025													

	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
Monday 17/11/2025		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 18/11/2025		Practical, Wk 16 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 16 Module: Self Directed Study							
Wednesday 19/11/2025		Practical, Wk 16 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 16 Module: Self Directed Study	Practical, Wk 16 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 16 Module: Self Directed Study				
Thu 20/11/2025		Self-Directed Study, Wk 16 Module: Self Directed Study				Self-Directed Study, Wk 16 Module: Self Directed Study							
Fri 21/11/2025		Self-Directed Study, Wk 16 Module: Self Directed Study				Self-Directed Study, Wk 16 Module: Self Directed Study							
Sat 22/11/2025													
Su 23/11/2025													

	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
Monday 24/11/2025		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 25/11/2025		Practical, Wk 17 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 17 Module: Self Directed Study							
Wednesday 26/11/2025		Practical, Wk 17 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 17 Module: Self Directed Study	Practical, Wk 17 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 17 Module: Self Directed Study				
Thu 27/11/2025		Self-Directed Study, Wk 17 Module: Self Directed Study				Self-Directed Study, Wk 17 Module: Self Directed Study							
Fri 28/11/2025		Self-Directed Study, Wk 17 Module: Self Directed Study				Self-Directed Study, Wk 17 Module: Self Directed Study							
Sat 29/11/2025													
Su 30/11/2025													

	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
Monday 01/12/2025		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 02/12/2025		Practical, Wk 18 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 18 Module: Self Directed Study							
Wednesday 03/12/2025		Practical, Wk 18 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 18 Module: Self Directed Study	Practical, Wk 18 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 18 Module: Self Directed Study				
Thu 04/12/2025		Self-Directed Study, Wk 18 Module: Self Directed Study				Self-Directed Study, Wk 18 Module: Self Directed Study							
Fri 05/12/2025		Self-Directed Study, Wk 18 Module: Self Directed Study				Self-Directed Study, Wk 18 Module: Self Directed Study							
Sat 06/12/2025													
Su 07/12/2025													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 19, wk starting 08/12/2025)

	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
Monday 08/12/2025		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 09/12/2025		Practical, Wk 19 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 19 Module: Self Directed Study							
Wednesday 10/12/2025		Practical, Wk 19 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 19 Module: Self Directed Study	Practical, Wk 19 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 19 Module: Self Directed Study				
Thu 11/12/2025		Self-Directed Study, Wk 19 Module: Self Directed Study				Self-Directed Study, Wk 19 Module: Self Directed Study							
Fri 12/12/2025		Self-Directed Study, Wk 19 Module: Self Directed Study				Self-Directed Study, Wk 19 Module: Self Directed Study							
Sat 13/12/2025													
Su 14/12/2025													

	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 22/12/2025													
Tu 23/12/2025													
We 24/12/2025													
Th 25/12/2025	University is closed, Wk 21												
Fri 26/12/2025	University is closed, Wk 21												
Sat 27/12/2025	University is closed, Wk 21												
Su 28/12/2025	University is closed, Wk 21												

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 22, wk starting 29/12/2025)

	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 29/12/2025	University is closed, Wk 22												
Tu 30/12/2025	University is closed, Wk 22												
We 31/12/2025	University is closed, Wk 22												
Th 01/01/2026	University is closed, Wk 22												
Fri 02/01/2026													
Sat 03/01/2026													
Su 04/01/2026													

	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 05/01/2026		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 06/01/2026		Practical, Wk 23 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 23 Module: Self Directed Study							
Wednesday 07/01/2026		Practical, Wk 23 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 23 Module: Self Directed Study	Practical, Wk 23 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 23 Module: Self Directed Study				
Thu 08/01/2026		Self-Directed Study, Wk 23 Module: Self Directed Study				Self-Directed Study, Wk 23 Module: Self Directed Study							
Fri 09/01/2026		Self-Directed Study, Wk 23 Module: Self Directed Study				Self-Directed Study, Wk 23 Module: Self Directed Study							
Sat 10/01/2026													
Su 11/01/2026													

Wrexham University Academic Timetables

Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 24, wk starting 12/01/2026)

	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 12/01/2026		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; Rowley, Rachel Room: CIB108 PC Room					
Tuesday 13/01/2026		Practical, Wk 24 Module: GME411 (Game Asset Production) Staff: Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 24 Module: Self Directed Study							
Wednesday 14/01/2026		Practical, Wk 24 Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room				Self-Directed Study, Wk 24 Module: Self Directed Study	Practical, Wk 24 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 24 Module: Self Directed Study				
Thu 15/01/2026		Self-Directed Study, Wk 24 Module: Self Directed Study				Self-Directed Study, Wk 24 Module: Self Directed Study							
Fri 16/01/2026		Self-Directed Study, Wk 24 Module: Self Directed Study				Self-Directed Study, Wk 24 Module: Self Directed Study							
Sat 17/01/2026													
Su 18/01/2026													

Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 25, wk starting 19/01/2026)

	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 19/01/2026		Self-Directed Study, Wk 25 Module: Self Directed Study						Self-Directed Study, Wk 25 Module: Self Directed Study					
Tue 20/01/2026		Self-Directed Study, Wk 25 Module: Self Directed Study				Self-Directed Study, Wk 25 Module: Self Directed Study							
Wed 21/01/2026		Self-Directed Study, Wk 25 Module: Self Directed Study											
Thu 22/01/2026		Self-Directed Study, Wk 25 Module: Self Directed Study				Self-Directed Study, Wk 25 Module: Self Directed Study							
Friday 23/01/2026		Self-Directed Study, Wk 25 Module: Self Directed Study					Self-Directed Study, Wk 25 Module: Self Directed Study						
Sat 24/01/2026													
Su 25/01/2026													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 26, wk starting 26/01/2026)

	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 26/01/2026		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 — Room: CIB108 PC Room					
Tuesday 27/01/2026		Practical, Wk 26 — Module: GME406 (Games Technology) — Staff: Mcdonald-Dick, Matthew — Room: CIB111 PC Room				Self-Directed Study, Wk 26 — Module: Self Directed Study							
Wednesday 28/01/2026		Practical, Wk 26 — Module: GME405 (Game Environments and Narrative Design) — Staff: Mcdonald-Dick, Matthew — Room: CIB108 PC Room				Self-Directed Study, Wk 26 — Module: Self Directed Study	Practical, Wk 26 — Module: GME412 (Programming Fundamentals) — Staff: Mcdonald-Dick, Matthew — Room: CIB108 PC Room		Self-Directed Study, Wk 26 — Module: Self Directed Study				
Thu 29/01/2026		Self-Directed Study, Wk 26 — Module: Self Directed Study				Self-Directed Study, Wk 26 — Module: Self Directed Study							
Fri 30/01/2026		Self-Directed Study, Wk 26 — Module: Self Directed Study				Self-Directed Study, Wk 26 — Module: Self Directed Study							
Sat 31/01/2026													
Su 01/02/2026													

	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 02/02/2026		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 Room: CIB108 PC Room					
Tuesday 03/02/2026		Practical, Wk 27 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 27 Module: Self Directed Study							
Wednesday 04/02/2026		Practical, Wk 27 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 27 Module: Self Directed Study	Practical, Wk 27 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 27 Module: Self Directed Study				
Thu 05/02/2026		Self-Directed Study, Wk 27 Module: Self Directed Study				Self-Directed Study, Wk 27 Module: Self Directed Study							
Fri 06/02/2026		Self-Directed Study, Wk 27 Module: Self Directed Study				Self-Directed Study, Wk 27 Module: Self Directed Study							
Sat 07/02/2026													
Su 08/02/2026													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 28, wk starting 09/02/2026)

	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 09/02/2026		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 Room: CIB108 PC Room					
Tuesday 10/02/2026		Practical, Wk 28 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 28 Module: Self Directed Study							
Wednesday 11/02/2026		Practical, Wk 28 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 28 Module: Self Directed Study	Practical, Wk 28 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 28 Module: Self Directed Study				
Thu 12/02/2026		Self-Directed Study, Wk 28 Module: Self Directed Study				Self-Directed Study, Wk 28 Module: Self Directed Study							
Fri 13/02/2026		Self-Directed Study, Wk 28 Module: Self Directed Study				Self-Directed Study, Wk 28 Module: Self Directed Study							
Sat 14/02/2026													
Su 15/02/2026													

Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 29, wk starting 16/02/2026)

	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 16/02/2026		Self-Directed Study, Wk 29 Module: Self Directed Study						Self-Directed Study, Wk 29 Module: Self Directed Study					
Tue 17/02/2026		Self-Directed Study, Wk 29 Module: Self Directed Study				Self-Directed Study, Wk 29 Module: Self Directed Study							
Wed 18/02/2026		Self-Directed Study, Wk 29 Module: Self Directed Study											
Thu 19/02/2026		Self-Directed Study, Wk 29 Module: Self Directed Study				Self-Directed Study, Wk 29 Module: Self Directed Study							
Friday 20/02/2026		Self-Directed Study, Wk 29 Module: Self Directed Study					Self-Directed Study, Wk 29 Module: Self Directed Study						
Sat 21/02/2026													
Su 22/02/2026													

	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 23/02/2026		Self-Directed Study, Wk 30 Module: Self Directed Study				Self-Directed Study, Wk 30 Module: Self Directed Study		Practical, Wk 30 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Room: CIB108 PC Room					
Tuesday 24/02/2026		Practical, Wk 30 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 30 Module: Self Directed Study							
Wednesday 25/02/2026		Practical, Wk 30 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 30 Module: Self Directed Study	Practical, Wk 30 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 30 Module: Self Directed Study				
Thu 26/02/2026		Self-Directed Study, Wk 30 Module: Self Directed Study				Self-Directed Study, Wk 30 Module: Self Directed Study							
Fri 27/02/2026		Self-Directed Study, Wk 30 Module: Self Directed Study				Self-Directed Study, Wk 30 Module: Self Directed Study							
Sat 28/02/2026													
Su 01/03/2026													

	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 02/03/2026		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 Room: CIB108 PC Room					
Tuesday 03/03/2026		Practical, Wk 31 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 31 Module: Self Directed Study							
Wednesday 04/03/2026		Practical, Wk 31 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 31 Module: Self Directed Study	Practical, Wk 31 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 31 Module: Self Directed Study				
Thu 05/03/2026		Self-Directed Study, Wk 31 Module: Self Directed Study				Self-Directed Study, Wk 31 Module: Self Directed Study							
Fri 06/03/2026		Self-Directed Study, Wk 31 Module: Self Directed Study				Self-Directed Study, Wk 31 Module: Self Directed Study							
Sat 07/03/2026													
Su 08/03/2026													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 32, wk starting 09/03/2026)

	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 09/03/2026		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 Room: CIB108 PC Room					
Tuesday 10/03/2026		Practical, Wk 32 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 32 Module: Self Directed Study							
Wednesday 11/03/2026		Practical, Wk 32 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 32 Module: Self Directed Study	Practical, Wk 32 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 32 Module: Self Directed Study				
Thu 12/03/2026		Self-Directed Study, Wk 32 Module: Self Directed Study				Self-Directed Study, Wk 32 Module: Self Directed Study							
Fri 13/03/2026		Self-Directed Study, Wk 32 Module: Self Directed Study				Self-Directed Study, Wk 32 Module: Self Directed Study							
Sat 14/03/2026													
Su 15/03/2026													

	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 16/03/2026		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 Room: CIB108 PC Room					
Tuesday 17/03/2026		Practical, Wk 33 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 33 Module: Self Directed Study							
Wednesday 18/03/2026		Practical, Wk 33 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 33 Module: Self Directed Study	Practical, Wk 33 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 33 Module: Self Directed Study				
Thu 19/03/2026		Self-Directed Study, Wk 33 Module: Self Directed Study				Self-Directed Study, Wk 33 Module: Self Directed Study							
Fri 20/03/2026		Self-Directed Study, Wk 33 Module: Self Directed Study				Self-Directed Study, Wk 33 Module: Self Directed Study							
Sat 21/03/2026													
Su 22/03/2026													

	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 23/03/2026		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 Room: CIB108 PC Room					
Tuesday 24/03/2026		Practical, Wk 34 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 34 Module: Self Directed Study							
Wednesday 25/03/2026		Practical, Wk 34 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 34 Module: Self Directed Study	Practical, Wk 34 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 34 Module: Self Directed Study				
Thu 26/03/2026		Self-Directed Study, Wk 34 Module: Self Directed Study				Self-Directed Study, Wk 34 Module: Self Directed Study							
Fri 27/03/2026		Self-Directed Study, Wk 34 Module: Self Directed Study				Self-Directed Study, Wk 34 Module: Self Directed Study							
Sat 28/03/2026													
Su 29/03/2026													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 35, wk starting 30/03/2026)

	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 30/03/2026													
Tu 31/03/2026													
We 01/04/2026													
Th 02/04/2026													
Fri 03/04/2026	Bank Holiday University is closed, Wk 35												
Sat 04/04/2026	University is closed, Wk 35												
Su 05/04/2026	University is closed, Wk 35												

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 36, wk starting 06/04/2026)

	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 06/04/2026	Bank Holiday University is closed, Wk 36												
Tu 07/04/2026	University is closed, Wk 36												
We 08/04/2026													
Th 09/04/2026													
Fri 10/04/2026													
Sat 11/04/2026													
Su 12/04/2026													

	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 13/04/2026		Self-Directed Study, Wk 37 Module: Self Directed Study				Self-Directed Study, Wk 37 Module: Self Directed Study	Practical, Wk 37 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Room: CIB108 PC Room						
Tuesday 14/04/2026		Practical, Wk 37 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 37 Module: Self Directed Study							
Wednesday 15/04/2026		Practical, Wk 37 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 37 Module: Self Directed Study	Practical, Wk 37 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room	Self-Directed Study, Wk 37 Module: Self Directed Study					
Thu 16/04/2026		Self-Directed Study, Wk 37 Module: Self Directed Study				Self-Directed Study, Wk 37 Module: Self Directed Study							
Fri 17/04/2026		Self-Directed Study, Wk 37 Module: Self Directed Study				Self-Directed Study, Wk 37 Module: Self Directed Study							
Sat 18/04/2026													
Su 19/04/2026													

	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 20/04/2026		Self-Directed Study, Wk 38 Module: Self Directed Study				Self-Directed Study, Wk 38 Module: Self Directed Study		Practical, Wk 38 Module: GME404 (Game Industry & Agile Production) Staff: Harker, Jack Room: CIB108 PC Room					
Tuesday 21/04/2026		Practical, Wk 38 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 38 Module: Self Directed Study							
Wednesday 22/04/2026		Practical, Wk 38 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 38 Module: Self Directed Study	Practical, Wk 38 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 38 Module: Self Directed Study				
Thu 23/04/2026		Self-Directed Study, Wk 38 Module: Self Directed Study				Self-Directed Study, Wk 38 Module: Self Directed Study							
Fri 24/04/2026		Self-Directed Study, Wk 38 Module: Self Directed Study				Self-Directed Study, Wk 38 Module: Self Directed Study							
Sat 25/04/2026													
Su 26/04/2026													

	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 27/04/2026		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 Room: CIB108 PC Room					
Tuesday 28/04/2026		Practical, Wk 39 Module: GME406 (Games Technology) Staff: Mcdonald-Dick, Matthew Room: CIB111 PC Room				Self-Directed Study, Wk 39 Module: Self Directed Study							
Wednesday 29/04/2026		Practical, Wk 39 Module: GME405 (Game Environments and Narrative Design) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room				Self-Directed Study, Wk 39 Module: Self Directed Study	Practical, Wk 39 Module: GME412 (Programming Fundamentals) Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room		Self-Directed Study, Wk 39 Module: Self Directed Study				
Thu 30/04/2026		Self-Directed Study, Wk 39 Module: Self Directed Study				Self-Directed Study, Wk 39 Module: Self Directed Study							
Fri 01/05/2026		Self-Directed Study, Wk 39 Module: Self Directed Study				Self-Directed Study, Wk 39 Module: Self Directed Study							
Sat 02/05/2026													
Su 03/05/2026													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 40, wk starting 04/05/2026)

	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 04/05/2026	Bank Holiday University is closed, Wk 40												
Tue 05/05/2026		Self-Directed Study, Wk 40 Module: Self Directed Study				Self-Directed Study, Wk 40 Module: Self Directed Study							
Wed 06/05/2026		Self-Directed Study, Wk 40 Module: Self Directed Study											
Thu 07/05/2026		Self-Directed Study, Wk 40 Module: Self Directed Study				Self-Directed Study, Wk 40 Module: Self Directed Study							
Friday 08/05/2026		Self-Directed Study, Wk 40 Module: Self Directed Study					Self-Directed Study, Wk 40 Module: Self Directed Study						
Sat 09/05/2026													
Su 10/05/2026													

	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 11/05/2026		Self-Directed Study, Wk 41 Module: Self Directed Study						Self-Directed Study, Wk 41 Module: Self Directed Study					
Tue 12/05/2026		Self-Directed Study, Wk 41 Module: Self Directed Study				Self-Directed Study, Wk 41 Module: Self Directed Study							
Wed 13/05/2026		Self-Directed Study, Wk 41 Module: Self Directed Study											
Thu 14/05/2026		Self-Directed Study, Wk 41 Module: Self Directed Study				Self-Directed Study, Wk 41 Module: Self Directed Study							
Friday 15/05/2026		Self-Directed Study, Wk 41 Module: Self Directed Study					Self-Directed Study, Wk 41 Module: Self Directed Study						
Sat 16/05/2026													
Su 17/05/2026													

	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 25/05/2026	Bank Holiday University is closed, Wk 43												
Tu 26/05/2026													
We 27/05/2026													
Th 28/05/2026													
Fri 29/05/2026													
Sat 30/05/2026													
Su 31/05/2026													

Wrexham University Academic Timetables
Group timetable - BSc (Hons) Computer Game Development - Year 1 - Full Time (Wk 5, wk starting 31/08/2026)

	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 31/08/2026	Bank Holiday University is closed, Wk 5												
Tu 01/09/2026													
We 02/09/2026													
Th 03/09/2026													
Fri 04/09/2026													
Sat 05/09/2026													
Su 06/09/2026													