# Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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
<b>Mo</b> 22/09/2025													
Tuesday 23/09/2025								Consent Training Mandatory Training, Wk 8					
<b>We</b> 24/09/2025													
<b>Th</b> 25/09/2025													
<b>Fri</b> 26/09/2025													
<b>Sat</b> 27/09/2025													
<b>Su</b> 28/09/2025													

# Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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		Programmi	I <u>E607 (Adva</u> ng) er, Jack; Mcc	nced Games	Practical, V Module: GN (Game Indu Specialist) Staff: Hark Room: L204	<u>lE603</u> istry er, Jack	Self-Directe 9 Module: Se Study	ed Study, Wh					
<b>Tue</b> 30/09/2025			d Study, Wh				ed Study, Wk f Directed Stu						
Wed 01/10/2025			elf-Directed Study, Wk 9 bodule: Self Directed Study elf-Directed Study, Wk 9										
<b>Thu</b> 02/10/2025			•				ed Study, Wk f Directed Stu						
Friday 03/10/2025		Module: Self Directed Study  Self-Directed Study, Wk 9  Module: Self Directed Study  Self-Directed Study, Wk 9  Module: Self Directed Study  Self-Directed Study, Wk 9  Module: Self Directed Study  Module: Self Directed Study			Practical, V Module: GM (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB	1E604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced J Production a Technical A Staff: Rowle Room: CIB1 Room	I <u>E601</u> Asset and .rt) y, Rachel				
<b>Sat</b> 04/10/2025													
<b>Su</b> 05/10/2025													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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	Programm	ME607 (Advai ing) er, Jack; Mcc		Practical, V Module: GN (Game Indu Specialist) Staff: Hark Room: L20	<u>1E603</u> ustry er, Jack	Self-Directed 10 Module: Sel Study	f Directed					
Tue 07/10/2025		ed Study, Wk				ed Study, Wk If Directed Stu						
Wed 08/10/2025		ed Study, Wk										
7hu 09/10/2025		ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 10/10/2025	Self-Director 10 Module: Se Study	ed Study, Wi		Practical, V Module: GN (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB	1E604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Production Technical A Staff: Rowle Room: CIB	1E601 Asset and urt) ey, Rachel				
Sat												
Su 12/10/2025												

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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		Programmi	<u>1E607 (Adva</u> ng) er, Jack; Mcc	nced Games donald-Dick,	Practical, \\ Module: GN \\ (Game Indu \\ Specialist) \\ Staff: Hark \\ Room: L20	<u>//E603</u> ustry er, Jack	Self-Directe 11 Module: Se Study	ed Study, Wh					
Tuesday 14/10/2025			Careers F General U Wk 11 Room: Ca Self-Directed Study, Wk 11 Module: Self Directed Study			t (optional),							
Wed 15/10/2025		Self-Directed Study, Wk 11  Module: Self Directed Study  Self-Directed Study, Wk 11											
<b>Thu</b> 16/10/2025		Module: Self Directed Study  Self-Directed Study, Wk 11  Module: Self Directed Study					ed Study, Wk If Directed Stu						
Friday 17/10/2025		Module: Self Directed Study  Self-Directed Study, Wk 11			Practical, \\ Module: GN (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB Room	ME604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced A Production a Technical A Staff: Rowle Room: CIB1 Room	1 <u>E601</u> Asset and urt) ey, Rachel				
<b>Sat</b> 18/10/2025													
<b>Su</b> 19/10/2025													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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		Programmi	ME607 (Adva ing) er, Jack; Mcc		Practical, Nodule: GN (Game Indu Specialist) Staff: Hark Room: L20	<u>IE603</u> ustry er, Jack	Self-Directed 12 Module: Sel Study	ed Study, Wi					
<b>Tue</b> 21/10/2025			ed Study, Wk				ed Study, Wk If Directed Stu						
Wed 22/10/2025			ed Study, Wk										
<b>Thu</b> 23/10/2025			ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 24/10/2025		Self-Director 12 Module: Se Study	ed Study, Wi		Practical, Nodule: GN (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB: Room	ME604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Production Technical A Staff: Rowle Room: CIB	<u>1E601</u> Asset and vrt) ey, Rachel				
<b>Sat</b> 25/10/2025													
<b>Su</b> 26/10/2025													

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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		Programmi Staff: Hark Matthew Room: L20	ME607 (Advaing) er, Jack; Mcc	lonald-Dick,	Practical, V Module: GN (Game Indu Specialist) Staff: Hark Room: L204	1 <u>E603</u> ıstry er, Jack		Self-Directed 13  Module: Sel Study	ed Study, Wi				
<b>Tue</b> 28/10/2025			ed Study, Wk If Directed Stu				ed Study, Wk If Directed Stu						
Wed 29/10/2025			ed Study, Wk If Directed Stu										
<b>Thu</b> 30/10/2025			ed Study, Wk				ed Study, Wk						
Friday 31/10/2025		Self-Director 13 Module: Se Study	ed Study, What		Practical, V Module: GN (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB	ner, Jack; Dick, Dick,	Self-Directed 13 Module: Sel Study	d Study, Wi					
<b>Sat</b> 01/11/2025													
<b>Su</b> 02/11/2025													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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		Programmi	ME607 (Adva ing) er, Jack; Mcc		Practical, \\ Module: GN (Game Indu Specialist) Staff: Hark Room: L20	<u>IE603</u> ustry er, Jack	Self-Directed 14  Module: Sel Study	d Study, Wh					
<b>Tue</b> 04/11/2025			ed Study, Wk				ed Study, Wk						
Wed 05/11/2025			ed Study, Wk										
<b>Thu</b> 06/11/2025			ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 07/11/2025		Self-Director 14 Module: Se Study	ed Study, Wi		Practical, \\ Module: GN (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB: Room	1E604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Production Technical A Staff: Rowle Room: CIB1 Room	<u>1E601</u> Asset and vrt) ey, Rachel				
<b>Sat</b> 08/11/2025													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 15, wk starting 10/11/2025)

	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		<u>Programmi</u>	ME607 (Advaing) er, Jack; Mcc				Self-Directe 15 Module: Sel Study	d Study, Wh					
<b>Tue</b> 11/11/2025			ed Study, Wk If Directed Stu				ed Study, Wk If Directed Stu						
Wed 12/11/2025			ed Study, Wk										
<b>Thu</b> 13/11/2025			ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 14/11/2025		Self-Director 15 Module: Se Study	ed Study, Wh		Practical, V Module: GM (Project) Staff: Harke Mcdonald-E Matthew; Ro Rachel Room: CIB	1E604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Production Technical A Staff: Rowle Room: CIB	1E601 Asset and urt) ey, Rachel				
<b>Sat</b> 15/11/2025													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 16, wk starting 17/11/2025)

	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		Programmii	I <u>E607 (Adva</u> ng) er, Jack; Mcc	nced Games donald-Dick,			Self-Directe 16 Module: Se Study	ed Study, Wh					
<b>Tue</b> 18/11/2025			lodule: Self Directed Study elf-Directed Study, Wk 16				ed Study, Wk f Directed Stu						
Wed 19/11/2025													
<b>Thu</b> 20/11/2025			Self-Directed Study, Wk 16 Module: Self Directed Study Self-Directed Study, Wk 16 Module: Self Directed Study Self-Directed Study, Wk.				ed Study, Wk f Directed Stu						
Friday 21/11/2025		Self-Directe 16 Module: Sel Study	Ť		Practical, V Module: GM (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB	1E604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced of Production of Technical A Staff: Rowle Room: CIB1 Room	I <u>E601</u> Asset and rt) y, Rachel				
<b>Sat</b> 22/11/2025													
<b>Su</b> 23/11/2025													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 17, wk starting 24/11/2025)

	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 17 Module: Se Study	ed Study, What					
<b>Tue</b> 25/11/2025			ed Study, Wk				ed Study, Wk						
Wed 26/11/2025			ed Study, Wk										
<b>Thu</b> 27/11/2025			ed Study, Wk				ed Study, Wk						
Friday 28/11/2025		Self-Directo 17 Module: Se Study	ed Study, Wi		Practical, V Module: GM (Project) Staff: Harke Mcdonald-E Matthew; Ro Rachel Room: CIB1	IE604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced of Production of Technical A Staff: Rowle Room: CIB1 Room	1E601 Asset and urt) ey, Rachel				
<b>Sat</b> 29/11/2025													
<b>Su</b> 30/11/2025													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 18, wk starting 01/12/2025)

	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 01/12/2025							Self-Directe 18 Module: Se Study	d Study, Wh					
<b>Tue</b> 02/12/2025			ed Study, Wk				ed Study, Wk						
Wed 03/12/2025			ed Study, Wk										
<b>Thu</b> 04/12/2025			ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 05/12/2025		Self-Director 18 Module: Se Study	ed Study, Wi		Practical, V Module: GM (Project) Staff: Harke Mcdonald-D Matthew; Ro Rachel Room: CIB1	IE604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced of Production of Technical A Staff: Rowle Room: CIB1 Room	1E601 Asset and urt) ey, Rachel				
<b>Sat</b> 06/12/2025													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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-Directe 19 Module: Se Study	ed Study, What					
<b>Tue</b> 09/12/2025			ed Study, Wk				ed Study, Wk						
Wed 10/12/2025			ed Study, Wk										
<b>Thu</b>			ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 12/12/2025		Self-Director 19 Module: Se Study	ed Study, What		Practical, V Module: GM (Project) Staff: Harke Mcdonald-E Matthew; Ro Rachel Room: CIB1	IE604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Production Technical A Staff: Rowle Room: CIB*	1E601 Asset and urt) ey, Rachel				
<b>Sat</b> 13/12/2025													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 21, wk starting 22/12/2025)

	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
<b>Mo</b> 22/12/2025													
<b>Tu</b> 23/12/2025													
<b>We</b> 24/12/2025													
<b>Th</b>	University is	s closed, Wk	21				1		1	1	1	1	
<b>Fri</b> 26/12/2025 2	University is	s closed, Wk	21				<u> </u>					<u> </u>	
Sat	University is	s closed, Wk	21										
27/7													
<b>Su</b>	University is	s closed, Wk	21										
28/:													

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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
<b>Mo</b> 29/12/2025	University is	s closed, Wk	22	1	ı	1	ı		ı	1	1	<u>'</u>	
<b>Tu</b> 30/12/2025	University is	s closed, Wk	22										
<b>We</b> 31/12/2025	University is	s closed, Wk	22										
(7)													
<b>Th</b>	University is	s closed, Wk	22										
<b>Fri</b> 02/01/2026													
<b>Sat</b> 03/01/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 23, wk starting 05/01/2026)

	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							23	ed Study, W					
							Module: Se Study	f Directed					
<b>Tue</b> 06/01/2026			ed Study, Wk				ed Study, Wk						
Wed 07/01/2026			ed Study, Wk										
<b>Thu</b> 08/01/2026			ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 09/01/2026		Self-Directo 23 Module: Se Study	ed Study, Wi		Practical, V Module: GN (Project) Staff: Harki Mcdonald-E Matthew; Ro Rachel Room: CIB'	ner, Jack; Dick, Dick,		Practical, V Module: GN (Advanced of Production Technical A Staff: Rowle Room: CIB** Room	I <u>E601</u> Asset and rt) y, Rachel				
<b>Sat</b> 10/01/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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-Directe 24 Module: Sel Study	ed Study, Wh					
<b>Tue</b> 13/01/2026			ed Study, Wk				ed Study, Wk						
Wed 14/01/2026			ed Study, Wk f Directed Stu										
<b>Thu</b> 15/01/2026		1	ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 16/01/2026		Self-Directe 24 Module: Se Study	ed Study, Wi		Practical, V Module: GM (Project) Staff: Harke Mcdonald-D Matthew; Ro Rachel Room: CIB1	IE604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced Production Technical A Staff: Rowle Room: CIB* Room	1E601 Asset and urt) ey, Rachel				
<b>Sat</b> 17/01/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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			ed Study, Wk					Self-Directe 25 Module: Se Study	ed Study, Wi				
<b>Tue</b> 20/01/2026			ed Study, Wk				ed Study, Wk						
Wed 21/01/2026			ed Study, Wk If Directed Stu										
<b>Thu</b> 22/01/2026			ed Study, Wk				ed Study, Wk						
Friday 23/01/2026		Self-Directo 25 Module: Se Study	ed Study, Wi				Self-Directe 25 Module: Se Study	ed Study, Wi	5				
<b>Sat</b> 24/01/2026													
<b>Su</b> 25/01/2026													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 26, wk starting 26/01/2026)

30	8:00AM	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-Directe 26 Module: Se Study	ed Study, Wh		Practical, Nodule: GN (Game Induspecialist) Staff: Hark Room: L20	<u>//E603</u> ustry er, Jack	Self-Directe 26 Module: Sel Study	ed Study, Wh					
<b>Tue</b> 27/01/2026			ed Study, Wk If Directed Stu				ed Study, Wk If Directed Stu						
Wed 28/01/2026			ed Study, Wk If Directed Stu										
<b>Thu</b> 29/01/2026			ed Study, Wk If Directed Stu				ed Study, Wk						
Friday 30/01/2026		Self-Directe 26 Module: Se Study	ed Study, What	Practical, V Module: GM (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB	ME604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Design and Engagemer Staff: Rowle Room: CIB1 Room	I <u>E602</u> Game <u>User</u> it) y, Rachel					
<b>Sat</b> 31/01/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 27, wk starting 02/02/2026)

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-Directe 27 Module: Se Study	ed Study, Wh		Practical, \\ Module: GN (Game Industrial) Specialist) Staff: Hark Room: L20	<u>//E603</u> ustry er, Jack	Self-Directe 27 Module: Sel Study	ed Study, Wi					
Tue 03/02/2026		ed Study, Wk If Directed Stu				ed Study, Wk						
Wed 04/02/2026		ed Study, Wk If Directed Stu										
Thu 05/02/2026		ed Study, Wk If Directed Stu				ed Study, Wk						
Friday 06/02/2026	Self-Directe 27 Module: Se Study	ed Study, What	Practical, V Module: GN (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB:	ME604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced Design and Engagemer Staff: Rowle Room: CIB1 Room	I <u>E602</u> Game <u>User</u> nt) ey, Rachel					
Sat												
Su 08/02/2026												

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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-Directe 28 Module: Sel Study	ed Study, Wh		Practical, Module: GN (Game Indo Specialist) Staff: Hark Room: L20	ME603 ustry er, Jack	Self-Directe 28 Module: Se Study	ed Study, Wh					
<b>Tue</b> 10/02/2026			ed Study, Wk f Directed Stu				ed Study, Wk If Directed Stu						
Wed 11/02/2026			elf-Directed Study, Wk 28 lodule: Self Directed Study elf-Directed Study elf-Directed Study, Wk 28 lodule: Self Directed Study										
<b>Thu</b> 12/02/2026			-				ed Study, Wk						
Friday 13/02/2026		Self-Directe 28 Module: Sel Study	ed Study, Wi	Practical, V Module: GM (Project) Staff: Harke Mcdonald-E Matthew; Ro Rachel Room: CIB1	nE604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Design and Engagemen Staff: Rowle Room: CIB	1 <u>E602</u> Game <u>User</u> ot) ey, Rachel					
<b>Sat</b> 14/02/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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			ed Study, Wk					Self-Directe 29 Module: Se Study	ed Study, Wi				
<b>Tue</b>			ed Study, Wk				ed Study, Wk						
Wed 18/02/2026			ed Study, Wk If Directed Stu										
<b>Thu</b> 19/02/2026			ed Study, Wk				ed Study, Wk						
Friday 20/02/2026		Self-Directo 29 Module: Se Study	ed Study, Wi				Self-Directe 29 Module: Se Study	d Study, Wi					
<b>Sat</b> 21/02/2026													
<b>Su</b> 22/02/2026													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 30, wk starting 23/02/2026)

08:0	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-Directe 30 Module: Se Study	ed Study, Wh		Practical, \\ Module: GN (Game Indu Specialist) Staff: Hark Room: L20	<u>//E603</u> ustry er, Jack	Self-Directe 30 Module: Sel Study	ed Study, Wh					
<b>Tue</b> 24/02/2026			ed Study, Wk f Directed Stu				ed Study, Wk If Directed Stu						
Wed 25/02/2026			ed Study, Wk f Directed Stu										
<b>Thu</b> 26/02/2026			ed Study, Wk f Directed Stu				ed Study, Wk						
Friday 27/02/2026		Self-Directe 30 Module: Se Study	ed Study, What	Practical, V Module: GM (Project) Staff: Hark Mcdonald-I Matthew; Ro Rachel Room: CIB	1E604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced Design and Engagemer Staff: Rowle Room: CIB1 Room	I <u>E602</u> Game <u>User</u> it) y, Rachel					
Sat													
<b>Su</b> 01/03/2026													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 31, wk starting 02/03/2026)

	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-Directe 31 Module: Sel Study	ed Study, Wh		Practical, Nodule: GN (Game Induspecialist) Staff: Hark Room: L20	ME603 ustry er, Jack	Self-Directe 31 Module: Se Study	ed Study, Wh					
<b>Tue</b> 03/03/2026			elf-Directed Study, Wk 31 odule: Self Directed Study elf-Directed Study, Wk 31 odule: Self Directed Study				ed Study, Wk If Directed Stu						
Wed 04/03/2026			elf-Directed Study, Wk 31										
<b>Thu</b> 05/03/2026			•				ed Study, Wk						
Friday 06/03/2026		Self-Directe 31 Module: Sel Study	d Study, Who	Practical, V Module: GM (Project) Staff: Harke Mcdonald-D Matthew; Ro Rachel Room: CIB1	IE604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Design and Engagemer Staff: Rowle Room: CIB'	IE602 Game User nt) ey, Rachel					
Sat 07/03/2026			Matthew; Rachel Room: <u>C</u>										
<b>Su</b> 08/03/2026													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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-Directe 32 Module: Sel Study	ed Study, Wh		Practical, 'Module: GI (Game Ind Specialist) Staff: Hark Room: L20	<u>ME603</u> ustry	Self-Directe 32 Module: Se Study	ed Study, Wh					
<b>Tue</b> 10/03/2026			•				ed Study, Wk f Directed Stu						
Wed			-										
<b>Thu</b> 12/03/2026			-				ed Study, Wk						
Friday 13/03/2026		Self-Directed Study, Wk 32 Module: Self Directed Study  Practical Module: (Project Staff: H Mcdonal Matthew Rachel Room: (Room)			IE604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced Design and Engagemer Staff: Rowle Room: CIB	1 <u>E602</u> Game <u>User</u> ot) ey, Rachel					
<b>Sat</b> 14/03/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 33, wk starting 16/03/2026)

	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-Directe 33 Module: Se Study	ed Study, Wh				Self-Directe 33 Module: Sel Study	d Study, Wh					
<b>Tue</b>			ed Study, Wk				ed Study, Wk						
Wed 18/03/2026			ed Study, Wk If Directed Stu										
<b>Thu</b> 19/03/2026			ed Study, Wk				ed Study, Wk						
Friday 20/03/2026		Self-Directe 33 Module: Se Study	ed Study, Wi	Practical, V Module: GM (Project) Staff: Harke Mcdonald-I Matthew; Ro Rachel Room: CIB	1E604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced Design and Engagemer Staff: Rowle Room: CIB1 Room	I <u>E602</u> Game <u>User</u> i <u>t</u> ) y, Rachel					
<b>Sat</b> 21/03/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 34, wk starting 23/03/2026)

	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-Directe 34 Module: Sel Study	ed Study, Wh				Self-Directe 34 Module: Se Study	d Study, Wh					
<b>Tue</b> 24/03/2026			ed Study, Wk f Directed Stu				ed Study, Wk f Directed Stu						
Wed 25/03/2026			ed Study, Wk f Directed Stu										
<b>Thu</b> 26/03/2026			-				ed Study, Wk f Directed Stu						
Friday 27/03/2026		Self-Directed Study, Wk 34  Module: Self Directed Study  Self-Directed Study, WI: 34  Module: Self Directed Study  Module: GME604 (Project) Staff: Harker, Jack Mcdonald-Dick, Matthew; Rowley, Rachel Room: CIB108 PC Room					Practical, V Module: GM (Advanced Design and Engagemer Staff: Rowle Room: CIB* Room	IE602 Game User it) y, Rachel					
<b>Sat</b> 28/03/2026													
<b>Su</b> 29/03/2026													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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
<b>Mo</b>													
<b>Tu</b> 31/03/2026													
<b>We</b> 01/04/2026													
<b>Th</b>													
<b>Fri</b> 03/04/2026	Bank Holida University is	y s closed, Wk	35	1	1	1		1	1	1	1	ı	
<b>Sat</b> 04/04/2026	University is	s closed, Wk	35	'		1	'	1					
<b>Su</b> 05/04/2026	University is	s closed, Wk	35										
05/													

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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
<b>Mo</b> 06/04/2026	Bank Holida University is	y s closed, Wk	36		1			'	1		1		
<b>Tu</b>	University is	s closed, Wk	36										
<b>We</b> 08/04/2026													
<b>Th</b>													
<b>Fri</b> 10/04/2026													
<b>Sat</b> 11/04/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 37, wk starting 13/04/2026)

	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-Directe 37 Module: Se Study	ed Study, Wh				Self-Directe 37 Module: Sel Study	d Study, Wh					
<b>Tue</b> 14/04/2026			ed Study, Wk				ed Study, Wk						
Wed 15/04/2026			ed Study, Wk If Directed Stu										
<b>Thu</b> 16/04/2026			ed Study, Wk If Directed Stu				ed Study, Wk If Directed Stu						
Friday 17/04/2026		Self-Directe 37 Module: Se Study	ed Study, Wi	Practical, V Module: GM (Project) Staff: Harke Mcdonald-I Matthew; Ro Rachel Room: CIB	1E604 er, Jack; Dick, owley,		Practical, V Module: GM (Advanced Design and Engagemer Staff: Rowle Room: CIB1 Room	I <u>E602</u> Game <u>User</u> it) y, Rachel					
<b>Sat</b> 18/04/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 38, wk starting 20/04/2026)

	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-Directe 38 Module: Sel Study	ed Study, What				Self-Directe 38 Module: Se Study	d Study, Wh					
<b>Tue</b> 21/04/2026			ed Study, Wk f Directed Stu				ed Study, Wk						
Wed 22/04/2026			ed Study, Wk f Directed Stu										
<b>Thu</b> 23/04/2026			•				ed Study, Wk f Directed Stu						
Friday 24/04/2026		Self-Directed Study, Wk 38  Module: Self Directed Study  Self-Directed Study, Wi 38  Module: Self Directed Study  Module: GME604 (Project) Staff: Harker, Jack Mcdonald-Dick, Matthew; Rowley, Rachel Room: CIB108 PC Room					Practical, V Module: GM (Advanced Design and Engagemer Staff: Rowle Room: CIB <sup>2</sup> Room	I <u>E602</u> Game <u>User</u> it) y, Rachel					
<b>Sat</b> 25/04/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 39, wk starting 27/04/2026)

	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-Directe 39 Module: Sel Study	ed Study, What				Self-Directe 39 Module: Se Study	d Study, Wit					
<b>Tue</b> 28/04/2026			ed Study, Wk f Directed Stu				ed Study, Wk f Directed Stu						
Wed 29/04/2026			ed Study, Wk f Directed Stu										
<b>Thu</b> 30/04/2026			ed Study, Wk f Directed Stu				ed Study, Wk f Directed Stu						
Friday 01/05/2026		Self-Directe 39 Module: Sel Study	ed Study, Wi	Practical, V Module: GM (Project) Staff: Harke Mcdonald-D Matthew; Ro Rachel Room: CIB1	IE604 er, Jack; Dick, owley,		Practical, V Module: GN (Advanced Design and Engagemer Staff: Rowle Room: CIB* Room	I <u>E602</u> Game <u>User</u> i <u>t</u> ) y, Rachel					
<b>Sat</b> 02/05/2026													
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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
<b>Mo</b> 04/05/2026	Bank Holida University is	y s closed, Wk	40				'	'		•			
<b>Tue</b> 05/05/2026			ed Study, Wk If Directed St				ed Study, Wk						
Wed 06/05/2026		Self-Directed Study, Wk 40 Module: Self Directed Study Self-Directed Study, Wk 40											
<b>Thu</b> 07/05/2026			-				ed Study, Wk If Directed Stu						
Friday 08/05/2026	Self-Directed Study, WI: 40 Module: Self Directed Study						Self-Directe 40 Module: Se Study	ed Study, Wi					
<b>Sat</b> 09/05/2026		Study											
<b>Su</b>													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 41, wk starting 11/05/2026)

	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			ed Study, Wk					41	ed Study, W				
								Module: Se Study	If Directed				
<b>Tue</b> 12/05/2026			ed Study, Wk				ed Study, Wk						
		Module: Se	If Directed Stu	udy		Module: Se	If Directed Stu	ıdy					
Wed 13/05/2026			ed Study, Wk If Directed Stu										
<b>Thu</b> 14/05/2026			ed Study, Wk				ed Study, Wk						
Friday 15/05/2026		Self-Directe 41	ed Study, Wł	(			Self-Directe	ed Study, Wł	(				
		Module: Se Study	elf Directed				Module: Se Study	If Directed					
<b>Sat</b> 16/05/2026													
<b>Su</b>													

Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - Full Time (Wk 43, wk starting 25/05/2026)

	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
<b>Mo</b> 25/05/2026	Bank Holida University is	ly s closed, Wk	43		1								
<b>Tu</b> 26/05/2026													
<b>We</b> 27/05/2026													
<b>Th</b> 28/05/2026													
<b>Fri</b> 29/05/2026													
<b>Sat</b> 30/05/2026													
<b>Su</b> 31/05/2026													

#### Group timetable - BSc (Hons) Computer Game Development (with Industr - Year 4 - 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
<b>Mo</b> 31/08/2026	Bank Holida University is	y s closed, Wk	5										
<b>Tu</b>													
We 02/09/2026													
<b>Th</b> 03/09/2026													
<b>Fri</b> 04/09/2026													
<b>Sat</b> 05/09/2026													
<b>Su</b>													