## Wrexham University Academic Timetables Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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 w Induction, \	veek commei Wk 7	nces on Mon	day 22nd Se	eptember 202	25 (Week 8)						
<b>Tu</b>													
We 17/09/2025													
<b>Th</b> 18/09/2025													
<b>Fri</b> 19/09/2025													
<b>Sat</b> 20/09/2025													
<b>Su</b> 21/09/2025													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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				Games Welcome Q&A Induction, Wk 8 Staff: Harker, Jack; Mcdonald- Dick, Matthew; Povey, Daniella; Rowley, Rachel Room: B21 Lecture Theatre							
<b>Tue</b> 23/09/2025		Induction, Wk 8	s ack; Mcdonald-Di	Digital Access to E	-	ley, Rachel							
Wed 24/09/2025			Games Challe Induction, Wk Staff: Harker, J Room: <u>CIB108</u>	8 ack; Mcdonald-Did	ck, Matthew; Pov	ey, Daniella; Rowl	ey, Rachel						
Thu 25/09/2025		Games Challen Induction, Wk 8 Staff: Harker, Ja Povey, Daniella; Room: CIB108	ack; Mcdonald-D Rowley, Rachel	ick, Matthew;									
<b>Fri</b> 26/09/2025													
<b>Sat</b> 27/09/2025													
<b>Su</b> 28/09/2025													

## Wrexham University Academic Timetables Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	IE404 stry & Agile er, Jack; chel				
<b>Tu</b>													
Wed 01/10/2025		Interaction) Staff: Harke	Vk 9 IE407 (Game er, Jack; Row I08 PC Roor	rley, Rachel									
Thursday 02/10/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	IE409 orkshop) , Daniella										
<b>Fri</b> 03/10/2025													
<b>Sat</b> 04/10/2025													
<b>Su</b> 05/10/2025													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	IE404 estry & Agile er, Jack; chel				
<b>Tu</b> 07/10/2025													
Wed 08/10/2025		Practical, Wk 10  Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rache Room: CIB108 PC Room  Practical, Wk 10											
Thursday 09/10/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	I <u>E409</u> rkshop) , Daniella										
<b>Fri</b> 10/10/2025													
<b>Sat</b>													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	IE404 stry & Agile er, Jack; chel				
Tuesday 14/10/2025				Wk 11	ir iversity Even in Finch Cer								
Wed 15/10/2025		Interaction) Staff: Harke	 Vk 11   <u>E407 (Game</u>  er, Jack; Row  108 PC Roor	rley, Rachel									
Thursday 16/10/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB' Room	<u>1E409</u> orkshop) y, Daniella										
<b>Fri</b>													
<b>Sat</b> 18/10/2025													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	1 <u>E404</u> estry & Agile er, Jack; chel				
<b>Tu</b> 21/10/2025													
Wed 22/10/2025		Practical, Wk 12  Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rache Room: CIB108 PC Room  Practical, Wk 12											
Thursday 23/10/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	I <u>E409</u> rkshop) , Daniella										
<b>Fri</b> 24/10/2025													
<b>Sat</b> 25/10/2025													
<b>Su</b> 26/10/2025													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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			Directed Study					Practical, Wi Module: GMI Industry & Ag Production) Staff: Harker Rowley, Rack Room: CIB10 Self-Directed 13 Module: Self Study	E404 (Game gile ; Jack; hel 08 PC Room				
<b>Tue</b> 28/10/2025			Study, Wk 13 Directed Study				Study, Wk 13 Directed Study	Module: Self Directed Study					
Wednesday 29/10/2025		Interaction) Staff: Harker Room: CIB10 Self-Directed	<u>E407 (Game D</u> , Jack; Rowley	, Rachel									
<b>Thu</b> 30/10/2025			Study, Wk 13 Directed Study				-						
<b>Friday</b> 31/10/2025		Self-Directed 13 Module: Self Study					13	Module: Self Directed					
<b>Sat</b> 01/11/2025													
<b>Su</b> 02/11/2025													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	IE404 estry & Agile er, Jack; chel				
<b>Tu</b>													
Wed 05/11/2025		Interaction) Staff: Harke	Vk 14 IE407 (Game er, Jack; Row I08 PC Roor	rley, Rachel									
Thursday 06/11/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	I <u>E409</u> rkshop) , Daniella										
<b>Fri</b> 07/11/2025													
<b>Sat</b> 08/11/2025													
<b>Su</b> 09/11/2025													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, W Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	I <u>E404</u> stry & Agile er, Jack; chel				
<b>Tu</b>													
Wed 12/11/2025		Practical, Wk 15  Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rache Room: CIB108 PC Room  Practical, Wk 15											
Thursday 13/11/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	I <u>E409</u> rkshop) , Daniella										
<b>Fri</b>													
<b>Sat</b> 15/11/2025													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	IE404 stry & Agile er, Jack; chel				
<b>Tu</b>													
Wed 19/11/2025		Practical, Wk 16  Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rache Room: CIB108 PC Room  Practical, Wk 16											
Thursday 20/11/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	I <u>E409</u> rkshop) , Daniella										
<b>Fri</b> 21/11/2025													
<b>Sat</b> 22/11/2025													
<b>Su</b> 23/11/2025													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	1 <u>E404</u> estry & Agile er, Jack; chel				
<b>Tu</b> 25/11/2025													
Wed 26/11/2025		Practical, Wk 17  Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rache Room: CIB108 PC Room  Practical, Wk 17											
Thursday 27/11/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB (Room	<u>lE409</u> orkshop) o, Daniella										
<b>Fri</b> 28/11/2025													
<b>Sat</b> 29/11/2025													
<b>Su</b> 30/11/2025													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	IE404 estry & Agile er, Jack; chel				
<b>Tu</b>													
Wed 03/12/2025		Interaction) Staff: Harke	Vk 18 IE407 (Game er, Jack; Row I08 PC Roor	rley, Rachel									
Thursday 04/12/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	I <u>E409</u> rkshop) , Daniella										
<b>Fri</b> 05/12/2025													
<b>Sat</b> 06/12/2025													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	1 <u>E404</u> estry & Agile er, Jack; chel				
<b>Tu</b>													
Wed 10/12/2025		Practical, Wk 19  Module: GME407 (Game Design & Interaction) Staff: Harker, Jack; Rowley, Rachel Room: CIB108 PC Room											
Thursday 11/12/2025		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB <sup>2</sup> Room	<u>lE409</u> orkshop) o, Daniella										
<b>Fri</b>													
<b>Sat</b> 13/12/2025													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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									'	'
25/													
<b>Fri</b> 26/12/2025	University is	s closed, Wk	21										
<b>Sat</b> 27/12/2025	University is	s closed, Wk	21				'	•			,	•	•
<b>Su</b> 28/12/2025	University is	s closed, Wk	21						-	-	-		-
28/1													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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	1	'	'	'	1	1	1		<u>'</u>
			1										1
<b>Tu</b> 30/12/2025	University is	s closed, Wk	22										
We 31/12/2025	University is	s closed, Wk	22										
			1										1
<b>Th</b>	University is	s closed, Wk	22										
<b>Fri</b>													
<b>Sat</b> 03/01/2026													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	1 <u>E404</u> estry & Agile er, Jack; chel				
<b>Tu</b> 06/01/2026													
Wed 07/01/2026		Interaction) Staff: Harke	Vk 23 IE407 (Game er, Jack; Row I08 PC Roor	rley, Rachel									
Thursday 08/01/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	I <u>E409</u> rkshop) , Daniella										
<b>Fri</b> 09/01/2026													
<b>Sat</b> 10/01/2026													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Rowley, Rac Room: CIB1 Room	1 <u>E404</u> estry & Agile er, Jack; chel				
<b>Tu</b>													
Wed 14/01/2026		Interaction) Staff: Harke	Vk 24 IE407 (Game er, Jack; Row I08 PC Roor	rley, Rachel									
Thursday 15/01/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	I <u>E409</u> rkshop) , Daniella										
<b>Fri</b> 16/01/2026													
<b>Sat</b>													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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					25 Module: Se	ed Study, What				
								Study					
<b>Tue</b> 20/01/2026			ed Study, Wk				ed Study, Wk						
Wed 21/01/2026		Module: Self Directed Study  Self-Directed Study, Wk 25  Module: Self Directed Study  Self-Directed Study, Wk 25											
<b>Thu</b> 22/01/2026			ed Study, Wk				ed Study, Wk						
Friday 23/01/2026		25	ed Study, Wł				25	ed Study, Wł					
Fri 23/0		Module: Se Study	If Directed				Module: Sel Study	f Directed					
<b>Sat</b> 24/01/2026						Study							
<b>Su</b> 25/01/2026													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Room: CIB1 Room	I <u>E404</u> stry & Agile er, Jack				
<b>Tu</b> 27/01/2026													
Wed 28/01/2026		Environmen Staff: Mcdo	IE405 (Gam	<u>itive Design</u> ) atthew									
Thursday 29/01/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	<u>lE409</u> <u>rkshop</u> ) , Daniella										
<b>Fri</b> 30/01/2026													
<b>Sat</b> 31/01/2026													
<b>Su</b> 01/02/2026													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Room: CIB1 Room	I <u>E404</u> stry & Agile er, Jack				
<b>Tu</b>													
Wed 04/02/2026		Environmen Staff: Mcdo	1E405 (Gam	<u>itive Design</u> ) atthew									
Thursday 05/02/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	<u>1E409</u> o <u>rkshop</u> ) o, Daniella										
<b>Fri</b> 06/02/2026													
Sat													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Room: CIB1 Room	I <u>E404</u> stry & Agile er, Jack				
<b>Tu</b>													
Wed 11/02/2026		Environmen Staff: Mcdo	IE405 (Gam	<u>itive Design</u> ) atthew									
Thursday 12/02/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	<u>lE409</u> <u>rkshop</u> ) , Daniella										
<b>Fri</b>													
<b>Sat</b> 14/02/2026													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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, What				
Tue 17/02/2026 1		Self-Directed Study, Wk 29 Module: Self Directed Study  Self-Directed Study, Wk 29 Module: Self Directed Study					ed Study, Wk	29					
Wed 18/02/2026		Self-Directed Study, Wk 29 Module: Self Directed Study											
<b>Thu</b> 19/02/2026							ed Study, Wk						
Friday 20/02/2026		Self-Directe 29 Module: Se Study	ed Study, Wi				Self-Directe 29 Module: Sel Study	d Study, Wi					
<b>Sat</b> 21/02/2026						Study							
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part Time (Wk 30, wk starting 23/02/2026)

	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								Practical, V Module: GM (Game Indu Production) Staff: Harke Room: CIB1 Room	I <u>E404</u> stry & Agile er, Jack				
<b>Tu</b> 24/02/2026													
Wed 25/02/2026		Environmen Staff: Mcdo	IE405 (Gam	<u>itive Design</u> ) atthew									
Thursday 26/02/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	<u>lE409</u> <u>rkshop</u> ) , Daniella										
<b>Fri</b> 27/02/2026													
Sat													
<b>Su</b> 01/03/2026													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Room: CIB1 Room	I <u>E404</u> stry & Agile er, Jack				
<b>Tu</b>													
Wed 04/03/2026		Environmen Staff: Mcdo	IE405 (Gam	<u>itive Design</u> ) atthew									
Thursday 05/03/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	<u>lE409</u> <u>rkshop</u> ) , Daniella										
<b>Fri</b> 06/03/2026													
<b>Sat</b> 07/03/2026													
<b>Su</b> 08/03/2026													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GN (Game Indu Production) Staff: Harke Room: CIB	<u>1E404</u> Istry & Agile er, Jack				
<b>Tu</b>													
Wed 11/03/2026		Environmer Staff: Mcdo	Vk 32 1E405 (Gaments and Narra nald-Dick, Ma 108 PC Roon	<u>tive Design</u> ) atthew									
Thursday 12/03/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB Room	<u>1E409</u> o <u>rkshop</u> ) v, Daniella										
<b>Fri</b>													
<b>Sat</b> 14/03/2026													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GN (Game Indu Production) Staff: Harke Room: CIB	<u>1E404</u> Istry & Agile er, Jack				
<b>Tu</b>													
Wed 18/03/2026		Environmer Staff: Mcdo	Vk 33 1E405 (Gaments and Narra nald-Dick, Ma 108 PC Roon	<u>tive Design</u> ) atthew									
Thursday 19/03/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB' Room	<u>1E409</u> o <u>rkshop</u> ) v, Daniella										
<b>Fri</b> 20/03/2026													
<b>Sat</b> 21/03/2026													
<b>Su</b> 22/03/2026													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Room: CIB1 Room	<u>E404</u> stry & Agile er, Jack				
<b>Tu</b> 24/03/2026													
Wed 25/03/2026		Practical, Wk 34  Module: GME405 (Game Environments and Narrative Design Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room  Practical, Wk 34											
Thursday 26/03/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	<u>1E409</u> orkshop) o, Daniella										
<b>Fri</b> 27/03/2026													
<b>Sat</b> 28/03/2026													
<b>Su</b> 29/03/2026													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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													
<b>Tu</b> 31/03/2026													
We 01/04/2026													
<b>Th</b> 02/04/2026													
<b>Fri</b> 03/04/2026	Bank Holida University is	ly s closed, Wk	35	1	1			1	1	1	1	1	1
<b>Sat</b> 04/04/2026	University is	s closed, Wk	35										
Su (05/04/2026 04/	University is	s closed, Wk	35										
05													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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			
<b>Tu</b> 07/04/2026	University is	s closed, Wk	36				1			1		1	
We 08/04/2026													
<b>Th</b> 09/04/2026													
<b>Fri</b> 10/04/2026													
<b>Sat</b> 11/04/2026													
<b>Su</b> 12/04/2026													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Room: CIB1 Room	I <u>E404</u> stry & Agile er, Jack				
<b>Tu</b>													
Wed 15/04/2026		Practical, Wk 37  Module: GME405 (Game Environments and Narrative Design Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room  Practical, Wk 37											
Thursday 16/04/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	<u>1E409</u> orkshop) o, Daniella										
<b>Fri</b>													
<b>Sat</b> 18/04/2026													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GM (Game Indu Production) Staff: Harke Room: CIB1 Room	<u>E404</u> stry & Agile er, Jack				
<b>Tu</b> 21/04/2026													
Wed 22/04/2026		Practical, Wk 38  Module: GME405 (Game Environments and Narrative Design Staff: Mcdonald-Dick, Matthew Room: CIB108 PC Room  Practical, Wk 38											
Thursday 23/04/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB1 Room	<u>lE409</u> <u>rkshop</u> ) , Daniella										
<b>Fri</b> 24/04/2026													
<b>Sat</b> 25/04/2026													
<b>Su</b> 26/04/2026													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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								Practical, V Module: GN (Game Indu Production) Staff: Harke Room: CIB1	<u>1E404</u> Istry & Agile er, Jack				
<b>Tu</b> 28/04/2026													
Wed 29/04/2026		Environmer Staff: Mcdo	Vk 39 1E405 (Gaments and Narra nald-Dick, Ma 108 PC Roon	<u>tive Design</u> ) atthew									
Thursday 30/04/2026		Practical, V Module: GM (Design Wo Staff: Povey Room: CIB Room	<u>1E409</u> o <u>rkshop</u> ) v, Daniella										
<b>Fri</b> 01/05/2026													
<b>Sat</b> 02/05/2026													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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	1		I	1	1	1				
<b>Tue</b> 05/05/2026			ed Study, Wk				ed Study, Wk						
Wed 06/05/2026			ed Study, Wk										
<b>Thu</b> 07/05/2026			•				ed Study, Wk						
Friday 08/05/2026		Module: Self Directed Study  Self-Directed Study, Wk 40  Module: Self Directed Study  Self-Directed Study, Wk: 40  Module: Self Directed Study					Self-Directe 40 Module: Se Study	ed Study, Wi					
<b>Sat</b> 09/05/2026													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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					Self-Directe 41 Module: Se Study	ed Study, What				
<b>Tue</b>			Self-Directed Study, Wk 41 Module: Self Directed Study Self-Directed Study, Wk 41 Module: Self Directed Study				ed Study, Wk	41					
Wed 13/05/2026													
<b>Thu</b> 14/05/2026			ed Study, Wk				ed Study, Wk If Directed Stu						
Friday 15/05/2026		Self-Directe 41 Module: Se Study	ed Study, Wi				Self-Directe 41 Module: Sel Study	ed Study, Wi					
<b>Sat</b> 16/05/2026													
<b>Su</b>													

#### Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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	y s closed, Wk	43										
<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													

# Wrexham University Academic Timetables Group timetable - BSc Computer Game Design and Enterprise - Year 1 - Part 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>													
<b>Fri</b> 04/09/2026													
<b>Sat</b> 05/09/2026													
<b>Su</b>													