

UWTSD Timetable 2017/2018

Programme timetable - BSC_CGDSH_L5 (2), BSC Computer Games Development L5 (2) (Wk 23, wk starting 29/01/2018)

	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM
Mon 29/01/2018			Agent AI Gordon Dickens MH313 (SW); ZFACESA1_CL6 (MH313)			Enterprise & Innovation James Williams MH306 (SW); ZFACESA1_CL5 (MH302/MH305/MH306)		
Tue 30/01/2018	Games Content Engineering Andrew Baker MH313 (SW); ZFACESA1_CL6 (MH313)		Indie Game Development Kemi Ademoye MH312 (SW)			Games Programming & Graphics Gordon Dickens MH313 (SW)	Games Programming & Graphics Andrew Baker MH314 (SW)	
Wed 31/01/2018	Software Engineering Principles Andrew Baker; Gordon Dickens MH314 (SW); ZFACESA1_CL5 (MH302/MH305/MH306)		Research & Development Methods; Research Methods Nicola Whitehead MH411 (SW); ZFACESA1_CL2 (MH411)					
Thu 01/02/2018								
Fri 02/02/2018								