FIRST YEAR TIMETABLE*

Timetable - Stage 1: Semester 1 [BA (Hons) and Certificate]			
Day	**Module**	**Time**	**Room**
Monday	Introduction to Programming	10.00-12.00	Bakshi
	2D Art, Design and Animation	14.00-16.00	Ditko
Tuesday	3D Modelling for Games	10.00-12.00	Meier
	Game Theory	14.00-16.00	Miyazaki
Wednesday	Introduction to Programming	15.00-17.00	Miyazaki
Thursday	2D Art, Design and Animation	10.00-12.00	Ditko
Friday	3D Modelling for Games	10.00-12.00	Miyazaki
	Game Theory	15.00-17.00	Bakshi

Timetable - Stage 1: Semester 2 [BA (Hons) and Certificate]			
Day	**Module**	**Time**	**Room**
Monday	Programming for Games	10.00-12.00	Meier
	Visual Media	16.00-17.00	Bakshi
Tuesday	Game Design and Architecture	10.00-12.00	Ditko
	Visual Media	16.00-17.00	Bakshi
Wednesday	Research Methods	10.00-12.00	Bakshi
	Visual Media	16.00-17.00	Bakshi
Thursday	Mathematics for Digital Application	10.00-12.00	Meier
	Mathematics for Digital Application	15.00-17.00	Meier
Friday	Programming for Games	10.00-12.00	Meier
	Game Design and Architecture	14.00-16.00	Ditko

Please note that timetables are subject to change

SECOND YEAR TIMETABLE*

Stage 2 - Semester 1			
Day	**Module**	**Time**	**Room**
Monday	UI Design and Implementation	10.00-12.00	Miyazaki
	Introduction to Audio	14.00-17.00	Meier
Tuesday	Procedural Programming and Generation	10.00-12.00	Miyazaki
Wednesday	Procedural Programming and Generation	10.00-12.00	Miyazaki
Thursday	UI Design and Implementation	10.00-12.00	Miyazaki
Friday	Shaders and Technical Art	10.00-12.00	Ditko
	Shaders and Technical Art	14.00-16.00	Meier

Stage 2 - Semester 2			
Day	**Module**	**Time**	**Room**
Monday	Algorithms and Data Structure	10.00-12.00	Ditko
	Level Design and Interactions	16.00-17.00	Ditko
Tuesday	Art and Technology: Critical Analysis	12.00-13.00	Bakshi
	Algorithms and Data Structure	14.00-16.00	Bakshi
	Level Design and Interactions	16.00-17.00	Ditko
Wednesday	Art and Technology: Critical Analysis	12.00-13.00	Bakshi
	Level Design and Interactions	16.00-17.00	Ditko
Thursday	Narrative for Games	11.00-13.00	Bakshi
	Narrative for Games	14.00-16.00	Bakshi
	Level Design and Interactions	16.00-17.00	Ditko
Friday	3D Animation and Environment for Games	12.00-13.00	Miyazaki
	3D Animation and Environment for Games	14.00-17.00	Miyazaki

Please note that timetables are subject to change

THIRD YEAR TIMETABLE*

Award Stage - Semester 1			
Day	**Module**	**Time**	**Room**
Monday	FP Proposal	12.00-13.00	Bakshi
	XR Technologies	14.00-16.00	Bakshi
Tuesday	Interactive Design Portfolio	9.00-11.00	Bakshi
	Interactive Design Portfolio	14.00-16.00	Ditko
Wednesday		-	-
Thursday	Proposal for Final Project	12.00-13.00	Bakshi
	Business and Entrepreneurship	15.00-17.00	Miyazaki
Friday	XR Technologies	9.00-11.00	Bakshi
	Proposal for Final Project	12.00-13.00	Bakshi

Award Stage - Semester 2			
Day	**Module**	**Time**	**Room**
Monday		-	-
Tuesday		-	-
Wednesday	Final Project	9.00-11.00	Ditko
Thursday		-	-
Friday		-	-

Please note that timetables are subject to change