Bachelor of Games and Interactive Design

Third Year – Semester Two 2019 Timetable

Commencing: Monday 5 August 2019

	Wednesday
09.00 am - 11.00 am	9748: Animation Production and Practice Room 5.28

	Thursday
08:00 am – 10:00 am	9707: Marketing and Innovation Room 5.28
10:15 am - 12:15pm	9705: Creative Project 4 Room 5.28

	Friday
08:00 am – 10:00 am	9752: Experimental Game Design Room: 5.28
10:15 am – 12:15 pm	9755: Virtual Environments Room 5.28

NOTE:
The following time-tabled units include both 2nd and 3rd year students:

9748 – Animation Production and Practice
9752 – Experimental Game Design
9703 – Creative Project 2 Group B
9754 – Introduction to Games Production Group B

	Thursday
10:15 am – 12:15 am	9703: Creative Project 2 **Group B** Room 5.28
01:00 pm - 03:00pm	9754: Introduction to Games Production **Group B** Room 5.28

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