

Program Timetable: Semester 1, 2013

>> Dip l'active Digital Media Games_S1, 29-01-13 FT S1 G8 Jan 13 (28/01/2013 ... 3/06/2013)

	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		4/02/2013 ... 3/06/2013 Cluster/Course: CL_Games Game Design 1 (Games Game Design 1) (BSBCRT301A; CUFWRT302A) Rooms: Bldg H, Lvl 1, Rm 1003; Bldg H, Lvl 1, Rm 1007 Staff: GUSTAFSON, Leah 1032, 1033											
Tuesday						5/02/2013 ... 4/06/2013 Cluster/Course: CL_Games Code 1 (Games Code 1) (CUFDIG404A; ICAB4225B) Rooms: Bldg H, Lvl 1, Rm 1003; Bldg H, Lvl 1, Rm 1007 Staff: HOEY, Mark 1042, 1043					29/01/2013 ... 4/06/2013 Cluster/Course: CL_Games Visual Design 1 (Games Visual Design 1) (CUFDIG403A; CUVCOR09B) Room: Bldg H, Lvl 1, Rm 1011 Staff: CHANDLER, Greg 1040, 1041		
Thursday		31/01/2013 ... 6/06/2013 Cluster/Course: CL_Games 3D1 (Games 3D1) (CUFANM302A; CUFANM303A) Rooms: Bldg H, Lvl 1, Rm 1004; Bldg H, Lvl 1, Rm 1005 Staff: VAN OPDENBOSCH, Paul 1034, 1035				31/01/2013 ... 6/06/2013 Cluster/Course: CL_Games 3D1 (Games 3D1) (CUFANM302A; CUFANM303A) Rooms: Bldg H, Lvl 1, Rm 1004; Bldg H, Lvl 1, Rm 1005 Staff: VAN OPDENBOSCH, Paul 1034, 1035							
Friday		1/02/2013 ... 7/06/2013 Cluster/Course: CL_Games Audio 1 (Games Audio 1) (CUFSOU204A; CUFSOU301A) Rooms: Bldg H, Lvl 1, Rm 1003; Bldg H, Lvl 1, Rm 1007 Staff: METCALFE, Paul (Nick) 1036, 1037								1/02/2013 ... 7/06/2013 Cluster/Course: CL_Digital Media Industry (Digital Media Industry) (CUFIND301B; CUSOHS301A) Room: Bldg H, Lvl 1, Rm 1026 Staff: GENEVE, Anitza 551, 552, 1038, 1039			