

Semester 1 (October 2017- 3 February 2018) FINAL

Study Unit Code	Title	Lecturer	Day	Time	Venue	Registered Students
IDG5102	Prototyping for Game Designers	Dr Antonios Liapis	Monday	10:00 - 14:00	IDG Lab	0
IDG5301	Game AI	Prof. Georgios Yannakakis	Monday	14:00 - 18:00	IDG Lab	0
IDG5201/IDG5304	Formal Properties of Games/Foundations of Game Studies	Prof.Gordon Calleja/ Dr Daniel Vella/Mr Costantino Oliva	Tuesday	10:00 - 14:00	IDG Lab	0
DGG5631	Game Engines	Dr Keith Bugeja/Dr Sandro Spina	Wednesday	10:00 - 12:00	IDG Lab	0
IDG3000	Game Design and Conceptualisation (Undergraduate course for MaKS)	Mr Costantino Oliva	Wednesday	14:00 - 17:00	IDG Lab	0
IDG5156	Game Design	Dr Stefano Gualeni	Thursday	10:00 - 14:00	IDG Lab	0
IDG5158	Methods for Games Research	Dr Daniel Vella	Thursday	15:00 - 17:00	IDG Lab	0
Degree Plus	Creating Virtual Worlds (Apply though Degree Plus Programme)	Dr. Owen Sacco	Friday	12:00 - 14:00	IDG Lab	0

<b>Christmas Recess:</b>	<b>20th Dec 2017 to 3rd Jan 2018</b>
<b>Examinations</b>	<b>18th Jan - 3rd Feb 2018</b>

Timetable is subject to changes