



MSc in Digital Games (Semester 1 - October 2020 - February – 2021) ¹ - Provisional

| Time | Monday | Tuesday | Wednesday | Thursday | Friday |
|---------------|-----------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| 10:00 - 11:00 | IDG5160 – Designing Gameworlds – Dr Antonios Liapis- TBA | IDG5201/IDG5304 – Formal Properties of Games/Foundations of Game Studies – Prof Gordon Calleja/Dr Daniel Vella/Dr Costantino Oliva – TBA | DGG5631 – Game Engines – Dr Keith Bugeja/Dr Sandro Spina – TBA | IDG5156 – Game Design – Prof Stefano Gualeni– TBA | Degree Plus – Creating Virtual Worlds (Apply through Degree Plus Programme) – Dr Owen Sacco – TBA |
| 11:00 - 12:00 | | | | | |
| 12:00 - 13:00 | | | | | |
| 13:00 - 14:00 | | | | | |
| 14:00 - 15:00 | IDG5301 – Game AI – Prof Georgios Yannakakis – TBA | | IDG3000 – Game Design and Conceptualization (Undergraduate course for MaKs) – Dr Costantino Oliva – TBA | IDG5158 – Methods for Games Research – Dr Daniel Vella – TBA | |
| 15:00 - 16:00 | | | | | |
| 16:00 - 17:00 | | | | | |
| 17:00- 18:00 | | | | | |

¹ Recess: 19 December 2020 - 3 January 2021 - Examination period: 1 - 20 February 2021