L-Università ta' Malta
Institute of Digital Games

MSc in Digital Games (Semester 1 - Monday 5 October 2026 to 5 February 2027)

<table>
<tr><th>Time</th><th>Monday</th><th>Tuesday</th><th>Wednesday</th><th>Thursday</th><th>Friday</th></tr>
<tr><td>9:00 – 10:00</td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>10:00 - 11:00</td><td rowspan="4">IDG5160 – Designing Game Worlds – Prof Antonios Liapis - IDG LAB</td><td rowspan="4">IDG5201/IDG5304 – Formal Properties of Games/Foundations of Game Studies – Prof Gordon Calleja/ Dr Costantino Oliva – IDG LAB</td><td rowspan="2">IDG5631 – Game Programming Fundamentals – Dr Ahmed Khalifa/Dr Sandro Spina – IDG LAB</td><td rowspan="4">IDG5156 – Game Design – Mr Robin Longobardi Zingarelli – IDG LAB</td><td></td></tr>
<tr><td>11:00 - 12:00</td><td></td></tr>
<tr><td>12:00 - 13:00</td><td rowspan="2">DGP0941 – Creating Virtual Worlds (Unity and UE) – Mr Paul Psaila/Mr Pietro Noceti – IDG LAB</td><td></td></tr>
<tr><td>13:00 - 14:00</td><td></td></tr>
<tr><td>14:00 - 15:00</td><td rowspan="4">IDG5301 – Game AI – Prof Georgios Yannakakis - IDG LAB</td><td></td><td></td><td rowspan="2">IDG5158 – Methods for Games Research – Dr Daniel Vella – IDG LAB</td><td></td></tr>
<tr><td>15:00 - 16:00</td><td></td><td></td><td></td></tr>
<tr><td>16:00 - 17:00</td><td></td><td></td><td></td><td></td></tr>
<tr><td>17:00- 18:00</td><td></td><td></td><td></td><td></td></tr>
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Christmas Recess: Mon 21 December 2026 – Sun 3 January 2027
Examinations: Mon 18 January 2027 – Sat 6 February 2027