



Institute of Digital Games Timetable (Semester 2: 11 February – 27 June 2025)

Time	Monday	Tuesday	Wednesday	Thursday		Friday
09:00 – 10:00		IDG5202 - Analysing Player Experience – Prof Gordon Calleja, Dr Costantino Oliva, Dr Daniel Vella – IDG Lab	IDG5152 – Games and Narrative – Dr Daniel Vella – IDG Lab			IDG5252 – Experimental Game Design – Prof Stefano Gualeni – IDG Lab
10:00 - 11:00					IDG5157 – Game Development – Prof Stefano Gualeni and Prof Antonios Liapis – IDG Lab	
11:00 - 12:00				IDG2000 - Introduction to Digital Game Studies - Dr Daniel Vella - GWHB2		
12:00 - 13:00		IDG5259 – Advanced Artificial Intelligence and Games – Prof Georgios N. Yannakakis, Dr Ahmed Khalifa, Prof Antonios Liapis, Dr Konstantinos Makantasis – IDG Lab			IDG5157 – Game Development – Prof Stefano Gualeni and Prof Antonios Liapis – IDG Lab	
13:00 - 14:00						
14:00 - 15:00						IDG3000 – Game Design and Conceptualisation- Dr Costantino Oliva - IDG Lab
15:00 - 16:00						
16:00 - 17:00						
17:00-18:00						