



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