



Institute of Digital Games Timetable (Semester 2: Monday 12 February - Friday 28 June 2024) – (Updated on 07/05/2024)

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