



MSc in Digital Games (Semester 1: 3 October 2022 – 11 February 2023) ¹ - Provisional

Time	Monday	Tuesday	Wednesday	Thursday	Friday
10:00 - 11:00	IDG5160 – Designing Gameworlds – Dr Antonios Liapis- IDG LAB	IDG5201/IDG5304 – Formal Properties of Games/Foundations of Game Studies – Prof Gordon Calleja/ Dr Costantino Oliva – IDG LAB	IDG5631 – Game Programming Fundamentals – Dr Ahmed Khalifa/Dr Sandro Spina – IDG LAB	IDG5156 – Game Design – Prof Stefano Gualeni– IDG LAB	
11:00 - 12:00					
12:00 - 13:00					
13:00 - 14:00					
14:00 - 15:00	IDG5301 – Game AI – Prof Georgios Yannakakis – IDG LAB				
15:00 - 16:00				IDG5158 – Methods for Games Research – Charalampos Apartogolou IDG LAB	
16:00 - 17:00					
17:00- 18:00					

¹ Recess: 21 December 2022 – 4 January 2023 - Examination period: 23 January – 11 February 2023