WEEK 1

Monday 2 October
      10:00–10:30 Introduction and welcome
      11:10–13:00, 14:10–16:00 Bonding exercises
      (depending on your group number)
Tuesday
      10:00–11:50, 13:10–15:00 Lectures on architecture of digital computers
      In advance of Wednesday, attempt the exercises on architecture and number systems (tutorial)
Wednesday
      09:00–11:50 Tutorial: computer architecture and number systems
      (room depends on your group number)
Thursday
      11:10–13:00 Lectures on programming in Python
Friday
      11:10–13:00 Lectures on programming in Python
Thursday–Friday (as above, and always, depending on your group number)
      Laboratory practical – Python programming (multiple sessions)

WEEK 2

Monday
      09:00–10:50, 11:10–12:50 Problem solving exercises
      14:10–16:00 Lectures on programming in Python
      16:10–17:00 Guest speaker (tentative)
      Complete background questionnaire by Monday 9 Oct 17:00
Tuesday
      11:10–12:00 Project announcement, programming lecture
Tuesday–Friday
      Laboratory practical – Python programming (multiple sessions)
Thursday
      14:10–16:00 Optional help session
Friday
      11:10–13:00 Optional help session

WEEK 3

You should start working on your group projects

Monday—Thursday
      Laboratory practical – Python programming (multiple sessions)
Thursday
      09:30 Deadline for on-line test (30%)
Friday
      09:00–17:50 Demonstrate game templates (20%)
      (see separate schedule)

WEEK 4

Monday—Wednesday
      Continue working on the group project
Thursday
      09:00–17:00 Game presentations (50%)
      (see separate schedule)
Friday
      09:00–13:00 Exhibition of Games
      13:10–14:00 Awards