Program Section Block Timetable

For the period of: 03-Sep-2024 Through 14-Dec-2024. Term: 24F

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
8am					INFO-6028-01 A2011 03-Sep-2024 06-Dec-2024		
9am							
10am					INFO-6019-01 A2011 03-Sep-2024 06-Dec-2024		
11am		INFO-6044-01 A2018 03-Sep-2024 06-Dec-2024					
12pm							
1pm				INFO-6019-01 A2011 03-Sep-2024 06-Dec-2024			
2pm							
3pm				INFO-6028-01 A2011 03-Sep-2024 06-Dec-2024			
4pm							
5pm							
6pm			INFO-6025-01 Online 03-Sep-2024 06-Dec-2024		INFO-6016-01 Online 03-Sep-2024 06-Dec-2024		
7pm							

INFO-6016-01	Network Programming	Matthew Douglas	3 hours weekly (3 Online)
INFO-6019-01	Physics & Simulation 1	Michael Feeney	4 hours weekly
INFO-6025-01	Configuration & Deployment	Matthew Douglas	3 hours weekly (3 Online)
INFO-6028-01	Graphics 1	Michael Feeney	4 hours weekly
INFO-6044-01	Game Engine Framework/Patterns	Michael Feeney	3 hours weekly
INFO-6046-01	Media Fundamentals	Aaron Taylor	2 hours weekly