	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
9:00							
10:00		Technology for games, type: H1, size: 38	Zoeken sturen en bewegen, type: P3, size: 14	Kansrekenen 2, type: H2, size: 84	Zoeken sturen en bewegen, type: P3, size: 14	Technology for games, type: H2, size: 38	
11:00							
12:00		Data Mining, type: W1, size: 9	Programmeren in Java 2, type: P6, size: 18	Autonomous Agents 2, type: P3, size: 7	Programmeren in Java 2, type: P6, size: 18	Heuristieken 2, type: W1, size: 16	
13:00							
14:00		Machine Learning, type: H2, size: 22	Compilerbouw practicum, type: P1, size: 14	Programmeren in Java 2, type: P2, size: 19	Compilerbouw practicum, type: P1, size: 14	Architectuur en computerorganisatie, type: H1, size: 21	
15:00							
16:00		Compilerbouw practicum, type: P2, size: 13	Bioinformatica, type: H2, size: 45	Bioinformatica, type: P3, size: 15	Bioinformatica, type: H2, size: 45	Webprogrammeren en databases, type: H2, size: 39	
17:00							