

Timetable

Monday 13 April 2015

9.00 AM		End time:	Teacher:
C05	Design principles.B	11.00 AM	HeHo
C07	Concept art illustration.G	11.00 AM	AlCh
C08	Greenwich English.A	11.00 AM	
C15	Study Class .A	11.00 AM	
C17	Screen production.B	11.00 AM	VeMu
11.00 AM		End time:	Teacher:
C04	Portfolio.A	1.00 PM	AlCh
C05	Digital images.A	1.00 PM	HeHo
C07	Concept art illustration.D	1.00 PM	NiSu
C08	Greenwich English.A	1.00 PM	
C11	Pre-production.B	1.00 PM	VeMu
C11	Pre-production.C	1.00 PM	VeMu
C14	Studio 1 for Software Development.D	1.00 PM	PePh
C15	Study Class .A	1.00 PM	
1.30 PM		End time:	Teacher:
C03	Animation.F	3.30 PM	ShSa
C05	Design principles.A	3.30 PM	HeHo
C06	Advanced game development.D	3.30 PM	CaZh
C06	Advanced game development.A	3.30 PM	CaZh
C07	Concept art illustration.C	3.30 PM	KwCh
C08	Greenwich English.A	3.30 PM	
C11	Reading Cinema.D	3.30 PM	HeGo
C11	Reading cinema.A	3.30 PM	HeGo
C15	Study Class .A	3.30 PM	
C17	Advanced screen production.A	3.30 PM	PaHu
3.30 PM		End time:	Teacher:
C03	Animation.C	5.30 PM	ShSa
C05	Digital images.B	5.30 PM	HeHo
C06	Advanced game development.D	5.30 PM	CaZh
C06	Advanced game development.A	5.30 PM	CaZh
C07	Concept art illustration.A	5.30 PM	KwCh
C08	Greenwich English.A	5.30 PM	
C12	2D Animation.D	5.30 PM	NiSu
C12	2D Animation.A	5.30 PM	NiSu
C15	Study Class .A	5.30 PM	
5.30 PM		End time:	Teacher:
C06	2D Interactivity.D	7.30 PM	NiSu
C06	2D Interactivity.A	7.30 PM	NiSu
C15	Study Class .A	7.30 PM	