

Timetable for LB011B22P1-A - Adv - L3 Animation for week 08/09/2025

	Mon 08/09/25	Tue 09/09/25	Wed 10/09/25	Thu 11/09/25	Fri 12/09/25
9 ⁰⁰				9:00-10:30 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1	9:00-10:30 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1
10 ⁰⁰					
11 ⁰⁰				11:00-12:30 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1	11:00-12:30 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1
12 ⁰⁰					
13 ⁰⁰					
14 ⁰⁰			13:30-14:45 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1	13:30-14:45 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1	13:30-14:45 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1
15 ⁰⁰			15:00-16:30 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1	15:00-16:30 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1	15:00-16:30 UAL LEVEL 3 APPLIED GENERAL EXTENDED DIPLOMA IN ART AND DESIGN - GAMES DESIGN Room: SB105 animation illustration games studio 2, SB106 animation illustration games studio 1
16 ⁰⁰					
17 ⁰⁰					
18 ⁰⁰					