

## Faculty of Arts and Media Technologies

Date	Time	Module Name & Number	Students	Room	Tutor	
Mon 28th May	10:00 - 12:00	NETWORKING BASICS + [Refer]	LCT1019	41	T3-010	BT/CN
	10:00 - 12:00	COMMUNICATIONS AND NETWORKS [Refer]	LCT3111	4		CN
	10:00 - 12:00	WIDE AREA NETWORKS	LCT2517	29	T3-014	RHC
	10:00 - 12:00	COMPUTER NETWORKS	MWD1014	20		MS
	10:00 - 12:00	ENTERPRISE SYSTEMS [Refer]	LCT3012	3		RHC
	2:00 - 4:00	MULTIPLATFORM APPLICATIONS [Refer]	MWD3002	3	D2-014/16	AI
	2:00 - 4:00	NETWORK OPERATING SYSTEMS	LCT1014	39		BT
	2:00 - 4:00	ELECTRONIC COMMERCE + [Refer]	LCT3009	20		EK
	2:00 - 4:00	MATHEMATICAL PHYSICS	CGD2000	14	D2-006	AC
	2:00 - 4:00	AMERICA AND SOUTH EAST ASIA, 1950-1975	HIS3029	12		MJ
Tues 29th May	10:00 - 12:00	ROUTING BASICS + [Refer]	LCT1020	34	T3-024	AI
	10:00 - 12:00	ADVANCED GAMES TECHNOLOGY	CGD3002	12		AW
	10:00 - 12:00	SHAKESPEARE	ECW0108	19	T3-014	AP
	10:00 - 12:00	POETRY 1:RENAISSANCE TO ROMANTIC [Refer]	ENG2517	1		AP
	10:00 - 12:05	GERMANY, 1919 - 1945:REPUBLIC TO DICTATORSHIP	HIS2523	20		DS
	10:00 - 12:00	PROSE 2:NINETEENTH CENTURY NARRATIVES OF SELF [Refer]	ENG2520	8		MM-P
	2:00 - 4:00	INTERNET 1	LCT1000	97	03-03-025/27/29	AI
	2:00 - 4:00	LITERATURE 1: THEORY AND PRACTICE [Refer]	ENG1010	3	T3-014	AP
	2:00 - 4:00	PROSE 1:NINETEENTH CENTURY REALISM + [Refer]	ENG2519	24		JM
	2:00 - 4:00	INTEGRATING BUSINESS WEBSITES	CST3107	26	T3-010	MS
	2:00 - 4:00	NETWORK ARCHITECTURE [Refer]	LCT2516	6		MS
Weds 30th May	10:00 - 12:00	SYSTEMS ANALYSIS [Refer]	CST2511	3	D2-014/16	JW
	10:00 - 12:00	UNIX	LCT2512	35		RHC
	10:00 - 12:00	ADVANCED DATABASE SYSTEMS	CST3003	3		JW
	10:00 - 12:00	MODERN DATABASE SYSTEMS	MIT4100	7		JW
	10:00 - 12:00	ENTERPRISE INFRASTRUCTURES [Refer]	MIT4104	1		RHC
	2:00 - 4:00	INTERNET 2 [Refer]	LCT2506	3	D2-006	AI
	2:00 - 4:00	COMPUTER SECURITY [Refer]	LCT2504	11		EK
	2:00 - 4:00	NETWORK DESIGN AND INTEGRATION [Refer]	LCT3008	4		RHC
	6:00 - 8:00	INTERNET SECURITY	MIT4103	3	D2-006	EK
Thurs 31st May	9.30 - 11.30	WIRELESS NETWORKING	LCT2519	23	03-01-017	CN
	9.30 - 11.30	THE BUSINESS OF COMPUTER GAMES [Refer]	LCT3003	2		JD
	9.30 - 11.30	APPLIED PHYSICS	CGD1001	19		SM
	1.30 - 3.30	SOFTWARE ENGINEERING [Refer]	LCT2502	4	D2-014/16	AC
	1.30 - 3.30	INTERNET SECURITY [Refer]	CST3104	8		EK
	1.30 - 3.30	NETWORK ADMINISTRATION	LCT2509	44		EK
	1.30 - 3.30	CLIENT SERVER SOLUTIONS + [Refer]	CST3005	14		JW
	1.30 - 3.30	SYSTEMS THEORY AND PRACTICE	MIT4108	1		JW
Fri 1st June	10:00 - 12:00	GAMES DESIGN THEORY	GAD3002	42	03-01-017	CF
	10:00 - 12:00	INTRODUCTION TO PROGRAMMING [Refer]	CST1205	6		AR
	10:00 - 12:00	NETWORK MANAGEMENT	LCT3011	25	T2-026	CN
	10:00 - 12:00	DATABASE THEORY AND PRACTICE [Refer]	CST2503	25		DH
	2:00 - 4:00	GAMES HARDWARE ARCHITECTURE AND PERIPHERALS [Refer]	CGD2001	1	03-03-025/27/29	CF
	2:00 - 4:00	BUSINESS ISSUES OF DIGITAL MEDIA (Refer)	MWD3003	2		HMcG
	2:00 - 4:00	ADVANCED OPERATING SYSTEMS	LCT3013	23		EK