Morning Schedule

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|  | **Cohort 23****Module 1** | **Cohort 22****Module 4** | **Cohort 21****Module 6** | **Cohort 20****Module 8** |
| **Monday** | **Game Studies I****HGAM 6201**Room 202, 9:30 AM - 12:30 PME. Stringer, Mancuso | **Game Studies III****HGAM 6104**Room 220, 9:30 AM - 12:30 PM*Bowling* | **Team Game Production IV****HGAM 6296**Room 216, 9:30 AM - 12:30 PMS. Stringer | **Professional Development II****HGAM 6107**Room 212, 9:30 AM - 12:30 PM*Luna* |
| **Tuesday** | **Game Design I****HGAM 6200**Room 202, 9:30 AM - 12:30 PMOuellette | **Team Game Production III****HGAM 6294**Room 220, 9:30 AM - 12:30 PM*Luna, Rose* | **Master’s Thesis I****HGAM 6175**Room 216, 9:30 AM - 12:30 PM S. Stringer |  |
| **Wednesday** | **Faculty Meetings** | **Faculty Meetings** | **Faculty Meetings** | **Faculty Meetings** |
| **Thursday** | **Game Studies I****HGAM 6201**Room 202, 9:30 AM - 12:30 PME. Stringer, Mancuso |  | **Team Game Production IV****HGAM 6296**Room 216, 9:30 AM - 12:30 PMS. Stringer |  |
| **Friday** | **Game Design I****HGAM 6200**Room 202, 9:30 AM - 12:30 PMOuellette | **Team Game Production III****HGAM 6294**Room 220, 9:30 AM - 12:30 PM*Luna, Rose* |  |  |
|  |  |  |  | **Master’s Thesis III****HGAM** By appointmentSupervisor |
| **Cohort Coordinator** | ***Professor*** ***Heitzman*** |

Afternoon / Evening Schedule

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|  | **Cohort 23****Module 1** | **Cohort 22****Module 4** | **Cohort 21****Module 6** | **Cohort 20****Module 8** |
| **Monday** | **Art Creation IHGAM 6331**Room 204, 2:00 PM-5:00 PMFisher | **Art Creation IVHGAM 6334**Room 232, 2:00 PM-5:00 PMFarrell |  |  |
| **Level Design IHGAM 6351**Room 212, 2:00 PM-5:00 PMMcCoy | **Level Design IVHGAM 6354**Room 220, 2:00 PM-5:00 PMSkinner |  |  |
| **Math & Physics IHGAM 6221**Room 202, 6:00 PM-9:00 PM*Ephanov* | **Software Development IV****HGAM 6314**Room 210, 2:00 PM-6:30 PMEiserloh |  |  |
|  | **Game Production IHGAM 6381**Room 241, 2:00 PM-5:00 PM*Slocum* |  |  |
| **Tuesday** | **Drawing IHGAM 6241**Room 210, 2:00 PM-5:00 PMHeitzman | **Advanced Digital ArtHGAM 6244**Room 204, 2:00 PM-5:00 PM*Love*  | **Art Creation VIHGAM 6236**Room 232, 2:00 PM-5:00 PMFarrell | **Art Creation DFS II****HGAM 6348**Room 238, 2:00 PM-6:00 PMFisher |
| **Art & Scripting IHGAM 6261**Room 244, 2:00 PM-5:00 PMSkinner | **Art & Scripting IV****HGAM 6264**Room 234, 2:00 PM-5:00 PMMcCoy | **Level Design VIHGAM 6256**Room 216, 2:00 PM-5:00 PMOuellette, *Bowling* | **Level Design DFS II****HGAM 6368**Room 220, 2:00 PM-6:00 PMMancuso |
| **Software Development I****HGAM 6311**Room 202, 2:00 PM-6:30 PMEiserloh | **Advanced Engine SystemsHGAM 6224**Room 212, 2:00 PM-5:00 PM*Kajala* | **Software Development VIHGAM 6216**Room 241, 2:00 PM-5:00 PMClark | **Software Development DFS II****HGAM 6328**Room 238, 6:00 PM-9:00 PM*Bream* |
|  | **Production Minor IIHGAM 6285**Room 109N, 2:00 PM-5:00 PMDespain |  | **Production DFS II****HGAM 6388**Yellow Studio, 2:00 PM-4:00 PM +TGP IVNausha |
| **Wednesday** | **Art Creation IHGAM 6331**Room 204, 2:00 PM-5:00 PMFisher | **Art Creation IVHGAM 6334**Room 232, 2:00 PM-5:00 PMFarrell |  |  |
| **Level Design IHGAM 6351**Room 212, 2:00 PM-5:00 PMMcCoy | **Level Design IVHGAM 6354**Room 220, 2:00 PM-5:00 PMSkinner |  |  |
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|  | **Game Production IHGAM 6381**Room 241, 2:00 PM-5:00 PM*Slocum* |  |  |
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|  | **Production Minor IIHGAM 6285**Room 109N, 2:00 PM-5:00 PMDespain |  |  |
| **Friday** | **Art Creation IHGAM 6331**Room 204, 2:00 PM-5:00 PMFisher | **Art Creation IVHGAM 6334**Room 232, 2:00 PM-5:00 PMFarrell |  |  |
| **Level Design IHGAM 6351**Room 212, 2:00 PM-5:00 PMMcCoy | **Level Design IVHGAM 6354**Room 220, 2:00 PM-5:00 PMSkinner |  |  |