

## WELCOME PROGRAMME 2010

### GAMES AWARDS – LEVEL THREE

Computer Games Design  
 Computer Gameplay Design and Production  
 Computer Games Design and Programming  
 Games Audio Design  
 Multiplayer Online Games Design

#### Wednesday 22<sup>nd</sup> September

##### Students Repeating Modules

- If you have any modules or assessments to complete from another level, you can come and see your tutors to make sure you know when they are running and what you need to do.

**11.30am  
Octagon Boardroom  
Octagon Building**

#### Thursday 23<sup>rd</sup> September

##### Award Talks

- Details on Induction Week
- Introduction to your tutors.
- Information on modules
- Information on the awards
- Opportunities for questions.

**09.00  
D109  
Beacon Building**

##### Stage Two Enrolment

- Collection of Student Cards, please have two forms of identification with you and a print out of your online Enrolment.

**10.00am – 4.00pm  
Octagon Concourse**

#### Friday 24<sup>th</sup> September

##### Final Year Project Talks

- This will be an important session where you will receive the relevant information on beginning your final year project.
- There will also be talks regarding the careers office, enterprise opportunities, the information services facilities you will need this year and post graduate study which may be something you're thinking about.
- Have an opportunity to ask questions.

**11.30  
RLT  
Octagon Building**