

This document provides an overview of the UCLIC timetable for 2017/18 and may be subject to change.

The Full Timetable (with room bookings) for the programme can be accessed at www.ucl.ac.uk/timetable

Term 1. Induction Week Monday 25th September - Friday 29th September

Teaching **2nd October - 15th December 2017**

Reading week **6th - 10th November.**

Notes

4 hour afternoon blocks show the full room booking time available for teaching including groupwork and breaks. Teaching activities will typically use 3 out of the 4 hours and students should plan to be available for the full time shown.

Part time students are strongly to book the whole day of module teaching off work on days where they are attending module teaching for groupwork and self study

Each year we organise a number of additional non-module related teaching events. These include Key Skills Seminars (e.g. Group Work/ Presentations), MSc Project Days, Careers Talks etc

	Monday	Tuesday	Wednesday	Thursday	Friday
9-10	Self Study Time	Self Study Time	Self Study Time	Self Study Time	Self Study Time
10-11					
11-12		Key Skills (2 hrs) 1st. Teaching weeks 1-3			
12-13		HCI-E Practice Seminar			
13-14					
14-15	PSYCGI21 Interaction Science	PSYCGI17 Interaction Design	Other Wednesday events some weeks (see above). Otherwise Self Study Time	PSYCGI21 Interaction Science	PSYCGI17 Interaction Design
15-16					
16-17					
17-18					

Term 1 Important Dates

TBC Final Deadline for Student Module Selection

11/12/2017 PSYCGI21 Interaction Science Examination - Starts at 2 pm

08/01/18 Provisional Term 1 Coursework Deadline - tbc

Term 2. 8th January - 23rd March 2018

Reading Week 12th-17th February 2018

	Monday	Tuesday	Wednesday	Thursday	Friday		
9-10	PSYCGI20 Accessibility and Assistive Technologies						
10-11							
11-12	PSYCGI10 Future Interfaces*	PSYGI20 Accessibility and Assistive Technologies		PSYCGI22 User Centred Data Visualisation			
12-13		HCI-E Practice Seminar					
13-14							
14-15	PSYCGI18 Human Factors For Digital Health	PSYCGI16 Physical Computing & Prototyping					
15-16						PSYCGI19 Persuasive Games*	PSYCGI15 Affective Interaction
16-17							
17-18							

*This module includes online E-lectures

Term 2 Important Dates

08/05/2018 Provisional Term 2 Coursework Deadline - TBC