

This document provides an overview of the UCLIC timetable for 2018/19 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. Opening of Session Week 24th - 29th September

Teaching 1st October - 14th December

Reading week 5th - 9th 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	PSYCG0101 Interaction Science (IxSci)	PSYC0097 Interaction Design (IxD)	Other Wednesday events some weeks (see above). Otherwise Self Study Time	PSYCG0101 Interaction Science (IxSci)	PSYC0097 Interaction Design (IxD)
15-16					
16-17					
17-18					

Term 1 Important Dates

12/10/2018 Final Deadline for Student Module Selection

10/12/2018 PSYC0101 Interaction Science Examination - Starts at 2 pm

07/01/2019 Term 1 Coursework Deadline

Term 2. 7th January - 22nd March

Reading Week 11th - 15th February

	Monday	Tuesday	Wednesday	Thursday	Friday		
9-10							
10-11	PSYC0100 Accessibility and Assistive Technologies (AAT)	PSYC0100 Accessibility and Assistive Technologies (AAT)					
11-12	PSYC0095 Future Interfaces (FI)*					PSYC0102 User Centred Data Visualisation (UCDV)	
12-13		HCI-E Practice Seminar					
13-14							
14-15							
15-16				PSYC0096 Physical Computing & Prototyping (PCP)			PSYC0099 Serious & Persuasive Games (S&PG)
16-17				PSYC0098 Human Factors For Digital Health (HF4DH)			
17-18							

*This module includes online E-lectures

Term 2 Important Dates

29/04/2019 Term 2 Coursework Deadline