

# Timetable

## CUF50207 – IDM Diploma

This group started Term 2 2016



Tuesday	Wednesday	Thursday
<p>BSBCRT402A Collaborate In A Creative Process (Core) Weeks 10 -18 <i>(Sem 1 2016 weeks) (course weeks 1-9)</i> <i>(Combined with Screen Term 2 start)</i> <b>Teacher: Kevin Coffey</b> <b>Room: FE14 9.30 – 11.30</b></p> <p>CUFPOS402A Manage Media Assets <i>(Combined with Screen Dip term 2 start)</i> Weeks 19-27 <i>(Sem 1 2016 weeks) (course weeks 10-18)</i> <b>Teacher: Mike Garrick</b></p> <p><b>Room: FE14 9.30-11.30</b></p> <p>BSBOHS509A Ensure a Safe Workplace (Core) Weeks 28-36 <i>(Sem 1 2016 weeks) (course weeks 19-27)</i> <i>(Combined with Screen Term 2 start)</i> <b>Teacher: Colleen</b> <b>Room: FE14 9.30-11.30</b></p>	<p>CUFANM403A Create titles for screen productions Weeks 10-27 <i>(Sem 1 2016 weeks) (course weeks 1-18)</i> <b>Teacher: Grant Lawson</b> <b>Room: GE03 9.30 – 11.30</b></p> <p><i>(Combined with Diploma 3D term 4, FILM TV term4)</i> CUFANM502A Create 3D digital environments Weeks 28-36 + weeks 1-9 2017 <i>(Sem 2 2016 weeks)(course weeks 19-36)</i> <b>Teacher: Grant Lawson</b> <b>Room: GE03 9.30 – 11.30</b></p> <p>CUFDIG504A Design games Weeks 10-27 <i>(Sem 1 2016 weeks) (course weeks 1-18)</i> <b>Teacher: Grant Lawson</b> <b>Room: GE03 12.00-2.00</b> <i>(Combined with Diploma Games term 4)</i></p>	<p>CUFANM501A Create 3D digital character animation Weeks 10-27 <i>(Sem 1 2016 weeks) (course weeks 1-18)</i> <i>(combined with Games/3D Dip)</i> <b>Teacher: Grant Lawson - Room: FE11</b> <b>9.30am – 11.30am</b></p> <p>CUFANM503A Design animation and digital visual effects Weeks 28-36 + weeks 1-9 2017 <i>(Sem 2 2016 weeks)(course weeks 19-36)</i> <b>Teacher: Grant Lawson</b> <b>Room: FE11</b> <b>9.30 – 11.30</b></p>
<p>CUFIND401A Provide services on a freelance basis – Weeks 10-18 <i>(Sem 1 2016 weeks) (weeks 1-9)</i></p> <p>BSBCMM401A Make a presentation(core) Weeks 19-27 <i>(Sem 1 2016 weeks) (course weeks 10-18)</i></p> <p>BSBPMG510A Manage Projects (Core) Weeks 28-36 <i>(Sem 1 2016 weeks) (course weeks 19-27)</i></p> <p>BSBREL401A Establish Networks (Core) Weeks 1-9 <i>(Sem 1 2017)</i> <b>Teacher: Justine Bessell</b> <b>Room: FE07</b> <b>12.30 – 2.30</b> <i>(Combined with Diploma 3D term 4, FILM TV term4, IDM Dip term 2 start)</i></p>	<p>CUFDIG506A Design interaction Weeks 10-27 <i>(Sem 1 2016 weeks) (course weeks 1-18)</i> <b>Teacher: Greg Tisdell</b> <b>Room: Breakout Room</b> <b>2.30-4.30</b></p> <p>CUFDIG502A Design web environments Weeks 28-36 + weeks 1-9 2017 <i>(Sem 2 2016 weeks)(course weeks 19-36)</i> <b>Teacher: Greg Tisdell</b> <b>Room: Breakout Room</b> <b>12.30-2.30</b></p>	<p>CUSSOU501A Develop Sound Design Weeks 10-27 <i>(Sem 1 2016 weeks) (course weeks 1-18)</i> <i>(Combined with IDM Term 2 start)</i> <b>Teacher: Mel Stewart</b> <b>Room: FE11</b> <b>12.00 - 2.00</b></p> <p>CUSSOU503A Implement sound designs Weeks 28-36 + weeks 1-9 2017 <i>(Sem 1 2016 weeks) (course weeks 19-36)</i> <i>(Combined with Screen Term 2 start)</i> <b>Teacher: Mel Stewart</b> <b>Room: FE11</b> <b>12.30 - 2.30</b></p>

