# LINCOLN UNIVERSITY COLLEGE

## FACULTY OF AI COMPUTING AND MULTIMEDIA
## BACHELOR OF ARTS (HONOURS) IN CREATIVE MULTIMEDIA TECHNOLOGY
### SEMESTER FINAL EXAMINATION SCHEDULE - OCTOBER 2024

| DATE | TIME | SUBJECT CODE | SUBJECT NAME | ROOM NO |
|---|---|---|---|---|
| 08-10-2024 TUESDAY | 02.30 AM – 04.30 AM | MPU 3232 | HUMAN RELATIONS AND LEADERSHIP SKILLS | LECTURE HALL 401 |
| 14-10-2024 MONDAY | 09.30 AM – 12.30 AM | MPP 411 | Multimedia Project Planning Fundamentals 1 | LECTURE HALL 403 |
| | | BCM 2642 | Introduction to E-Commerce | |
| | | SEG 13-13 | Games Development | LECTURE HALL 404 |
| 15-10-2024 TUESDAY | 09.30 AM – 12.30 AM | SEM 512 | Special Effects For Movies | LECTURE HALL 404 |
| | | GAG 11-52 | Graphic Art for Game Characters | LECTURE HALL 404 |
| | 02.00 PM – 05:00 PM | SEG 14-13 | Interactive Design | LECTURE HALL 404 |
| | | CWC 883 | Creative Web Content | |
| 16-10-2024 WEDNESDAY | 09.30 AM – 12.30 AM | SEG 15-13 | 3D Technology | LECTURE HALL 404 |
| | | LRW 173 | Research Methodology | LECTURE HALL 404 |
| 17-10-2024 THURSDAY | 09.30 AM – 12.30 AM | GED 10-52 | Game Environment Design | LECTURE HALL 404 |
| 18-10-2024 FRIDAY | 09.30 AM – 12.30 AM | BCM 2663 | Web Application Development | LECTURE HALL 404 |

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