

| | 8-9am | 9-10am | 10-11am | 11-12pm | 12-1pm | 1-2pm | 2-3pm | 3-4pm | 4-5pm | |
|------------------|-------|--|---------|---------|--------|---|---|-------|-------|--|
| Sunday | | | | | | R E S T H O U R | SECV2213 Fundamental of Computer Graphics CVTL Section 01 (SCSV) | | | |
| Monday | | SCSV4213 Computer Game Development CASE Section 01 (SCSV) | | | | | | | | |
| Tuesday | | | | | | | | | | |
| Wednesday | | | | | | | SECV2213 Fundamental of Computer Graphics CVTL Section 02 (SCSV) | | | |
| Thursday | | | | | | | | | | |
| | | | | | | | | | | |

14 March – 6 May 2021 (8 weeks)

9-13 May 2021 (1 week: mid-break)

16 May – 24 June 2021 (6 weeks)

27 June – 1 July 2021 (1 week: Revision Period Semester II)

4-22 July 2021 (3 weeks: FE for Semester II)

25 July – 30 September 2021 (10 weeks: Final Break for Semester II)