

Understanding your Timetable

Your student timetable can be accessed online and on mobile via the SUSSED platform.

Teaching Timetables are listed under the Students Tab under "Quick Links" and you can access these both on or off campus.

If you are studying at Winchester School of Art or a Postgraduate course in Education please contact your Faculty directly for information about your timetable.

Your timetable may be subject to change throughout the year, so we advise you to check regularly for updates.

Module Title	W1	Mon 28th Sep	Tue 29th Sep
	2pm	Earth Materials NOC 68 / 101 / 06 (Lab M)	
	3pm		Earth Materials 29 / 1101 (L/T)
	4pm		
	5pm		The Earth System 67/1027

Location

The room in which the activity will be taking place. This will be in the format Building/Room. In this example Room 1101 is in Building 29.

- Code: SOES1001 P1
- Title: Earth Materials
- Type: PracticalLab
- Start: 28/09/2015 14:00
- Finish: 28/09/2015 17:00
- Duration: 3 Hr
- Week Pattern: 1-11, 15
- Lecturers:
 - Teagle, Damon A
- Locations:
 - [NOC 68-101](#)

Future Dates

- 28/09/2015 14:00 - 17:00
- 05/10/2015 14:00 - 17:00
- 12/10/2015 14:00 - 17:00
- 19/10/2015 14:00 - 17:00
- 26/10/2015 14:00 - 17:00
- 02/11/2015 14:00 - 17:00
- 09/11/2015 14:00 - 17:00
- 16/11/2015 14:00 - 17:00
- 23/11/2015 14:00 - 17:00
- 30/11/2015 14:00 - 17:00
- 07/12/2015 14:00 - 17:00
- 04/01/2016 14:00 - 17:00

Module Information

Clicking the "i" button opens up a page showing more information about a specific activity, such as module code, duration and whether the activity repeats throughout the semester.

Activities are colour coded by the following key:



The first number after the module code represents the activity number (e.g. P1 would indicate the first practical lab for a module, P2 would be the second).

Where a second number follows, this indicates that the activity is repeated to groups (e.g. S01/01 and S01/02).

Clicking the link underneath "locations" directs to a page with building and room information

All
Others

F = Fieldwork
S = Seminar
W = Workshop

