Floor 5
5C   **5D**   **5A**   **5B**   **5E**

64 62   60   IxD LAB   PIT LAB   54   42 40

9   7   5   1   3

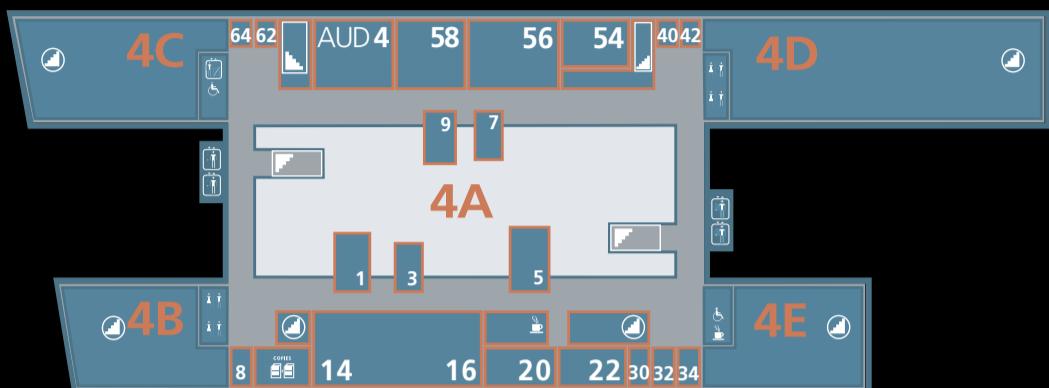8   10   14   16   20   22   30 32 34

5
A — IxD LAB / PIT LAB / ETHOS LAB (20) / REAL LAB (22)
B — Wayf / Alexandra Institutet
C — ABC-Soft / Innovyat / Optivation / SHFT
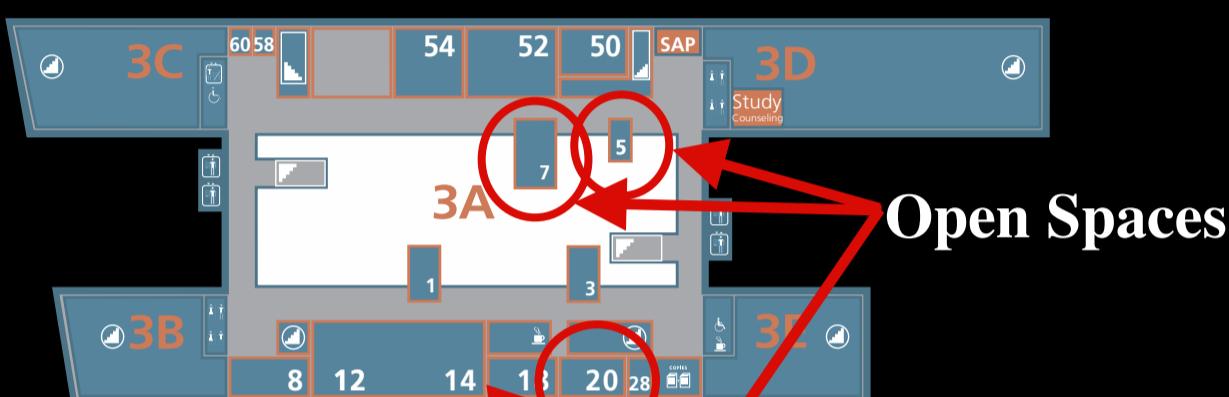D — CGID - Computer Games and Interaction Design / SSS - Software and Systems
E — LivingIT Lab

Floor 4
4C   **4D**   **4A**   **4B**   **4E**

64 62   AUD 4   58   56   54   40 42

9   7   1   3   5

8   14   16   20   22   30 32 34

4
A — Auditorium 4
B — TCS - Theoretical Computer Section
C — TCS - Theoretical Computer Section
D — SSS - Software and Systems
E — CAOS - Culture, Aesthetics, Organisation and Society / CGID - Computer Games and Interaction Design

Floor 3
3C   **3D**   **3A**   **3B**   **3E**

60 58   54   52   50   SAP   Study Counseling

7   5   1   3

8   12   14   18   20   28

Open Spaces
Conference room

3
A —
B — CAOS - Culture, Aesthetics, Organisations and Society / IML - IT Management and Leadership
C — CAOS - Culture, Aesthetics, Organisations and Society / IML - IT Management and Leadership
D — Student Affairs and Programmes / Study and Career Guidance
E — CAOS - Culture, Aesthetics, Organisations and Society / CGID - Computer Games and interaction Design

Floor 2
2C   **2D**   **2A**   **2B**   **2E**

60 58   AUD 3   54   52   50   40 2

7   5   1   3

8   12   14   18   20   28   30

2
A — Auditorium 3 / Student Organisations (room 30)
B — Communication Department
C — IT Department
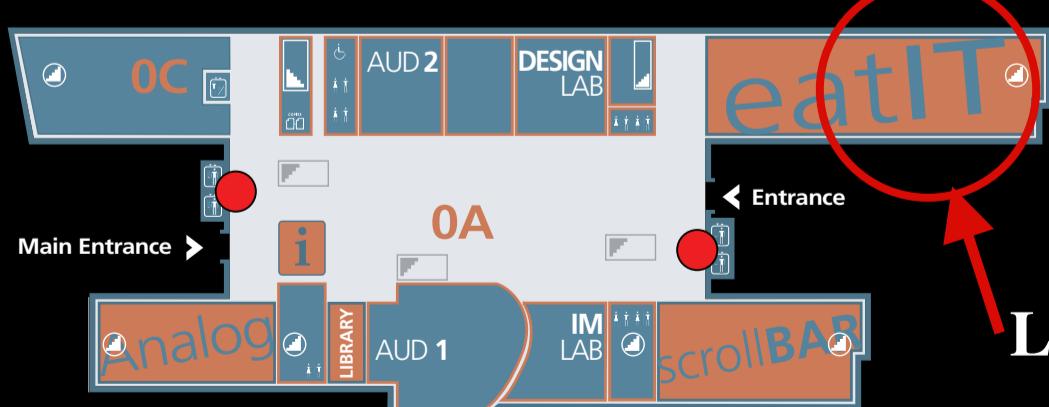D — Department of Finance and Personnel
E — RL - Research and Learning Support

Floor 1
1C   **1A**

AUD 2   3

Study Hall   AUD 1

1
A — Auditorium 1 / Auditorium 2
B — Study Hall/Meeting Room
C —

Floor 0
0C   **0A**

AUD 2   DESIGN LAB   eatIT

Main Entrance   i   Entrance

Analog   LIBRARY   AUD 1   IM LAB   scrollBAR

Lunch

0
A — Information Desk / Auditorium 1 / Auditorium 2 / LAB 1 - IntermediaLAB / LAB 2 - DesignLAB / Analog Café
B — Library
C — Facilities Management (FM)
D — eatIT
E — scrollBAR