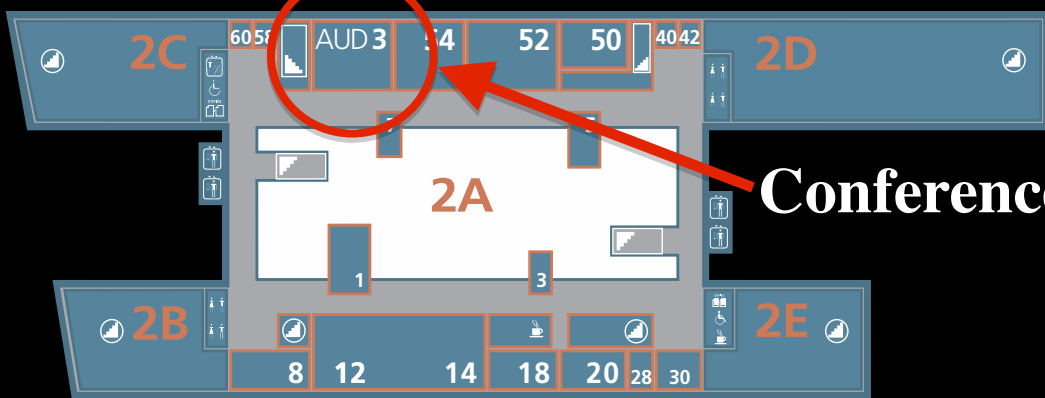
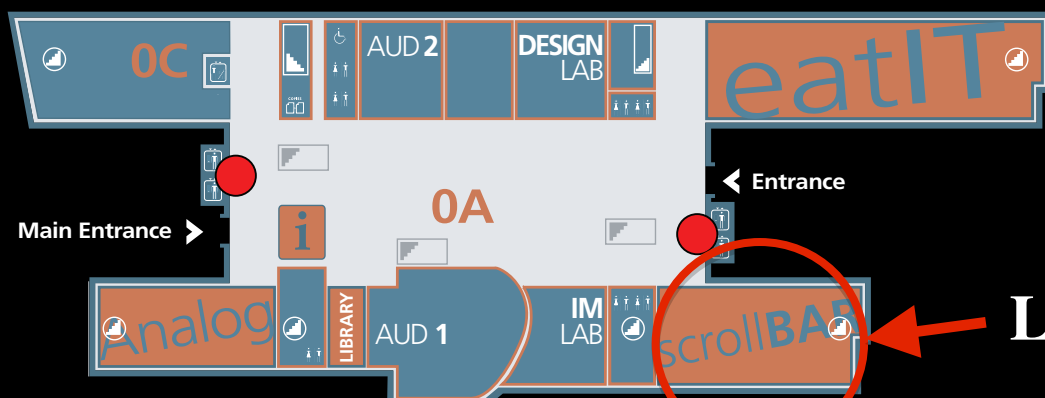
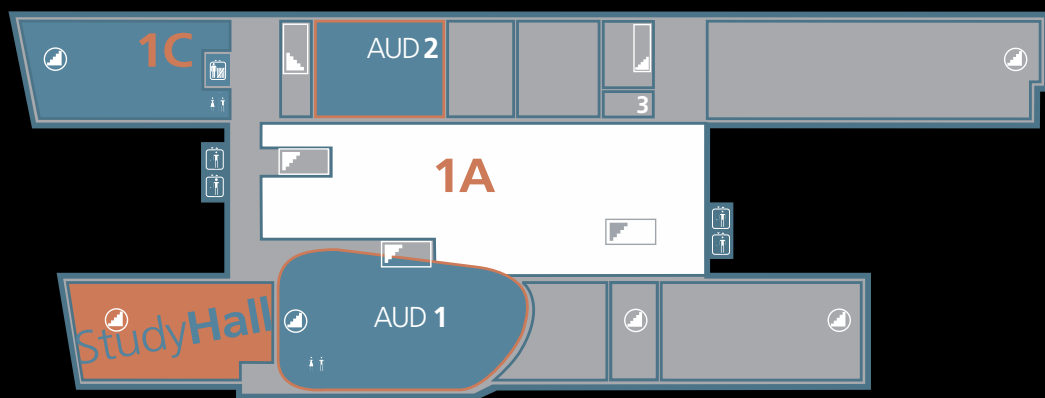


Open Spaces



Conference room



Lunch

5

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

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

3

- A CAOS - Culture, Aesthetics, Organisations and Society
- B 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

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

1

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

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