

SENIOR FRESHMAN ENGINEERING, 2025/26 - TIMETABLE (Semester 2)
05/12/2025

DAY	0900 - 1000	1000 - 1100	1100 - 1200	1200 - 1300	1300 - 1400	1400 - 1500	1500 - 1600	1600 - 1700	1700 - 1800
MONDAY	2E2 [Dargan]	2E12 [MacNeil]	2E10 [B1.15, TBSI]			2E10 Laboratories [PDesign, CADLAB, UG LAB, L2.01, L2.02] Groups W & X*		2E10 Laboratories [PDesign, AP 2.04, CADLAB, UG LAB, L2.02, L2.01] Groups Y & Z*	
TUESDAY	Trinity Elective	Trinity Elective	2E2 Tutorials [Regent House Groups G, H]	2E5 Tutorials [CLT] Group E [Salmon] Group H & I	2E5 Laboratories** [PBRM, PBFHT]		2E5 Laboratories** [PBRM, PBFHT]		2E5 [B1.15, TBSI] Weeks 1 & 2 ONLY]
WEDNESDAY		2E12 [Dargan]	2E12 Laboratories [CADLAB, ECAL, PCLAB, CIVILPCLAB, L2.02] Groups E & F	2E12 Laboratories [CADLAB, ECAL, PCLAB, CIVIL PCLAB] Groups G & H	2E2 [Ed Burke]	2E10 Laboratories [AP0.09, AP2.28, UG LAB, L2.01, L2.02] Groups Y & Z*		2E10 Laboratories [M17, CADLAB, UG LAB, L2.01, L2.02] Groups W & X*	
THURSDAY	2E2 [Ed Burke]		2E12 [Ed Burke]		2E5 [B1.15, TBSI]		2E5 Tutorials [DO] Group G [M4] Group F	Trinity Elective	Trinity Elective
FRIDAY	Trinity Elective	2E2 Tutorials [M17] Group I & E [LB08] Group F & J	2E10 [2043]		2E5 [Ed Burke]				

FURTHER INFORMATION ON SENIOR FRESHMAN ENGINEERING TIMETABLE, 2025/26
Module codes:

2E1 = MAU22E01 Engineering Mathematics III [5 credits]
 2E2 = MAU22E02 Engineering Mathematics IV [5 credits]
 2E3 = CSU22E03 Computer Engineering II [5 credits]
 2E4 = CEU22E04 Solids and Structures [5 credits]
 2E5 = MEU22E05 Thermo-fluids [5 credits]
 2E6 = EEU22E06 Electronics [5 credits]
 2E7 = CEU22E07
 Engineering and the
 Environment [5
 credits]
 2E9 = CEU22E09 Engineering Design III: Project [5 credits]
 2E10 = EEU22E10 Engineering Design IV: Project [10 credits]
 2E12 = EEU22E12 Computational Science and Engineering [5 credits]

Venues:

B1.15, TBSI = Stanley Quek Theatre, TBSI
 1008 = Edmund Burke Theatre, Arts Building
 2039 = JM Synge Theatre, Arts Building
 2039 = Jonathan Swift Theatre, Arts Building
 2043 = Davis Theatre, Arts Building
 AP2.03 = Room 2.03, Second Floor, Aras an Phiarsaigh

 CADLAB = Room 2.28, Second Floor, Aras an Phiarsaigh

 CEDR = Demonstrating Room, Second Floor, Simon Perry Building
 CLT = Crossland Lecture Theatre, Parsons Building
 DO = Drawing Office, Top Floor, Museum Building
 DOLT 0.32 = Senior Lecture Theatre Lower, D'Olier (Nursing)
 ECAL = PC Laboratory, First Floor, Parsons Building
 EE.PC1 = East End PC Lab 1, Panoz Institute
 GOLDHALL = Goldsmith Hall, Pearse Street
 HAM2 = Synge Lecture Theatre, Hamilton Building
 HAM3 = MacNeill Lecture Theatre, Hamilton Building
 HAM4 = Joly Lecture Theatre, Hamilton Building
 ICTLAB1 = ICTLAB1, Ground Floor, ICT Hut
 L2.01 = SCS5 Lab 1, Biosciences
 L2.02 = SCS5 Lab 2, Biosciences
 TH = Tercentenary Hall, Biosciences
 LB08 = Lecture Theatre 08, Lower Basement, Lloyd Institute
 LTEE2 = Lecture Theatre 2, Lower Basement, Panoz Institute
 M17 = Museum 17, First Floor, Museum Building
 M20 = Museum 20, First Floor, Museum Building
 M21 = Museum 21, First Floor, Museum Building
 PBLT = Parsons Lecture Theatre, Parsons Building
 PBFHT = Fluid & Heat Transfer Lab, Parsons Building
 PBRM = Parsons Building, Testing Hall
 PCLAB = PC Laboratory, Ground Floor, Parsons Building
 UG LAB = Room 2.15, Second Floor, Aras an Phiarsaigh

Semester dates:

First semester: Monday, 15th September, 2025 to Friday, 5th December, 2025
 Second semester: Monday, 19th January, 2026 to Friday, 10th April 2026

Study/Review Weeks:

First semester: Monday, 27th October 2025 to Friday, 31st October 2025
 Second semester: Monday, 2nd March 2026 to Friday, 6th March 2026

Examination dates:

Semester 1 examinations:
 Monday, 15th December 2025 to Monday, 22nd December 2025*
 (*contingency days may be required outside of the formal assessment weeks)

Semester 2 examinations:

Tuesday, 21st April, 2026 to Friday, 1st May, 2026**
 (**contingency days may be required outside of the formal assessment weeks)

Reassessment session:

To be confirmed

CIVIL PCLAB = Civil Engineering PC Lab, Engineering Workshops, Red Brick Building