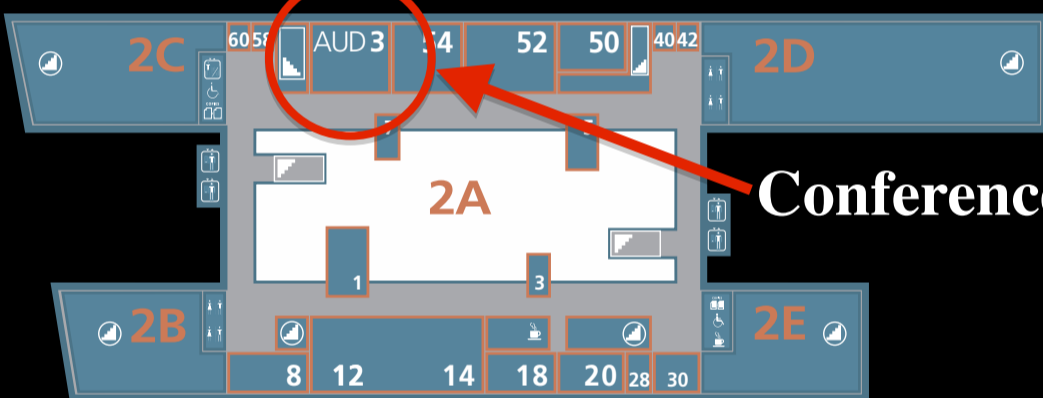
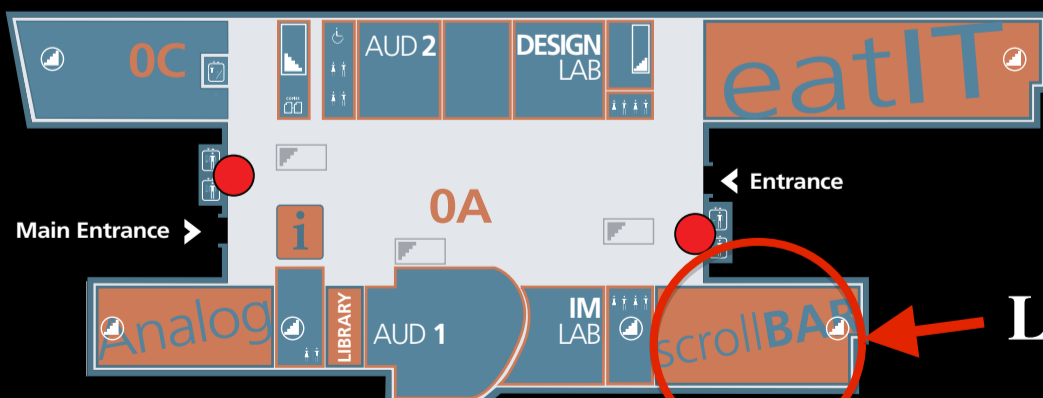
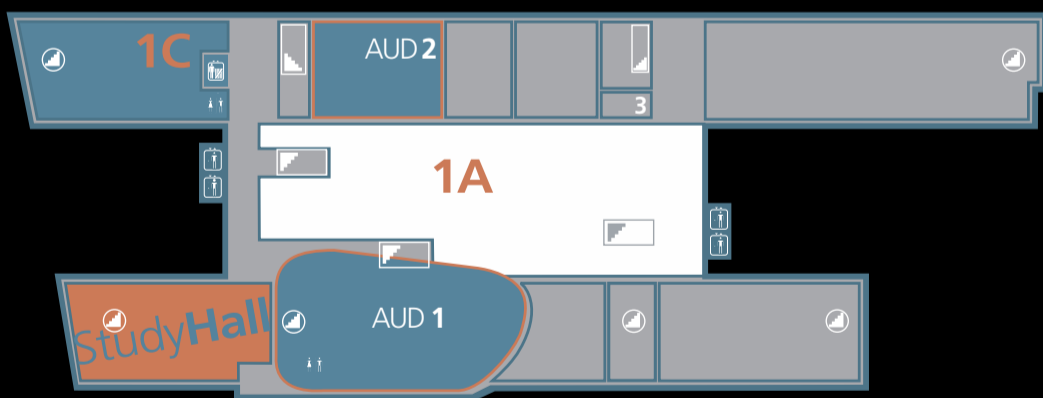


**Open Spaces**



**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**
- 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

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