



UNIVERSITY OF GOTHENBURG

Official Transcript of Records

Print date
2025-08-04

Name

Andrej Erdelský

Personal identity number

19990910-4235

Completed courses

Name	Scope	Grade	Date	Note
Advanced Requirements Engineering	7.5 hp	5	2023-10-27	2
An introduction to Game Research	7.5 hp	5	2023-11-13	2
Gameplay Design	7.5 hp	4	2024-01-12	2
Computer Graphics	7.5 hp	VG	2024-01-12	1
Agile Development Processes	7.5 hp	4	2024-03-14	2
Game Engine Architecture	7.5 hp	4	2024-04-03	2
Advanced Computer Graphics	7.5 hp	G	2024-06-07	1
Game Development Project	7.5 hp	5	2024-11-20	2
Interactive and linear storytelling with digital media	7.5 hp	G	2025-01-17	3
Introduction to Music Production and Creative Music Making	7.5 hp	G	2025-01-17	3
Current Trends in Gaming	7.5 hp	5	2025-01-30	2
Open project in interaction design	7.5 hp	G	2025-02-26	3
Master's Thesis in Computer Science and Engineering	30.0 hp	G	2025-06-18	1

Summation

Total	included credited parts	Credited education
120.0 hp		

Notes and information

60 credits (hp) represent a full academic year. The system is compatible with ECTS credits (the European Credit Transfer System) as one credit is equal to one ECTS credit.

- 1 Grading scale: Pass with distinction (VG), Pass (G), Fail (U)
- 2 Grading scale: Pass with distinction (5), Pass with credit (4), Pass (3), Fail (U)
- 3 Grading scale: Pass (G), Fail (U)

The above is an excerpt from the student registry.

Check the certificate on: <https://www.student.ladok.se/verifiera/>
Verifiable until: 2025-11-02

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Control code: 2DG4E58A05

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