

Uptegraph, Johnathan William
Emerging Technology in Business and Design - Digital

Prepared On	05/31/2022 10:00 PM	Program Code	FAETIJ134	Catalog Year	Fall 2021
Student ID	+01626273	Graduation Date	UNKNOWN	Job ID	2215122000840043

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AT LEAST ONE REQUIREMENT HAS NOT BEEN SATISFIED

- ✕ **Application for Graduation - Bachelor of Arts in Emerging Technology in Business and Design**
You should apply for graduation in the semester before you expect to graduate. Apply for the semester you'll complete all degree requirements, regardless of which ceremony you attend.

Log into Bannerweb to apply for graduation:

Graduation Application Deadlines:

Fall and Winter graduation - Prior to May 1

Spring graduation - Prior to November 1

Summer graduation - Prior to March 1

- ✕ You must apply in order to graduate

... **General Graduation Requirements - Includes Current Regis.
124 Hours With at Least a 2.00 GPA**

Earned: 133.0 Hours

- ... 2.00 GPA required in all courses attempted for grade
whether or not used toward meeting requirements

(133.0 Hours Taken)

45 Courses Taken

3.28 GPA

- ✓ No more than 13 hours taken Credit/No Credit option:

(1.0 HOUR TAKEN)

19FL CEC201

1.0 X

*** **Global Miami Plan - Liberal Education requirements** ***

Note: A course can only be used once in Foundations

I, II, III, IV, V, Intercultural Perspectives or Advanced Writing
Global Miami Plan - Liberal Education Requirement

✓ **Foundation I - English Composition**

Earned: 1 Sub-Group

18FL ENG111 3.0 A

✓ **Foundation II - Creative Arts, Humanities, Social Science**

Earned: 9.0 Hours 3 Sub-Groups

20SP CCA111 3.0 A-

20FL IMS211 3.0 A+

18FL PSY111 3.0 AP

✓ **Foundation III - Global Perspectives**

Earned: 6.0 Hours 1 Sub-Group

19SP HST296 3.0 C

20SP HST231 3.0 B+

... **Foundation IV - Natural (Biological & Physical) Science**

Earned: 7.0 Hours 3 Sub-Groups

22FL MBI131 3.0 RG IP

20SP EDT182 4.0 A+

✓ **Foundation V - Mathematics, Formal Reasoning, Technology**

Earned: 1 Sub-Group

20FL IMS222 3.0 A-

✓ **Intercultural Perspectives Requirement**

Earned: 1 Sub-Group

21SP IMS384 3.0 A+

✓ **Experiential Learning**

Earned: 3.0 Hours 1 Sub-Group 3.70 GPA

22SP IMS440 3.0 A-

✓ **Advanced Writing course**

Earned: 3.0 Hours 1 Sub-Group 4.00 GPA

21FL IMS317 3.0 A

✗ **Thematic Sequence**

You must complete a Thematic Sequence before you can graduate. You may use a minor to satisfy the Thematic Sequence requirement if 9 hours of the minor are outside the department of major and at least 6 of the 9 hours are 200 level or above. If using a minor, second major or second degree to fulfill the Thematic Sequence, it will be noted on your DAR at the time of your application to graduate.

Business students - you must complete a non-business thematic or minor to fulfill this requirement.

Contact your advisor for more information.

✓ **Senior Capstone:**

22SP	IMS440	3.0	A-
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✓ **Emerging Technology in Business and Design
Bachelor of Arts in Emerging Technology in Business and De**

<i>Earned:</i>	15.0 Hours	3.85	GPA
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18FL	CSE151	3.0	AP
20FL	IMS254	3.0	A-
20FL	IMS259	3.0	A-
21SP	IMS354	3.0	A
20FL	CSE251	3.0	A+

✓ **Emerging Technology in Business and Design
Digital Concentration**

<i>Earned:</i>	51.0 Hours	5 Sub-Groups	3.77	GPA
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21SP	IMS414	3.0	A+
21SP	IMS419	3.0	B
21FL	IMS317	3.0	A
22SP	IMS413	3.0	A-
20FL	IMS211	3.0	A+
20FL	IMS222	3.0	A-
21SP	IMS322	3.0	A
21SP	IMS228	3.0	A-
21FL	IMS375	3.0	A
21FL	IMS377	3.0	A
22WN	IMS432	3.0	A
22SP	IMS440	3.0	A-
22SP	IMS487	3.0	A+
19SP	CSE271	0.0	F >Q
20SP	CCA111	3.0	A-
21SP	IMS384	3.0	A+
21FL	CSE252	3.0	B

... Computer Science Minor
*Earned: 18.0 Hours**2 Sub-Groups**2.60 GPA*

18FL	CSE174	3.0	B-	
19SP	CSE271	0.0	F	>Q
19FL	CSE271	3.0	C	
21FL	CSE274	3.0	B	
21FL	CSE252	3.0	B	
19SP	ECE102	3.0	C+	>>MATCHED AS: CSE102
22FL	CSE432	3.0	RG	IP

... Games + Simulation Minor
*Earned: 19.0 Hours**2 Sub-Groups**3.75 GPA*

18FL	CEC101	1.0	A+	
20FL	IMS211	3.0	A+	
22SP	IMS212	3.0	A-	
20FL	CSE251	3.0	A+	
21FL	IMS317	3.0	A	
21FL	IMS319	3.0	B	
22FL	IMS488	3.0	RG	IP

Courses not used in any other requirement

19FL	EDT110	2.0	A	
20SP	EDL290T	2.0	A+	
20SP	PHY141	3.0	A+	
19FL	ENG313	3.0	A-	
19FL	CEC201	1.0	X	
19SP	MTH104	5.0	C-	RP
18FL	MTH104	0.0	D	>D
19FL	ECE287	4.0	D-	
22FL	IMS351	3.0	RG	IP
22FL	IMS430	3.0	RG	IP
19FL	MTH151	0.0	W	

****** Explanatory Legend ******
Symbols/grades used to reference coursework:
RG = Currently registered RX = Currently registered C/NC
TR = Transfer Course NC = No credit for Transfer course
AP = Advanced Placement EP = English Portfolio
PR = Proficiency Credit FS = Fresh Start
IU = Undergrad incomplete grade IG = Graduate incomplete grade
IUY= Undergrad incomplete c/nc IGY = Graduate incomplete C/NC
ADF = Academic Dishonesty/Fail ADY = Academic Dishonesty C/NC
CL = CLEP Exam N = No grade reported
RP = more than one occurrence S = Satisfactory progress

>R = repeatable course X = Credit earned in C/NC course
 >C = Cross-listed course Y = No credit earned in C/NC crs
 >D = Duplicated course (R) = Course is required
 >- = Credit hour reduction
 >S = Course which has hours split between requirements
 >Q = Grade and credit taken out of calculation
 WH = Waived hours WS = Waived course
 L = audited course

Symbols used to reference requirement progress:

OK = Requirement completed
 NO = Requirement not completed
 IP = Requirement with In-Progress (RG or RX) courses
 + = subreq completed
 - = subreq not completed
 -R = subreq is required

Term Definitions:

FL - Fall

WN - Winter

SP - Spring

SU - Summer

****** LEGEND ******

****** TRANSCRIPT RECORD ******

---- Academic course work - 2018-2019 ---

24.0 Hours Added			2.19 GPA
18FL CEC101	1.0	A+	Computing, Engineering&Societ
18FL CSE151	3.0	AP	Computers, Comp Sci & Society AP: COMP SCI PRINC
18FL CSE174	3.0	B-	Fundmntls-Progrming&Prob Solv
18FL ENG111	3.0	A	Composition and Rhetoric
18FL MTH104	0.0	D >D	Precalculus With Algebra
18FL PSY111	3.0	AP	Introduction to Psychology AP: PSYCHOLOGY
19SP CSE271	0.0	F >Q	Object-Oriented Programming
19SP ECE102	3.0	C+	Intro Elect & Comp Engineerin
19SP HST296	3.0	C	World History Since 1945
19SP MTH104	5.0	C- RP	Precalculus With Algebra

---- Academic course work - 2019-2020 ---

28.0 Hours Added			3.14 GPA
19FL CEC201	1.0	X	SEEC LLC Seminar
19FL CSE271	3.0	C	Object-Oriented Programming

20SP	CCA111	3.0	A-	Innov, Creat., & Des Thinking
20SP	EDL290T	2.0	A+	Tabletop Games & Leadership
20SP	EDT182	4.0	A+	Physical Science
20SP	HST231	3.0	B+	Genocides in the 20th Century
20SP	PHY141	3.0	A+	Physics In Sports

---- Academic course work - 2020-2021 ----

33.0 Hours Added

3.80 GPA

20FL	CSE251	3.0	A+	Intro to Game Programming
20FL	IMS211	3.0	A+	Introduction to Game Studies
20FL	IMS222	3.0	A-	Intro to Interaction Design
20FL	IMS254	3.0	A-	Design Thinking & Principles
20FL	IMS259	3.0	A-	Art and Digital Tools I
21SP	IMS228	3.0	A-	Co-Lab
21SP	IMS322	3.0	A	Intermed Interaction Dev
21SP	IMS354	3.0	A	Intermed Interaction Design
21SP	IMS384	3.0	A+	Rhetoric of Games
21SP	IMS414	3.0	A+	Web and Social Media Analytic
21SP	IMS419	3.0	B	Digital Branding

---- Academic course work - 2021-2022 ----

33.0 Hours Added

3.64 GPA

21FL	CSE252	3.0	B	Web Application Programming
21FL	CSE274	3.0	B	Data Abstractions & Structure
21FL	IMS317	3.0	A	Writing for Games
21FL	IMS319	3.0	B	Foundations in 3D Design
21FL	IMS375	3.0	A	Human Robot Interaction
21FL	IMS377	3.0	A	Independent Studies
22WN	IMS432	3.0	A	Invention Entertainment Desig
22SP	IMS212	3.0	A-	Introduction to Game Design
22SP	IMS413	3.0	A-	User Experience Research
22SP	IMS440	3.0	A-	Emerging Technology Practicum
22SP	IMS487	3.0	A+	Game Prototyping, Pipeline

**----->CHANGES TO COURSE REGISTRATIONS/REQUESTS LISTED BELOW
MAY CHANGE APPROVAL OF THESE DEGREE REQUIREMENTS:**

22FL	CSE432	3.0	RG	IP	Machine Learning
22FL	IMS351	3.0	RG	IP	Intro to Mobile App Dev
22FL	IMS430	3.0	RG	IP	Motion Design Toolkit
22FL	IMS488	3.0	RG	IP	Game Preproduction
22FL	MBI131	3.0	RG	IP	Community Health Perspectives

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*THE FOLLOWING REPRESENTS WHAT IS ON YOUR ACADEMIC RECORD AND
MAY NOT REFLECT HOURS APPLICABLE TOWARD YOUR DEGREE PROGRAM.
SEE HOURS EARNED AT THE BEGINNING OF THIS AUDIT*

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UNDERGRADUATE CREDIT SUMMARY TO DATE

	<i>ATTEMPTED</i>	<i>PASSED</i>	<i>EARNED</i>	<i>GPA</i>	<i>QUALITY</i>	
	<i>HOURS</i>	<i>HOURS</i>	<i>HOURS</i>	<i>HOURS</i>	<i>POINTS</i>	<i>GPA</i>
<i>MIAMI</i>	<i>:</i>	<i>125.00</i>	<i>117.00</i>	<i>117.00</i>	<i>116.00</i>	<i>381.10 3.28</i>

TRANSFER:	0.00	0.00	6.00	0.00	0.00	0.00
OVERALL :	125.00	117.00	123.00	116.00	381.10	3.28

D I V I S I O N A L				C O M M E N T S
DATE	AUTH	INIT	CTLCODE	DESCRIPTION
02/06/2022	rey	no1	EC	Pseudo Name: FAIMCORE dprog :FAETIJ134 rname :FAETCORE course :IMS101 rcourse:CSE151 memo:Sub CSE151 for IMS101 in core per Glenn Platt.
02/06/2022	rey	no1	EC	Pseudo Name: FAIMINT2 dprog :FAETIJ134 rname :FADGTL course :IMS452 rcourse:IMS487 memo:Sub IMS487 for IMS452 in integration track per G lenn Platt.
02/06/2022	rey	no1	EC	Pseudo Name: FAIMCOLL2 dprog :FAETIJ134 rname :FADGTL course :IMS355 rcourse:IMS375 memo:Sub IMS375 for IMS355 in collaboration track per Glenn Platt.
02/06/2022	rey	no1	EC	Pseudo Name: FAIMBU2 dprog :FAETIJ134 rname :FADGTL course :IMS224 rcourse:IMS317 memo:Sub IMS317 for IMS224 in business track per Glen n Platt.
02/06/2022	rey	no1	RS	Pseudo Name: FAIMCOLL2 dprog :FAETIJ134 rname :FADGTL course :IMS377 memo:Use IMS377 in collaborat ion track per Glenn Plat t.
02/06/2022	rey	no1	RS	Pseudo Name: FAIMCOLL2 dprog :FAETIJ134 rname :FADGTL course :IMS432 memo:Use IMS432 in collaborat ion track per Glenn Plat t.
04/13/2022	hay	est	RS	Pseudo Name: GACORE dprog :FAETIJ134 rname :GAMMINOR course :CEC101

rcourse:IMS111
memo:CEC101 sub for IMS 111 p
er M Board

05/20/2022 hay est RS

Pseudo Name: GAFOCUS
dprog :FAETIJ134
rname :GAMMINOR
course :IMS488
memo:Sub IMS 488 for IMS 215
per G Platt

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THIS REPORT IS TO ASSIST THE STUDENT IN COURSE PLANNING.
FINAL CONFIRMATION OF DEGREE REQUIREMENTS IS SUBJECT TO
DEPARTMENT AND UNIVERSITY APPROVAL

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***** END OF ANALYSIS *****

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