



# SINGAPORE POLYTECHNIC

500 DOVER ROAD, SINGAPORE 139651

## ACADEMIC TRANSCRIPT

National ID: T0023566G  
 Admission No: 1725566  
 Name: KOH GUAN ZEH  
 311A ANCHORVALE LANE #08-12  
 SINGAPORE 541311

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 Date of Issue: 04 May 2020

2017/2018 SEMESTER 1  
 DIPLOMA IN GAMES DESIGN & DEVELOPMENT  
 STAGE 1A FULL-TIME

Module Code	Module Name	Exam Grade	Credit Units
LC1054	COMMUNICATING FOR PERSONAL AND TEAM EFFECTIVENESS	A	2.00
LC8001	GENERAL EDUCATION 1	DIST	2.00
SD0001	VISUAL ARTS STUDIO	A	3.00
SD0002	FOUNDATION DESIGN STUDIO	B+	4.00
SD0003	BASIC DRAWING CLASS	B+	3.00
SD0004	GRAPHIC COMMUNICATION	DIST	4.00
SD0007	COURSE SPECIFIC SKILLS	B+	2.00

ALLOWED TO CONTINUE IN THE COURSE

Semester GPA: 3.775

Cumulative GPA: 3.775

EDUCATION AND CAREER GUIDANCE 1: PERSONAL DEVELOPMENT

COMPLETED



DIRECTOR, ACADEMIC SERVICES

### GRADING SYSTEM (With Effect From 2004/2005)

GRADE	DESCRIPTION	GRADE POINT	GRADE	DESCRIPTION	GRADE POINT
DIST	DISTINCTION	4.0	P	NON-GRADED PASS	0.5
A	EXCELLENT (80% - 100%)	4.0	UG	UNGRADED	NA
B+	VERY GOOD (75% - 79%)	3.5	UP	PASS IN A MODULE WHICH HAS NO GRADE POINT	NA
B	GOOD (70% - 74%)	3.0	UF	FAIL IN A MODULE WHICH HAS NO GRADE POINT	NA
C+	GOOD CREDIT (65% - 69%)	2.5	EX	EXEMPTED	NA
C	CREDIT (60% - 64%)	2.0	ABS	ABSENT	0.0
D+	GOOD PASS (55% - 59%)	1.5			
D	PASS (50% - 54%)	1.0			
D-	SUBSIDIARY PASS	0.5			
F	FAIL	0.0			

### GRADING SYSTEM (Prior to 2004/2005)

GRADE	DESCRIPTION
DIST	DISTINCTION
A	VERY GOOD (80% - 100%)
B	CREDIT (70% - 79%)
C	GOOD PASS (60% - 69%)
D	PASS (50% - 59%)
E	SUBSIDIARY PASS
F	FAIL
P	PASS FOR A NON-GRADED MODULE
EX	EXEMPTED
ABS	ABSENT

Semester and Cumulative GPA scores shown above (if any) do not include modules marked with an asterisk (\*).



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2017/2018 SEMESTER 2  
 DIPLOMA IN GAMES DESIGN & DEVELOPMENT  
 STAGE 1B FULL-TIME

Module Code	Module Name	Exam Grade	Credit Units
LC8002	GENERAL EDUCATION 2	DIST	2.00
SD006Z	DESIGN THEORY AND RESEARCH 1	A	4.00
SD3102	GAMES DESIGN & DEVELOPMENT STUDIO 1	DIST	10.00
SD3106	GAME DESIGN 1	DIST	3.00
SD3107	GAME ART AND ANIMATION 1	DIST	2.00
SD3108	GAME PROGRAMMING 1	DIST	3.00
SD6002	ADVANCED DRAWING CLASS	A	3.00

ALLOWED TO CONTINUE IN THE COURSE

Semester GPA: 4.000  
 Cumulative GPA: 3.904  
 SPORTS FOR LIFE YEAR 1: BADMINTON

COMPLETED

2018/2019 SEMESTER 1  
 DIPLOMA IN GAMES DESIGN & DEVELOPMENT  
 STAGE 2A FULL-TIME

Module Code	Module Name	Exam Grade	Credit Units
LC8003	SOCIAL INNOVATION PROJECT	DIST	2.00
SD3203	GAME ART AND ANIMATION II	DIST	4.00
SD3205	GAME PROGRAMMING II	DIST	3.00

ALLOWED TO CONTINUE IN THE COURSE

Semester GPA: 4.000  
 Cumulative GPA: 3.920  
 EDUCATION AND CAREER GUIDANCE 2: CAREER DEVELOPMENT

COMPLETED



*E. Lim*  
 DIRECTOR, ACADEMIC SERVICES

### GRADING SYSTEM (With Effect From 2004/2005)

GRADE	DESCRIPTION	GRADE POINT	GRADE	DESCRIPTION	GRADE POINT
DIST	DISTINCTION	4.0	P	NON-GRADED PASS	0.5
A	EXCELLENT (80% - 100%)	4.0	UG	UNGRADED	NA
B+	VERY GOOD (75% - 79%)	3.5	UP	PASS IN A MODULE WHICH HAS NO GRADE POINT	NA
B	GOOD (70% - 74%)	3.0	UF	FAIL IN A MODULE WHICH HAS NO GRADE POINT	NA
C+	GOOD CREDIT (65% - 69%)	2.5	EX	EXEMPTED	NA
C	CREDIT (60% - 64%)	2.0	ABS	ABSENT	0.0
D+	GOOD PASS (55% - 59%)	1.5			
D	PASS (50% - 54%)	1.0			
D-	SUBSIDIARY PASS	0.5			
F	FAIL	0.0			

### GRADING SYSTEM (Prior to 2004/2005)

GRADE	DESCRIPTION
DIST	DISTINCTION
A	VERY GOOD (80% - 100%)
B	CREDIT (70% - 79%)
C	GOOD PASS (60% - 69%)
D	PASS (50% - 59%)
E	SUBSIDIARY PASS
F	FAIL
P	PASS FOR A NON-GRADED MODULE
EX	EXEMPTED
ABS	ABSENT

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2018/2019 SEMESTER 2  
 DIPLOMA IN GAMES DESIGN & DEVELOPMENT  
 STAGE 2B FULL-TIME

Module Code	Module Name	Exam Grade	Credit Units
LC8005	GENERAL EDUCATION 3	A	2.00
MS0151	MATHEMATICS FOR GAMES	DIST	4.00
SD304Z	GAMES DESIGN AND DEVELOPMENT STUDIO 2	DIST	16.00
SD314Z	GAME DESIGN II	DIST	6.00
SD3206	GAME PROGRAMMING III	DIST	3.00
SD601Z	DESIGN THEORY AND RESEARCH 2	DIST	4.00
ST0276	ETHICS AND LAW OF IT AND MEDIA	A	2.00

ALLOWED TO CONTINUE IN THE COURSE

Semester GPA: 4.000  
 Cumulative GPA: 3.952

2019/2020 SEMESTER 1  
 DIPLOMA IN GAMES DESIGN & DEVELOPMENT  
 STAGE 3A FULL-TIME

Module Code	Module Name	Exam Grade	Credit Units
IA8002	INTERNSHIP PROGRAMME	DIST	12.00

ALLOWED TO CONTINUE IN THE COURSE

Semester GPA: 4.000  
 Cumulative GPA: 3.957



DIRECTOR, ACADEMIC SERVICES

### GRADING SYSTEM (With Effect From 2004/2005)

GRADE	DESCRIPTION	GRADE POINT	GRADE	DESCRIPTION	GRADE POINT
DIST	- DISTINCTION	4.0	P	- NON-GRADED PASS	0.5
A	- EXCELLENT (80% - 100%)	4.0	UG	- UNGRADED	NA
B+	- VERY GOOD (75% - 79%)	3.5	UP	- PASS IN A MODULE WHICH HAS NO GRADE POINT	NA
B	- GOOD (70% - 74%)	3.0	UF	- FAIL IN A MODULE WHICH HAS NO GRADE POINT	NA
C+	- GOOD CREDIT (65% - 69%)	2.5	EX	- EXEMPTED	NA
C	- CREDIT (60% - 64%)	2.0	ABS	- ABSENT	0.0
D+	- GOOD PASS (55% - 59%)	1.5			
D	- PASS (50% - 54%)	1.0			
D-	- SUBSIDIARY PASS	0.5			
F	- FAIL	0.0			

### GRADING SYSTEM (Prior to 2004/2005)

GRADE	DESCRIPTION
DIST	- DISTINCTION
A	- VERY GOOD (80% - 100%)
B	- CREDIT (70% - 79%)
C	- GOOD PASS (60% - 69%)
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F	- FAIL
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2019/2020 SEMESTER 2  
 DIPLOMA IN GAMES DESIGN & DEVELOPMENT  
 STAGE 3B FULL-TIME

Module Code	Module Name	Exam Grade	Credit Units
MD003Z	DESIGN THEORY AND RESEARCH 3	DIST	4.00
MD231Z	GAME DESIGN AND DEVELOPMENT STUDIO 3	DIST	15.00
MD233Z	GAME DESIGN 3	DIST	4.00
MD234Z	GAME PROGRAMMING 4	DIST	12.00

### DIPLOMA AWARDED

Semester GPA: 4.000  
 Cumulative GPA: 3.968



DIRECTOR, ACADEMIC SERVICES

#### GRADING SYSTEM (With Effect From 2004/2005)

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