# GEORGE MASON UNIVERSITY.

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# Academic Transcript

G01308027 Maia J. Ocampo
Oct 22, 2024 01:01 pm

This is not an official transcript. Courses which are in progress may also be included on this transcript./td>

**Transfer Credit**    **Institution Credit**    **Transcript Totals**    **Courses in Progress**

**Transcript Data**
**STUDENT INFORMATION**

| Name : | Maia J. Ocampo |
|---|---|

**Curriculum Information**

**Current Program**

Bachelor of Fine Arts

| College: | Coll Visual & Performing Arts |
|---|---|
| Major: | Computer Game Design |
| Minor: | Computer Science |

***This is NOT an Official Transcript***

**TRANSFER CREDIT ACCEPTED BY INSTITUTION**     **-Top-**

| FA19-SP21: | Virginia Community Coll System |
|---|---|

| Subject | Course | Title | Grade | Credit Hours | Quality Points | R |
|---|---|---|---|---|---|---|
| BIOL | 102 | Introductory Biology I | T | 4.000 | 0.00 | |
| BIOL | 103 | Survey of Cellular & Molec Bio | T | 3.000 | 0.00 | |
| BIOL | 105 | Cellular Biology Lab Only | T | 1.000 | 0.00 | |
| ENGH | 101 | Composition | T | 3.000 | 0.00 | |
| HIST | 121 | Formatn of Amer Republic | T | 3.000 | 0.00 | |
| HIST | 122 | Devel of Modern America | T | 3.000 | 0.00 | |

| | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|---|---|---|---|---|---|---|
| **Current Term:** | 17.000 | 0.000 | 17.000 | 0.000 | 0.00 | 0.00 |

**\*\*Unofficial Transcript\*\***

## INSTITUTION CREDIT      -Top-

### Term: Fall 2021

**Academic Standing:**     Good Standing

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---------|--------|-------|-------|-------|--------------|----------------|---|
| CS | 110 | UG | Essentials of Computer Science | A- | 3.000 | 11.01 | |
| CS | 112 | UG | Intro Computer Programming | B+ | 4.000 | 13.32 | |
| HNRS | 110 | UG | Research and Inquiry | A- | 4.000 | 14.68 | |
| MATH | 113 | UG | Analytic Geometry/Calculus I | C | 4.000 | 8.00 | |

### Term Totals (Undergraduate)

| | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|---|---|---|---|---|---|---|
| **Current Term:** | 15.000 | 15.000 | 15.000 | 15.000 | 47.01 | 3.13 |
| **Cumulative:** | 15.000 | 15.000 | 15.000 | 15.000 | 47.01 | 3.13 |

**\*\*Unofficial Transcript\*\***

### Term: Spring 2022

**Academic Standing:**     Good Standing

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---------|--------|-------|-------|-------|--------------|----------------|---|
| AVT | 104 | UG | 2D Design and Color | A | 3.000 | 12.00 | |
| CS | 211 | UG | Object-Oriented Programming | B- | 3.000 | 8.01 | |
| GAME | 230 | UG | History of Computer Game Desgn | A | 3.000 | 12.00 | |
| HNRS | 131 | UG | Eliminating Global Hunger | A | 3.000 | 12.00 | |
| MATH | 114 | UG | Analytic Geom and Calc II | C | 4.000 | 8.00 | |
| UNIV | 332 | UG | Peer Leadership: RAs | A | 0.000 | 0.00 | |

### Term Totals (Undergraduate)

| | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|---|---|---|---|---|---|---|
| **Current Term:** | 16.000 | 16.000 | 16.000 | 16.000 | 52.01 | 3.25 |
| **Cumulative:** | 31.000 | 31.000 | 31.000 | 31.000 | 99.02 | 3.19 |

**\*\*Unofficial Transcript\*\***

### Term: Fall 2022

**Academic Standing:**     Good Standing

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---------|--------|-------|-------|-------|--------------|----------------|---|

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---------|--------|-------|-------|-------|--------------|----------------|---|
| AVT | 382 | UG | 2D Experimental Animation | A | 3.000 | 12.00 | |
| CS | 262 | UG | Intro to Low-level Programming | C | 3.000 | 6.00 | |
| CS | 310 | UG | Data Structures | D | 3.000 | 0.00 | E |
| HNRS | 122 | UG | Expression in Video Games | A+ | 3.000 | 12.00 | |
| MATH | 125 | UG | Discrete Mathematics I | B | 3.000 | 9.00 | |

## Term Totals (Undergraduate)

|  | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|--|---------------|--------------|--------------|-----------|----------------|-----|
| **Current Term:** | 15.000 | 12.000 | 12.000 | 12.000 | 39.00 | 3.25 |
| **Cumulative:** | 46.000 | 43.000 | 43.000 | 43.000 | 138.02 | 3.21 |

**\*\*Unofficial Transcript\*\***

### Term: Spring 2023

**Academic Standing:** Good Standing

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---------|--------|-------|-------|-------|--------------|----------------|---|
| CS | 310 | UG | Data Structures | C | 3.000 | 6.00 | I |
| CS | 330 | UG | Formal Methods and Models | B | 3.000 | 9.00 | |
| CS | 367 | UG | Computer Systems and Programm | D | 4.000 | 4.00 | |
| HNRS | 260 | UG | Museums and Public Memory | A | 3.000 | 12.00 | |
| MATH | 203 | UG | Linear Algebra | C+ | 3.000 | 6.99 | |

## Term Totals (Undergraduate)

|  | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|--|---------------|--------------|--------------|-----------|----------------|-----|
| **Current Term:** | 16.000 | 16.000 | 16.000 | 16.000 | 37.99 | 2.37 |
| **Cumulative:** | 62.000 | 59.000 | 59.000 | 59.000 | 176.01 | 2.98 |

**\*\*Unofficial Transcript\*\***

### Term: Fall 2023

**Academic Standing:** Good Standing
**Additional Standing:** Dean's List

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---------|--------|-------|-------|-------|--------------|----------------|---|
| AVT | 180 | UG | New Media in the Creative Arts | A | 3.000 | 12.00 | |
| AVT | 383 | UG | 3D Experimental Animation | A | 3.000 | 12.00 | |
| GAME | 210 | UG | Basic Game Design | A+ | 3.000 | 12.00 | |

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---|---|---|---|---|---|---|---|
| GAME | 250 | UG | Music for Film and Video | A | 3.000 | 12.00 | |
| PHYS | 103 | UG | Physics/Everyday Phenomena I | A+ | 4.000 | 16.00 | |

**Term Totals (Undergraduate)**

| | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|---|---|---|---|---|---|---|
| **Current Term:** | 16.000 | 16.000 | 16.000 | 16.000 | 64.00 | 4.00 |
| **Cumulative:** | 78.000 | 75.000 | 75.000 | 75.000 | 240.01 | 3.20 |

**\*\*Unofficial Transcript\*\***

**Term: Spring 2024**

| **Academic Standing:** | Good Standing |
|---|---|
| **Additional Standing:** | Dean's List |

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---|---|---|---|---|---|---|---|
| AVT | 222 | UG | Drawing I | A | 3.000 | 12.00 | |
| GAME | 231 | UG | Three-Dimensional Game Art I | B | 3.000 | 9.00 | |
| GAME | 232 | UG | Online and Mobile Gaming | A | 3.000 | 12.00 | |
| GAME | 332 | UG | RS:Story Design for Comp Games | A | 3.000 | 12.00 | |
| GAME | 367 | UG | Wrtng and Editing Music/Sound | A | 3.000 | 12.00 | |
| HNRS | 360 | UG | Climate Change and Culture | A | 3.000 | 12.00 | |

**Term Totals (Undergraduate)**

| | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|---|---|---|---|---|---|---|
| **Current Term:** | 18.000 | 18.000 | 18.000 | 18.000 | 69.00 | 3.83 |
| **Cumulative:** | 96.000 | 93.000 | 93.000 | 93.000 | 309.01 | 3.32 |

**\*\*Unofficial Transcript\*\***

**Term: Summer 2024**

| **Academic Standing:** | Good Standing |
|---|---|
| **Additional Standing:** | Dean's List |

| Subject | Course | Level | Title | Grade | Credit Hours | Quality Points | R |
|---|---|---|---|---|---|---|---|
| AVT | 217 | UG | Introduction to Web Design | A+ | 3.000 | 12.00 | |
| GAME | 310 | UG | Digital Game Design | A | 3.000 | 12.00 | |
| PSYC | 100 | UG | Basic Concepts in Psychology | A+ | 3.000 | 12.00 | |

**Term Totals (Undergraduate)**

|  | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|---|---|---|---|---|---|---|
| **Current Term:** | 9.000 | 9.000 | 9.000 | 9.000 | 36.00 | 4.00 |
| **Cumulative:** | 105.000 | 102.000 | 102.000 | 102.000 | 345.01 | 3.38 |

**\*\*Unofficial Transcript\*\***

## TRANSCRIPT TOTALS (UNDERGRADUATE)      -Top-

|  | Attempt Hours | Passed Hours | Earned Hours | GPA Hours | Quality Points | GPA |
|---|---|---|---|---|---|---|
| **Total Institution:** | 105.000 | 102.000 | 102.000 | 102.000 | 345.01 | 3.38 |
| **Total Transfer:** | 17.000 | 0.000 | 17.000 | 0.000 | 0.00 | 0.00 |
| **Overall:** | 122.000 | 102.000 | 119.000 | 102.000 | 345.01 | 3.38 |

**\*\*Unofficial Transcript\*\***

## COURSES IN PROGRESS      -Top-

**Term: Fall 2024**

| Subject | Course | Level | Title | Credit Hours |
|---|---|---|---|---|
| GAME | 300 | UG | Portfolio Preparation | 1.000 |
| GAME | 330 | UG | Comp Game Platform Analysis | 3.000 |
| GAME | 331 | UG | Consumer Game Platfm Analy Lab | 1.000 |
| GAME | 398 | UG | Three-Dimensional Game Art II | 3.000 |
| GAME | 490 | UG | Senior Game Design Capstone | 3.000 |
| GAME | 491 | UG | Internship | 3.000 |
| HNRS | 130 | UG | Identity in Video Games | 3.000 |

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