

UNOFFICIAL ACADEMIC TRANSCRIPT

Name: Daniel Joseph
University ID: 343001676

Student Address: 31 Hollingsworth St
Mattapan, MA 02126-2019

Print Date: 2023-09-09

Other Credits

Other Credits Applied Toward UGRD Computing & Info Sciences
Waiver - COOP WVco-op 2023-04-13
Transferred to Term 2021 Sum as
IGME 499 Undergraduate Co-op 0.000 WV

Degrees Awarded

Degree: Bachelor of Science
Confer Date: 2023-05-12
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Social Inequalities

Test Credits

Test Credits Applied Toward UGRD Computing & Info Sciences
Advanced Placement U.S. History 2017-01-01 3.00
Transferred to Term 2018 Fall as
FREE 100 Free Elective 3.000 X

Advanced Placement English Literature & Composition 2018-01-01 2.00
Transferred to Term 2018 Fall as

Advanced Placement English Language & Composition 2017-01-01 2.00
Transferred to Term 2018 Fall as

Advanced Placement Environmental Science 2018-01-01 3.00
Transferred to Term 2018 Fall as

Advanced Placement Mathematics: Calculus AB 2018-01-01 2.00
Transferred to Term 2018 Fall as

Advanced Placement Physics 1 2017-01-01 2.00
Transferred to Term 2018 Fall as

Beginning of Undergraduate Record

2018-19 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

| Course | Description | Attempted | Earned | Grade | Points |
|----------|---|---------------------|---------------|------------------|---------------|
| ACSC 10 | YearOne | 0.000 | 0.000 | S | 0.000 |
| ANTH 102 | Cultural Anthropology | 3.000 | 3.000 | B | 9.000 |
| FNRT 100 | Introduction to Visual Arts | 3.000 | 3.000 | B | 9.000 |
| IGME 105 | Game Dev & Algo Prob Solve I Repeated - Excluded from Statistics | 4.000 | 0.000 | D | 0.000 |
| IGME 110 | Intro to Interactive Media | 3.000 | 3.000 | A | 12.000 |
| MATH 111 | Precalculus | 3.000 | 3.000 | C | 6.000 |
| | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
| Term GPA | 3.000 | Term 16.000 | 12.000 | 12.000 | 36.000 |
| | | Transfer/Test 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined 19.000 | 15.000 | 12.000 | 36.000 |
| | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
| Cum GPA | 3.000 | Cumulative 16.000 | 12.000 | 12.000 | 36.000 |
| | | Transfer/Test 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined 19.000 | 15.000 | 12.000 | 36.000 |

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Name: Daniel Joseph
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Academic Standing Effective 2019-01-03: Good Standing

2018-19 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

| Course | Description | Attempted | Earned | Grade | Points |
|----------|-------------------------------------|-----------|--------|-------|--------|
| COMM 202 | Mass Communications | 3.000 | 3.000 | B | 9.000 |
| ENGL 333 | The Rhetoric of Terrorism | 3.000 | 3.000 | C | 6.000 |
| IGME 105 | Game Dev & Algo Prob Solve I | 4.000 | 0.000 | F | 0.000 |
| IGME 119 | Repeated - Excluded from Statistics | 3.000 | 3.000 | A- | 11.001 |
| MATH 131 | 2D Animation and Asset Prod | 4.000 | 4.000 | C | 8.000 |

| Term GPA | 2.620 | Term | Attempted | Earned | GPA Units | Points |
|----------|-------|------|-----------|--------|-----------|--------|
| | | | 17.000 | 13.000 | 13.000 | 34.001 |

| Cum GPA | 2.800 | Cumulative | Attempted | Earned | GPA Units | Points |
|---------|-------|---------------|-----------|--------|-----------|--------|
| | | | 33.000 | 25.000 | 25.000 | 70.001 |
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 36.000 | 28.000 | 25.000 | 70.001 |

Academic Standing Effective 2019-05-15: Good Standing

2019-20 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

| Course | Description | Attempted | Earned | Grade | Points |
|----------|-----------------------------------|-----------|--------|-------|--------|
| ECON 101 | Principles of Microeconomics | 3.000 | 3.000 | C- | 5.001 |
| IGME 105 | Game Dev & Algo Prob Solve I | 4.000 | 4.000 | B | 12.000 |
| IGME 219 | Repeated - Included in Statistics | 3.000 | 3.000 | A | 12.000 |
| MATH 185 | 3D Animation and Asset Prod | 3.000 | 3.000 | C | 6.000 |
| PHYS 111 | Math Graphical Simulation I | 4.000 | 4.000 | C | 8.000 |

| Term GPA | 2.530 | Term | Attempted | Earned | GPA Units | Points |
|----------|-------|------|-----------|--------|-----------|--------|
| | | | 17.000 | 17.000 | 17.000 | 43.001 |

| Cum GPA | 2.690 | Cumulative | Attempted | Earned | GPA Units | Points |
|---------|-------|---------------|-----------|--------|-----------|---------|
| | | | 50.000 | 42.000 | 42.000 | 113.002 |
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 53.000 | 45.000 | 42.000 | 113.002 |

Academic Standing Effective 2020-01-02: Good Standing

2019-20 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

| Course | Description | Attempted | Earned | Grade | Points |
|----------|-------------------------------|-----------|--------|-------|--------|
| ANTH 360 | Humans and Their Environment | 3.000 | 3.000 | A- | 11.001 |
| IGME 99 | Co-op Preparation Workshop | 0.000 | 0.000 | S | 0.000 |
| IGME 106 | Game Dev & Algo Prob Solve II | 4.000 | 4.000 | B- | 10.668 |
| IGME 220 | Game Design & Development I | 3.000 | 3.000 | A- | 11.001 |
| ISTE 110 | EthicsInComputing | 3.000 | 3.000 | A | 12.000 |
| MATH 171 | Calculus A | 3.000 | 3.000 | B- | 8.001 |

| Term GPA | 3.290 | Term | Attempted | Earned | GPA Units | Points |
|----------|-------|------|-----------|--------|-----------|--------|
| | | | 16.000 | 16.000 | 16.000 | 52.671 |

| Cum GPA | 2.860 | Cumulative | Attempted | Earned | GPA Units | Points |
|---------|-------|---------------|-----------|--------|-----------|---------|
| | | | 66.000 | 58.000 | 58.000 | 165.673 |
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 69.000 | 61.000 | 58.000 | 165.673 |

Academic Standing Effective 2020-05-20: Good Standing

2020-21 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

| Course | Description | Attempted | Earned | Grade | Points |
|----------|--------------------------------|-----------|--------|-------|--------|
| IGME 202 | Interactive Media Development | 3.000 | 3.000 | A- | 11.001 |
| IGME 209 | Data Struc & Alg Games & Sim I | 3.000 | 3.000 | A- | 11.001 |
| IGME 236 | Interact, Immers & Media Iface | 3.000 | 3.000 | B | 9.000 |
| SOCI 345 | Urban Poverty | 3.000 | 3.000 | A- | 11.001 |

| Term GPA | 3.500 | Term | Attempted | Earned | GPA Units | Points |
|----------|-------|------|-----------|--------|-----------|--------|
| | | | 12.000 | 12.000 | 12.000 | 42.003 |

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| | | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
|---------|-------|---------------|------------------|---------------|------------------|---------------|
| Cum GPA | 2.970 | Cumulative | 78.000 | 70.000 | 70.000 | 207.676 |
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 81.000 | 73.000 | 70.000 | 207.676 |

Term Honor: Dean's List

Academic Standing Effective 2021-01-04: Good Standing

2020-21 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Social Inequalities

| <u>Course</u> | | <u>Description</u> | <u>Attempted</u> | <u>Earned</u> | <u>Grade</u> | <u>Points</u> |
|---------------|-----|--------------------------------|------------------|---------------|--------------|---------------|
| IGME | 235 | Intro to Game Web Tech | 3.000 | 3.000 | B | 9.000 |
| IGME | 309 | Data Struc & Alg Game & Sim II | 3.000 | 3.000 | A- | 11.001 |
| IGME | 320 | Game Design & Development II | 3.000 | 3.000 | A | 12.000 |
| IGME | 384 | IntroductionToGeographicInform | 3.000 | 3.000 | A | 12.000 |
| MUSE | 221 | Introduction to Public History | 3.000 | 3.000 | A | 12.000 |
| SOCI | 322 | Health and Society | 3.000 | 3.000 | A | 12.000 |

| | | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
|----------|-------|------|------------------|---------------|------------------|---------------|
| Term GPA | 3.780 | Term | 18.000 | 18.000 | 18.000 | 68.001 |

| | | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
|---------|-------|---------------|------------------|---------------|------------------|---------------|
| Cum GPA | 3.130 | Cumulative | 96.000 | 88.000 | 88.000 | 275.677 |
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 99.000 | 91.000 | 88.000 | 275.677 |

Term Honor: Dean's List

Academic Standing Effective 2021-05-18: Good Standing

2021-22 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Social Inequalities

| <u>Course</u> | | <u>Description</u> | <u>Attempted</u> | <u>Earned</u> | <u>Grade</u> | <u>Points</u> |
|---------------|-----|---------------------|------------------|---------------|--------------|---------------|
| IGME | 499 | Undergraduate Co-op | 0.000 | 0.000 | S | 0.000 |

| | | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
|----------|-------|------|------------------|---------------|------------------|---------------|
| Term GPA | 0.000 | Term | 0.000 | 0.000 | 0.000 | 0.000 |

| | | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
|---------|-------|---------------|------------------|---------------|------------------|---------------|
| Cum GPA | 3.130 | Cumulative | 96.000 | 88.000 | 88.000 | 275.677 |
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 99.000 | 91.000 | 88.000 | 275.677 |

2021-22 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Social Inequalities

| <u>Course</u> | | <u>Description</u> | <u>Attempted</u> | <u>Earned</u> | <u>Grade</u> | <u>Points</u> |
|---------------|-----|--------------------------------|------------------|---------------|--------------|---------------|
| ANTH | 341 | Global Addictions | 3.000 | 3.000 | B+ | 9.999 |
| IGME | 330 | Rich Media Web App Dev I | 3.000 | 3.000 | A | 12.000 |
| IGME | 420 | Level Design | 3.000 | 3.000 | A | 12.000 |
| IGME | 470 | Physical Comp & Alt Interfaces | 3.000 | 3.000 | A | 12.000 |
| IGME | 540 | Found of Game Graphics Prog | 3.000 | 3.000 | A | 12.000 |
| WREC | 1 | Archery | 0.000 | 0.000 | S | 0.000 |

| | | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
|----------|-------|------|------------------|---------------|------------------|---------------|
| Term GPA | 3.870 | Term | 15.000 | 15.000 | 15.000 | 57.999 |

| | | | <u>Attempted</u> | <u>Earned</u> | <u>GPA Units</u> | <u>Points</u> |
|---------|-------|---------------|------------------|---------------|------------------|---------------|
| Cum GPA | 3.240 | Cumulative | 111.000 | 103.000 | 103.000 | 333.676 |
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 114.000 | 106.000 | 103.000 | 333.676 |

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Term Honor: Dean's List

Academic Standing Effective 2022-05-11: Good Standing

2022-23 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Social Inequalities

| Course | Description | Attempted | Earned | Grade | Points |
|----------|------------------------------|-----------|--------|-------|--------|
| ANTH 270 | Cuisine, Culture, & Power | 3.000 | 3.000 | A | 12.000 |
| COMM 201 | Public Speaking | 3.000 | 3.000 | A | 12.000 |
| HSPT 160 | Beers Of The World | 2.000 | 2.000 | A | 8.000 |
| IGME 430 | Rich Media Web App Dev II | 3.000 | 3.000 | A | 12.000 |
| IGME 460 | Data Visualization | 3.000 | 3.000 | A | 12.000 |
| WINT 39 | Rock Climb-Indoor Bouldering | 0.000 | 0.000 | S | 0.000 |

| Term GPA | 4.000 | Term | Attempted | Earned | GPA Units | Points |
|----------|-------|------|-----------|--------|-----------|--------|
| | | | 14.000 | 14.000 | 14.000 | 56.000 |

| Cum GPA | 3.330 | Cumulative | Attempted | Earned | GPA Units | Points |
|---------|-------|---------------|-----------|---------|-----------|---------|
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 128.000 | 120.000 | 117.000 | 389.676 |

Term Honor: Dean's List

Academic Standing Effective 2022-12-20: Good Standing

2022-23 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Social Inequalities

| Course | Description | Attempted | Earned | Grade | Points |
|----------|--------------------------------------|-----------|--------|-------|--------|
| IGME 450 | Casual Game Development | 3.000 | 3.000 | A | 12.000 |
| IGME 531 | Aesthetics and Computation | 3.000 | 3.000 | A | 12.000 |
| IGME 590 | Undergraduate Seminar in IGM | 3.000 | 3.000 | B | 9.000 |
| | Topic: Adv Game Graphics Programming | | | | |
| IGME 599 | Independent Study | 3.000 | 3.000 | A | 12.000 |

| Term GPA | 3.750 | Term | Attempted | Earned | GPA Units | Points |
|----------|-------|------|-----------|--------|-----------|--------|
| | | | 12.000 | 12.000 | 12.000 | 45.000 |

| Cum GPA | 3.370 | Cumulative | Attempted | Earned | GPA Units | Points |
|---------|-------|---------------|-----------|---------|-----------|---------|
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | Combined | 140.000 | 132.000 | 129.000 | 434.676 |

Term Honor: Dean's List

Academic Standing Effective 2023-05-16: Good Standing

Undergraduate Career Totals

| Cumulative GPA | 3.370 | Combined | Attempted | Earned | GPA Units | Points |
|----------------|-------|---------------|-----------|---------|-----------|---------|
| | | | 137.000 | 129.000 | 129.000 | 434.676 |
| | | Transfer/Test | 3.000 | 3.000 | 0.000 | 0.000 |
| | | | 140.000 | 132.000 | 129.000 | 434.676 |