

Modules Passed:

Module Attempt	Module Code	Module Title	Module Level	Module Type	Module Mark	Credits Gained	Notes
1	GDEV50025	GAME ARTIFICIAL INTELLIGENCE	5	Core	92	20	
1	GDEV50001	JUNIOR COLLABORATIVE GAMES DEVELOPMENT	5	Core	72	20	
1	GDEV50038	REAL-TIME RENDERING FRAMEWORK	5	Core	87	20	
1	GDEV50037	MULTIPLAYER GAMES PROGRAMMING	5	Core	90	20	
1	GDEV50041	REAL-TIME ILLUMINATION PROGRAMMING	5	Optional	90	20	
1	GDEV50017	APPLIED MATHEMATICS FOR GAMES	5	Core	90	20	
1	GDEV40026	INTRODUCTION TO GRAPHICS PROGRAMMING	4	Core	81	20	
1	GDEV40003	BESPOKE PLATFORM DEVELOPMENT	4	Core	84	20	
1	GDEV40024	PROGRAMMING FUNDAMENTALS	4	Core	90	20	
1	GDEV40018	MECHANIC PROTOTYPING	4	Core	87	20	
1	GDEV40015	COMPUTATIONAL METHODS	4	Core	75	20	
1	GDEV40008	C# SCRIPTING FOR GAMES ENGINES	4	Core	89	20	