

Modules Passed:

Module Attempt	Module Code	Module Title	Module Level	Module Type	Module Mark	Credits Gained
1	GDEV50017	APPLIED MATHEMATICS FOR GAMES	5	Core	90	20
1	GDEV50038	REAL-TIME RENDERING FRAMEWORK	5	Core	87	20
1	GDEV50037	MULTIPLAYER GAMES PROGRAMMING	5	Core	90	20
1	GDEV50025	GAME ARTIFICIAL INTELLIGENCE	5	Core	92	20
1	GDEV40003	BESPOKE PLATFORM DEVELOPMENT	4	Core	84	20
1	GDEV40026	INTRODUCTION TO GRAPHICS PROGRAMMING	4	Core	81	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
1	GDEV40024	PROGRAMMING FUNDAMENTALS	4	Core	90	20