Bachelor of Games and Interactive Entertainment
IT04 Version 2 Course Attempt 1

Study Area A
Game Design Major

Study Area B
Animation Minor

Units of Study

Unit Code	Unit Title	Grade	Description	Credit Points Achieved
Semester 1, 2008				
DEB101.1	Introducing Design	6	Distinction	12
ITB001.4	Problem-Solving and Programming	7	High Distinction	12
ITB002.3	IT Professional Studies	6	Distinction	12
ITB750.1	Computer Game Studies	6	Distinction	12
Semester 2, 2008				
ITB016.1	Fundamentals of Games Design	5	Credit	12
ITB751.1	Games Production	6	Distinction	12
KIB105.1	Animation and Motion Graphics	6	Distinction	12
KIB202.1	Enabling Immersion	4	Pass	12
Semester 1, 2009				
INB281.3	Advanced Game Design	5	Credit	12
KIB201.2	Concept Development for Game Design and Interactive Media	5	Credit	12
KIB214.1	Design for Interactive Media	4	Pass	12
KVB105.2	Drawing for Design	4	Pass	12
Semester 2, 2009				
DEB201.1	Digital Communication	7	High Distinction	12
INB272.1	Interaction Design	5	Credit	12
KIB108.2	Animation History and Practices	5	Credit	12
KVB106.2	Drawing for Animation	4	Pass	12
Semester 1, 2010				
INB379.2	Game Project Design	6	Distinction	12
KIB203.1	Introduction to 3D Computer Graphics	5	Credit	12
KIB220.2	Animation Production	4	Pass	12

Semester 2, 2010

INB270.4	Programming	7	High Distinction	12
INB380.2	Games Project	7	High Distinction	24
MAB120.1	Algebra and Calculus	7	High Distinction	12

Semester 1, 2011

INB282.1	Games Level Design	5	Credit	12

Course Grade Point Average (GPA): **5.542**

Bachelor of Games and Interactive Entertainment (Game Design) with Distinction
Course requirements completed on **8 July 2011**
Conferred on **26 July 2011**

Bachelor of Engineering
EN40 Version 1 Course Attempt 1

Study Area A
Computer and Software Systems Major

Study Area B
Computer and Software Systems Extension

Advanced Standing

Type	Unit Title	Grade	Description	Credit Points Achieved
Automatic Credit				
INB270.4	Programming	7	High Distinction	12
INB272.1	Interaction Design	5	Credit	12

Units of Study

Unit Code	Unit Title	Grade	Description	Credit Points Achieved
Semester 2, 2011				
ENB100.2	Engineering and Sustainability	6	Distinction	12
ENB110.1	Engineering Statics and Materials	6	Distinction	12
MAB126.1	Mathematics for Engineering 1	7	High Distinction	12
Summer, 2011				
ENB120.1	Electrical Energy and Measurements	7	High Distinction	12
Semester 1, 2012				
ENB130.1	Mechanical and Thermal Energy	7	High Distinction	12
INB370.2	Software Development	6	Distinction	12
MAB127.1	Mathematics for Engineering 2	7	High Distinction	12
Semester 2, 2012				
ENB150.1	Introducing Engineering Design	6	Distinction	12
ENB200.2	Introducing Engineering Systems	7	High Distinction	12
INB251.3	Networks	7	High Distinction	12
MAB233.3	Engineering Mathematics 3	7	High Distinction	12
Semester 1, 2013				
ENB240.2	Introduction to Electronics	7	High Distinction	12
INB301.3	The Business of IT	5	Credit	12
INB371.2	Data Structures and Algorithms	7	High Distinction	12

Semester 2, 2013

ENB243.2	Linear Circuits and Systems	7	High Distinction	12
ENB244.2	Microprocessors and Digital Systems	7	High Distinction	12
INB210.4	Databases	6	Distinction	12
INB372.2	Agile Software Development	6	Distinction	12

Semester 1, 2014

ENB246.2	Engineering Problem Solving	7	High Distinction	12
ENB250.1	Electrical Circuits	7	High Distinction	12
ENB350.2	Real-Time Computer-Based Systems	6	Distinction	12
ENB354.2	Introduction to Systems Design	6	Distinction	12

Semester 2, 2014

ENB355.2	Advanced Systems Design	7	High Distinction	12
INB355.2	Cryptology and Protocols	6	Distinction	12
INB365.2	Systems Programming	5	Credit	12

Prizes Awarded

2012	Dean's List Award - Semester 2
2013	Dean's List Award - Semester 2
2014	Dean's List Award - Semester 1

Course Grade Point Average (GPA): **6.444**

Course requirements not yet complete

End of Record   6325157

Important: This is not an official Academic Record. At QUT, the medium of instruction is English.