Certificate of Registration

Name	Personal identity number
Fredrik Lind	19960325-

PAACI Master of Science in Game and Software Engineering (300.0 hp)

Start period: HT2016 2016-08-22 - 2017-01-15

Registered on

Code	Name	Scope	Period	Notes
TE2502	Degree Project in Master of Science in Engineering	30.0 hp	2021-01-18 - 2021-06-06	
PA2526	Large Game Project	30.0 hp	2020-08-24 - 2021-01-17	
MA1454	Numerical Analysis	6.0 hp	2020-03-30 - 2020-06-07	1
DV1509	Applied Sound Technology	7.5 hp	2020-03-30 - 2020-06-07	
DV2556	Research Methodology in Game and Software Engineering	7.5 hp	2020-01-20 - 2020-06-07	
DV2551	3D Programming III	7.5 hp	2020-01-20 - 2020-03-29	
DV1474	Visualisation	7.5 hp	2020-01-20 - 2020-06-07	
DV2581	Advanced Multicore Programming	7.5 hp	2019-11-04 - 2020-01-19	
MA1471	Multivariable Calculus	7.5 hp	2019-11-04 - 2020-01-19	
DV2557	Applied Artificial Intelligence	7.5 hp	2019-09-02 - 2019-11-03	
DV1567	Performance Optimization	7.5 hp	2019-09-02 - 2019-11-03	
TE1422	Technology Development, Digitalisation and Social Change	4.0 hp	2019-04-01 - 2019-06-09	
MA1454	Numerical Analysis	6.0 hp	2019-04-01 - 2019-06-09	
DV1585	Compiler Design and Translation Technique	6.0 hp	2019-04-01 - 2019-06-09	
DV1504	Small Game Project	10.0 hp	2019-01-21 - 2019-03-31	
IY1424	Leadership and Projects	4.0 hp	2019-01-21 - 2019-03-31	
DV1542	3D Programming for Master of Science in Engineering	8.0 hp	2018-11-05 - 2019-01-20	1
DV1506	Web Game Technology	4.0 hp	2018-11-05 - 2019-01-20	
PA1454	Software Architectures and Quality	6.0 hp	2018-11-05 - 2019-01-20	
SL1407	Sustainability Basics	6.0 hp	2018-11-05 - 2019-01-20	
DV1602	Realtime Systems and Operating Systems	6.0 hp	2018-09-03 - 2018-11-04	
FY1412	Physics för Game Engineering	8.0 hp	2018-09-03 - 2018-11-04	
PA1435	Object-oriented Design	6.0 hp	2018-01-15 - 2018-06-03	

Code	Name	Scope	Period	Notes
DV1587	Database Technique	6.0 hp	2018-01-15 - 2018-06-03	
DV1542	3D Programming for Master of Science in Engineering	8.0 hp	2018-01-15 - 2018-06-03	2
ET1486	Applied Computer Communications	4.0 hp	2018-01-15 - 2018-06-03	
MA1478	Linear Algebra 2	6.0 hp	2018-01-15 - 2018-06-03	
FY1420	Basic Physics	4.0 hp	2017-08-28 - 2018-01-14	
IY1402	Industrial Management, Overview Course	6.0 hp	2017-08-28 - 2018-01-14	
DV1542	3D Programming for Master of Science in Engineering	8.0 hp	2017-08-28 - 2018-01-14	
MA1446	Discrete Mathematics	6.0 hp	2017-08-28 - 2018-01-14	
MS1405	Mathematical Statistics	6.0 hp	2017-08-28 - 2018-01-14	
DV1490	Algorithms and Data Structures	6.0 hp	2017-01-16 - 2017-06-04	
DV1497	Programming in C++	8.0 hp	2017-01-16 - 2017-06-04	
SV1406	Communication for Engineers	4.0 hp	2017-01-16 - 2017-06-04	
MA1445	Calculus 2	6.0 hp	2017-01-16 - 2017-06-04	
MA1448	Linear Algebra 1	6.0 hp	2017-01-16 - 2017-06-04	
DV1521	Research Orientation in Game and Software Engineering	2.0 hp	2016-08-29 - 2017-01-15	
DV1550	Initial Programming in C	8.0 hp	2016-08-29 - 2017-01-15	
MA1444	Calculus 1	6.0 hp	2016-08-29 - 2017-01-15	
MA1475	Basic LaTeX	2.0 hp	2016-08-29 - 2017-01-15	
UD1438	Basics in Game Development	8.0 hp	2016-08-29 - 2017-01-15	
MA1480	Basic Mathematics	4.0 hp	2016-08-29 - 2017-01-15	

Notes and information

60 credits (hp) represent a full academic year. The system is compatible with ECTS credits (the European Credit Transfer System) as one credit is equal to one ECTS credit.

1   Re-registered
2   Continued from previous period

The above is an excerpt from the student records

Check the certificate on: https://www.student.ladok.se/verifiera/
Verifiable until: 2022-08-14

Personal identity number: 19960325-
control code: 7L05EL21G1

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Blekinge Institute of Technology
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Contact information
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Page 2 / 2