UNOFFICIAL ACADEMIC TRANSCRIPT

Name: Joel Shuart University ID: 600006465

Student Address: 304 lester court ne

leesburg, VA 20176

Print Date: 2018-12-22

Beginning of Undergraduate Record

2014-15 Fall

Program: UGRD Computing & Info Sciences

Plan: Bachelor of Science in Game Design and Development

				•	•		
Course		Description	<u>n</u>	Attempted	Earned	<u>Grade</u>	Points
ACSC	10	YearOne		0.000	0.000	S	0.000
ENGL	150	FYW: Fut	ure of Writing	3.000	3.000	В	9.000
IGME	105	Game De	v & Algo Prob Solve I	4.000	4.000	B+	13.332
IGME	110	Intro to Ir	Intro to Interactive Media		3.000	B+	9.999
MATH	131	Discrete N	Mathematics 1 1 1	4.000	4.000	A-	14.668
MLGR	202	Beginning	German II	4.000	4.000	B-	10.668
				Attempted	Earned	GPA Units	Points
Term GF	PA	3.200	Term	18.000	18.000	18.000	57.667
				<u>Attempted</u>	<u>Earned</u>	GPA Units	<u>Points</u>
Cum GP	Α	3.200	Cumulative	18.000	18.000	18.000	57.667
			Transfer/Test	0.000	0.000	0.000	0.000
			Combined	18.000	18.000	18.000	57.667

Academic Standing Effective 2015-01-05: Good Standing

2014-15 Spring

Program: UGRD Computing & Info Sciences

Plan: Bachelor of Science in Game Design and Development

Course IGME IGME MATH PHIL PHYS	106 119 185 102 111	2D Anima Math Gra	w & Algo Prob Solve II stion and Asset Prod phical Simulation I on to Moral Issues	Attempted 4.000 3.000 3.000 3.000 4.000	Earned 4.000 3.000 3.000 3.000 4.000	Grade A A A- B C-	Points 16.000 12.000 11.001 9.000 6.668
Term GP	A	3.220	Term	Attempted 17.000	Earned 17.000	GPA Units 17.000	Points 54.669

Attempted Earned GPA Units **Points** Cum GPA 3.210 Cumulative 35.000 35.000 35.000 112.336 Transfer/Test 0.000 0.000 0.000 0.000 Combined 35.000 35.000 35.000 112.336

Academic Standing Effective 2015-01-05: Good Standing

2015-16 Fall

Program: Plan:			nputing & Info Sciences f Science in Game Desig	gn and Develo	pment		
Course IGME IGME IGME MATH	202 219 236 186	3D Anima Interact, In Math Grap	Media Development tion and Asset Prod mmers & Media Iface obtical Simulation II	Attempted 3.000 3.000 3.000 3.000	3.000 3.000 3.000 3.000	<u>Grade</u> B+ A A C+	Points 9.999 12.000 12.000 6.999
PHIL	101	Introduction	on to Philosophy	3.000	3.000	В	9.000
Term GP	'A	3.330	Term	Attempted 15.000	<u>Earned</u> 15.000	GPA Units 15.000	<u>Points</u> 49.998
Cum GP	A	3.250	Cumulative Transfer/Test Combined	Attempted 50.000 0.000 50.000	Earned 50.000 0.000 50.000	GPA Units 50.000 0.000 50.000	Points 162.334 0.000 162.334

UNOFFICIAL ACADEMIC TRANSCRIPT

Points_

Name: Joel Shuart University ID: 600006465

Course

Academic Standing Effective 2016-01-04: Good Standing

2015-16 Spring

Program: **UGRD** Computing & Info Sciences

Description

Plan: Bachelor of Science in Game Design and Development

ARTH	136	His Wst A	His Wst Art:Renaissance-Modern		3.000	B+	9.999
IGME	99	Co-op Pre	paration Workshop	0.000	0.000	S	0.000
IGME	209	Data Stru	c & Alg Games & Sim I	3.000	3.000	Α	12.000
IGME	220	Game De	sign & Development I	3.000	3.000	Α	12.000
IGME	230	Web Desi	gn & Implementation	3.000	3.000	В	9.000
PSYC	101	Introduction	on to Psychology	3.000	3.000	B+	9.999
WREC	19	Bowling/o	ff-campus	0.000	0.000	S	0.000
				<u>Attempted</u>	Earned	GPA Units	<u>Points</u>
Term GP	PA	3.530	Term	Attempted 15.000	Earned 15.000	GPA Units 15.000	<u>Points</u> 52.998
Term GP	PA	3.530	Term				
Term GP	PA	3.530	Term				
Term GP		3.530 3.310	Term Cumulative	15.000	15.000	15.000	52.998
				15.000 Attempted	15.000 Earned	15.000 <u>GPA Units</u>	52.998 <u>Points</u>
			Cumulative	15.000 Attempted 65.000	15.000 <u>Earned</u> 65.000	15.000 GPA Units 65.000	52.998 Points 215.332

<u>Attempted</u>

Earned

Grade

Term Honor: Dean's List

Academic Standing Effective 2016-05-26: Good Standing

2016-17 Fall

Program: **UGRD** Computing & Info Sciences

Bachelor of Science in Game Design and Development Plan:

Plan: General Education Immersion in Psychology

Course		<u>Description</u>	Attempted	Earned	<u>Grade</u>	Points
IGME	309	Data Struc & Alg Game & Sim II	3.000	3.000	B-	8.001
IGME	320	Game Design & Development II	3.000	3.000	Α	12.000
PSYC	225	Social Psychology	3.000	3.000	В	9.000
SOCI	102	Foundations of Sociology	3.000	3.000	С	6.000
STSO	140	Science, Technology & Values	3.000	3.000	Α	12.000
WREC	16	Pocket Billiards	0.000	0.000	S	0.000

Term GPA	3.130	Term	Attempted 15.000	<u>Earned</u> 15.000	<u>GPA Units</u> 15.000	<u>Points</u> 47.001
			<u>Attempted</u>	Earned	GPA Units	<u>Points</u>
Cum GPA	3.280	Cumulative	80.000	80.000	80.000	262.333
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	80.000	80.000	80.000	262.333

Academic Standing Effective 2017-01-03: Good Standing

2016-17 Spring

Program: UGRD Computing & Info Sciences

Bachelor of Science in Game Design and Development Plan:

Transfer/Test

Combined

General Education Immersion in Psychology

rian:		General Education Immersion in Psychology					
Course		Descriptio		Attempted	Earned	<u>Grade</u>	Points
CMDS	441	Creative C	Critical Thinking	3.000	3.000	В	9.000
IGME	330	Rich Medi	a Web App Dev I	3.000	3.000	A-	11.001
IGME	560	Al for Gan	ne Environments	3.000	3.000	A-	11.001
IGME	580	IGM Produ	uction Studio	3.000	3.000	Α	12.000
PSYC	236	Personalit	Personality		0.000	W	0.000
				<u>Attempted</u>	<u>Earned</u>	GPA Units	Points Points
Term GP	Α	3.580	Term	15.000	12.000	12.000	43.002
				<u>Attempted</u>	Earned	GPA Units	Points
Cum GP/	4	3.320	Cumulative	95.000	92.000	92.000	305.335

0.000

95.000

0.000

92.000

0.000

92.000 305.335

0.000

UNOFFICIAL ACADEMIC TRANSCRIPT

Name: Joel Shuart **University ID:** 600006465

Term Honor: Dean's List

Course

Academic Standing Effective 2017-05-25: Good Standing

2017-18 Fall

Program: UGRD Computing & Info Sciences

Description

Plan: Bachelor of Science in Game Design and Development

Plan: General Education Immersion in Psychology

IGME	499	Undergra	duate Co-op	0.000	0.000	S	0.000
Term GP	PA	0.000	Term	Attempted 0.000	Earned 0.000	GPA Units 0.000	<u>Points</u> 0.000
Cum GP	A	3.320	Cumulative Transfer/Test Combined	Attempted 95.000 0.000 95.000	Earned 92.000 0.000 92.000	GPA Units 92.000 0.000 92.000	Points 305.335 0.000 305.335

Attempted Earned

Grade

Points

2017-18 Spring

Program: **UGRD** Computing & Info Sciences

Plan: Bachelor of Science in Game Design and Development

Plan: General Education Immersion in Psychology

Course FNRT IGME IGME	215 420 450	Level Des	me Criticism	Attempted 3.000 3.000 3.000	3.000 3.000 3.000	<u>Grade</u> B A A	Points 9.000 12.000 12.000
IGME PSYC	580 221	Abnormal	uction Studio Psychology	3.000 3.000	3.000 3.000	A B+	12.000 9.999
PSYC	236	Personalit	у	3.000	3.000	B-	8.001
Term GP	'A	3.500	Term	Attempted 18.000	<u>Earned</u> 18.000	<u>GPA Units</u> 18.000	Points 63.000

<u>Attempted</u> <u>Earned</u> **GPA Units Points** Cum GPA 3.350 Cumulative 113.000 110.000 110.000 368.335 Transfer/Test 0.000 0.000 0.000 0.000

Combined

113.000 110.000

128.000 125.000

110.000 368.335

125.000 426.337

Term Honor: Dean's List

Cumulative GPA 3.410

Academic Standing Effective 2018-05-14: Good Standing

2018-19 Fall

UGRD Computing & Info Sciences Program:

Plan: Bachelor of Science in Game Design and Development

Combined

General Education Immersion in Psychology Plan:

Course COMM HSPT IGME PSYC PSYC	253 173 580 231 235	IGM Produ Death and	cation Fermentation and Dist uction Studio	Attempted 3.000 3.000 3.000 3.000 3.000 3.000	Earned 3.000 3.000 3.000 3.000 3.000	<u>Grade</u> A- A A A- A	Points 11.001 12.000 12.000 11.001 12.000
Term GP	A	3.870	Term	Attempted 15.000	<u>Earned</u> 15.000	<u>GPA Units</u> 15.000	<u>Points</u> 58.002
Cum GP/	Α	3.410	Cumulative Transfer/Test Combined	Attempted 128.000 0.000 128.000	Earned 125.000 0.000 125.000	GPA Units 125.000 0.000 125.000	Points 426.337 0.000 426.337
Undergra	nduate	Career Tot	als Cumulative Transfer/Test	128.000 0.000	125.000 0.000	125.000 0.000	426.337 0.000