

UNOFFICIAL ACADEMIC TRANSCRIPT

Name: Joel Stuart
University ID: 600006465

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leesburg, VA 20176

Print Date: 2018-05-11

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
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

Beginning of Undergraduate Record

2014-15 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
ACSC	10	YearOne	0.000	0.000	S	0.000
ENGL	150	FYW: Future of Writing	3.000	3.000	B	9.000
IGME	105	Game Dev & Algo Prob Solve I	4.000	4.000	B+	13.332
IGME	110	Intro to Interactive Media	3.000	3.000	B+	9.999
MATH	131	Discrete Mathematics	4.000	4.000	A-	14.668
MLGR	202	Beginning German II	4.000	4.000	B-	10.668

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.200	Term	18.000	18.000	18.000	57.667
			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Cum GPA	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

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
IGME	106	Game Dev & Algo Prob Solve II	4.000	4.000	A	16.000
IGME	119	2D Animation and Asset Prod	3.000	3.000	A	12.000
MATH	185	Math Graphical Simulation I	3.000	3.000	A-	11.001
PHIL	102	Introduction to Moral Issues	3.000	3.000	B	9.000
PHYS	111	College Physics I	4.000	4.000	C-	6.668

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.220	Term	17.000	17.000	17.000	54.669

Academic Standing Effective 2015-01-05: Good Standing

2015-16 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
IGME	202	Interactive Media Development	3.000	3.000	B+	9.999
IGME	219	3D Animation and Asset Prod	3.000	3.000	A	12.000
IGME	236	Interact, Immers & Media Iface	3.000	3.000	A	12.000
MATH	186	Math Graphical Simulation II	3.000	3.000	C+	6.999
PHIL	101	Introduction to Philosophy	3.000	3.000	B	9.000

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.330	Term	15.000	15.000	15.000	49.998
			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Cum GPA	3.250	Cumulative	50.000	50.000	50.000	162.334
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	50.000	50.000	50.000	162.334

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Name: Joel Shuart
University ID: 600006465

Academic Standing Effective 2016-01-04: Good Standing

2015-16 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

Course	Description	Attempted	Earned	Grade	Points
ARTH 136	His Wst Art:Renaissance-Modern	3.000	3.000	B+	9.999
IGME 99	Co-op Preparation Workshop	0.000	0.000	S	0.000
IGME 209	Data Struc & Alg Games & Sim I	3.000	3.000	A	12.000
IGME 220	Game Design & Development I	3.000	3.000	A	12.000
IGME 230	Web Design & Implementation	3.000	3.000	B	9.000
PSYC 101	Introduction to Psychology	3.000	3.000	B+	9.999
WREC 19	Bowling/off-campus	0.000	0.000	S	0.000

Term GPA	3.530	Term	Attempted	Earned	GPA Units	Points
			15.000	15.000	15.000	52.998

Cum GPA	3.310	Cumulative	Attempted	Earned	GPA Units	Points
		Transfer/Test	65.000	65.000	65.000	215.332
		Combined	0.000	0.000	0.000	0.000
			65.000	65.000	65.000	215.332

Term Honor: Dean's List

Academic Standing Effective 2016-05-26: Good Standing

2016-17 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

Course	Description	Attempted	Earned	Grade	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	A	12.000
PSYC 225	Social Psychology	3.000	3.000	B	9.000
SOCI 102	Foundations of Sociology	3.000	3.000	C	6.000
STSO 140	Science, Technology & Values	3.000	3.000	A	12.000
WREC 16	Pocket Billiards	0.000	0.000	S	0.000

Term GPA	3.130	Term	Attempted	Earned	GPA Units	Points
			15.000	15.000	15.000	47.001

Cum GPA	3.280	Cumulative	Attempted	Earned	GPA Units	Points
		Transfer/Test	80.000	80.000	80.000	262.333
		Combined	0.000	0.000	0.000	0.000
			80.000	80.000	80.000	262.333

Academic Standing Effective 2017-01-03: Good Standing

2016-17 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

Course	Description	Attempted	Earned	Grade	Points
CMDS 441	Creative Critical Thinking	3.000	3.000	B	9.000
IGME 330	Rich Media Web App Dev I	3.000	3.000	A-	11.001
IGME 560	AI for Game Environments	3.000	3.000	A-	11.001
IGME 580	IGM Production Studio	3.000	3.000	A	12.000
PSYC 236	Personality	3.000	0.000	W	0.000

Term GPA	3.580	Term	Attempted	Earned	GPA Units	Points
			15.000	12.000	12.000	43.002

Cum GPA	3.320	Cumulative	Attempted	Earned	GPA Units	Points
		Transfer/Test	95.000	92.000	92.000	305.335
		Combined	0.000	0.000	0.000	0.000
			95.000	92.000	92.000	305.335

UNOFFICIAL ACADEMIC TRANSCRIPT

Name: Joel Shuart
University ID: 600006465

Term Honor: Dean's List

Academic Standing Effective 2017-05-25: Good Standing

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
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	110.000	368.335

2017-18 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
IGME	499	Undergraduate Co-op	0.000	0.000	S	0.000
Term GPA	0.000	Term	<u>Attempted</u> 0.000	<u>Earned</u> 0.000	<u>GPA Units</u> 0.000	<u>Points</u> 0.000
Cum GPA	3.320	Cumulative	<u>Attempted</u> 95.000	<u>Earned</u> 92.000	<u>GPA Units</u> 92.000	<u>Points</u> 305.335
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	95.000	92.000	92.000	305.335

2017-18 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
FNRT	215	Video Game Criticism	3.000	3.000	B	9.000
IGME	420	Level Design	3.000	3.000	A	12.000
IGME	450	Casual Game Development	3.000	3.000	A	12.000
IGME	580	IGM Production Studio	3.000	3.000	A	12.000
PSYC	221	Abnormal Psychology	3.000	3.000	B+	9.999
PSYC	236	Personality	3.000	3.000	B-	8.001
Term GPA	3.500	Term	<u>Attempted</u> 18.000	<u>Earned</u> 18.000	<u>GPA Units</u> 18.000	<u>Points</u> 63.000

2018-19 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

<u>Course</u>		<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
COMM	253	Communication	3.000	0.000		0.000
HSPT	173	Beverage Fermentation and Dist	3.000	0.000		0.000
IGME	540	Found of Game Graphics Prog	3.000	0.000		0.000
PSYC	231	Death and Dying	3.000	0.000		0.000
PSYC	235	Learning and Behavior	3.000	0.000		0.000
Term GPA	0.000	Term	<u>Attempted</u> 15.000	<u>Earned</u> 0.000	<u>GPA Units</u> 0.000	<u>Points</u> 0.000
Cum GPA	3.350	Cumulative	<u>Attempted</u> 128.000	<u>Earned</u> 110.000	<u>GPA Units</u> 110.000	<u>Points</u> 368.335
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	128.000	110.000	110.000	368.335

Undergraduate Career Totals

Cumulative GPA	3.350	Cumulative	128.000	110.000	110.000	368.335
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	128.000	110.000	110.000	368.335