



KING MONGKUT'S UNIVERSITY OF TECHNOLOGY THONBURI

BANGKOK 10140, THAILAND

OFFICIAL TRANSCRIPT OF RECORDS

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DATE OF BIRTH : SEPTEMBER 26, 1997

PREVIOUS CERT./DEGREE : GRADE 12 QUALIFICATION

DATE OF ADMISSION : JULY 21, 2016

DATE OF GRADUATION : AUGUST 7, 2020

SCHOOL OF ARCHITECTURE AND DESIGN

FIELD OF STUDY : MEDIA TECHNOLOGY

MAJOR : GAME DEVELOPMENT

DEGREE CONFERRED : BACHELOR OF SCIENCE

(MEDIA TECHNOLOGY)

COURSE NO.	COURSE TITLES	CREDITS/GRADES	COURSE NO.	COURSE TITLES	CREDITS/GRADES
<u>FIRST SEMESTER (2016)</u>			<u>FIRST SEMESTER (2019)</u>		
GEN111	MAN AND ETHICS OF LIVING	3 B	MDT490	CO-OPERATIVE EDUCATION	10 A
LNG101	GENERAL ENGLISH	3 B	MDT493	SEMINAR FOR CO-OPERATIVE EDUCATION	1 A
MDT103	GRAPHIC MEDIA DESIGN	3 A		Total Credit	11
MTA101	FUNDAMENTAL OF MEDIA	3 C+		GPA. 4.00	Cum.GPA. 3.42
MTH111	CALCULUS I	3 C	<u>SECOND SEMESTER (2019)</u>		
PHY101	GENERAL PHYSICS FOR SCIENCE STUDENTS I	3 C+	GDM322	SENSOR FOR GAMES	3 A
PHY191	GENERAL PHYSICS LABORATORY I	1 D+	GDM443	SPECIAL TOPICS IN GAMES DEVELOPMENT IV	3 A
	Total Credit	19	MDT491	MEDIA PROJECT I	1 A
	GPA. 2.76	Cum.GPA. 2.76	MDT492	MEDIA PROJECT II	2 A
<u>SECOND SEMESTER (2016)</u>			SSC281	INTRODUCTION TO ECONOMICS	3 B
GEN101	PHYSICAL EDUCATION	1 B	SSC333	INDUSTRIAL AND ORGANIZATION PSYCHOLOGY	3 B+
GEN121	LEARNING AND PROBLEM SOLVING SKILLS	3 B+		Total Credit	15
LNG102	TECHNICAL ENGLISH	3 C+		GPA. 3.70	Cum.GPA. 3.45
MDT112	COMPUTER PROGRAMMING FOR MEDIA	3 A	---- TRANSCRIPT CLOSED ----		
MDT213	ELECTRICAL SYSTEMS AND SAFETY	3 B+	CREDITS PRESCRIBED	: 138	
MDT214	INTERFACE PSYCHOLOGY	3 B	CREDITS EARNED	: 138	
MTH112	CALCULUS II	3 D+	GRADE POINT AVERAGE	: 3.45 (SECOND CLASS HONOURS)	
	Total Credit	19			
	GPA. 3.00	Cum.GPA. 2.88			
<u>FIRST SEMESTER (2017)</u>					
GDM250	FUNDAMENTALS OF GAME DESIGN AND DEVELOPMENT	3 A			
GEN241	BEAUTY OF LIFE	3 B			
LNG103	ENGLISH FOR WORKPLACE COMMUNICATION	3 D			
MDT206	APPLIED STATISTICS FOR MEDIA TECHNOLOGY	3 A			
MDT216	MATHEMATICS FOR MEDIA TECHNOLOGY	3 B+			
MTA202	PRESENTATION SKILLS	3 B			
	Total Credit	18			
	GPA. 3.08	Cum.GPA. 2.94			
<u>SECOND SEMESTER (2017)</u>					
GDM251	INTRODUCTION TO TWO DIMENTION AND THREE DIMENTION GRAPHICS PROGRAMMING	3 A			
GDM352	FUNDAMENTAL FOR GAME PROGRAMMING	3 A			
GEN231	MIRACLE OF THINKING	3 A			
MDT203	(ANIMATION TECHNIQUES	3 B+			
MDT207	RESEARCH FOR MEDIA	3 B+			
MTA203	CREATIVITY	3 A			
	Total Credit	18			
	GPA. 3.83	Cum.GPA. 3.16			
<u>FIRST SEMESTER (2018)</u>					
GDM350	DATA STRUCTURE AND ALGORITHMS FOR GAME DEVELOPMENT	3 A			
GDM351	ADVANCED OF GAME DESIGN AND DEVELOPMENT	3 A			
GDM370	GAME DESIGN AND DEVELOPMENT WORKSHOP I	2 A			
GEN351	MODERN MANAGEMENT AND LEADERSHIP	3 B+			
MDT317	DATA COMMUNICATION AND COMPUTER NETWORKS	3 A			
MDT370	MEDIA TECHNOLOGY WORKSHOP I	2 A			
MDT481	SEMINAR	1 A			
MTA304	MEDIA BUSINESS	3 B+			
	Total Credit	20			
	GPA. 3.85	Cum.GPA. 3.30			
<u>SECOND SEMESTER (2018)</u>					
GDM252	ONLINE GAMES	3 A			
GDM353	GAMES ANIMATION	3 B+			
GDM371	GAME DESIGN AND DEVELOPMENT WORKSHOP II	2 A			
GEN223	DISASTER PREPAREDNESS	3 C+			
GEN311	ETHICS IN SCIENCE-BASED SOCIETY	3 A			
MDT390	PROJECT STUDY	1 A			
MDT419	WEB PROGRAMMING	3 A			
	Total Credit	18			
	GPA. 3.66	Cum.GPA. 3.36			