

Info

This is NOT an official transcript. Courses which are in progress may also be included on this transcript.

Transfer Credit

Institution Credit

Transcript Totals

Courses in Progress

Transcript Data

STUDENT INFORMATION	
Name :	Michael E. Kelly
Student Type:	Ongoing
Curriculum Information	
Current Program	
Bachelor of Science	
College:	Humanities, Arts & Soc Sci
Major and Department:	Games & Simulation Arts & Sci, Interdisciplinary H&SS
Major and Department:	Computer Science, Computer Science

\*\*\*Transcript type:UWEB is NOT Official \*\*\*

TRANSFER CREDIT ACCEPTED BY INSTITUTION						
-Top-						
FALL 2017:	Advanced Placement Credit					
Subject	Course	Title	Grade	Credit Hours	Quality Points	R
CSCI	1100	COMPUTER SCIENCE I	AP	4.000	0.00	
ECON	1200	INTRODUCTORY ECONOMICS	AP	4.000	0.00	
MATH	1010	CALCULUS I	AP	4.000	0.00	
MATH	1020	CALCULUS II	AP	4.000	0.00	
PHYS	1100	PHYSICS I	AP	4.000	0.00	
PHYS	1200	PHYSICS II	AP	4.000	0.00	
STSS	1000	SCIENCE & TECHNOLOGY ELECTIVE	AP	4.000	0.00	I
STSS	1000	SCIENCE & TECHNOLOGY ELECTIVE	AP	4.000	0.00	I
		Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points
Current Term:		0.000	32.000	32.000	0.000	0.00

INSTITUTION CREDIT -Top-							
Term: Fall 2017							
Major:		Computer Science					
Academic Standing:		Good Standing					
Additional Standing:		Dean's Honor List					
Subject	Course	Level	Title	Grade	Credit Hours	Quality Points	R
COMM	1600	UG	HISTORY AND CULTURE OF GAMES	A	4.000	16.00	
CSCI	1200	UG	DATA STRUCTURES	A	4.000	16.00	
MATH	2010	UG	MULTIVAR CALC & MATRIX ALGEBRA	A	4.000	16.00	
MATH	2400	UG	INTRO DIFFERENTIAL EQUATIONS	B+	4.000	13.32	
Term Totals (Undergraduate)							

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Current Term:	16.000	16.000	16.000	16.000	61.32	3.83
Cumulative:	16.000	16.000	16.000	16.000	61.32	3.83

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TRANSCRIPT TOTALS (UNDERGRADUATE) -Top-						
	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Total Institution:	16.000	16.000	16.000	16.000	61.32	3.83
Total Transfer:	0.000	32.000	32.000	0.000	0.00	0.00
Overall:	16.000	48.000	48.000	16.000	61.32	3.83

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COURSES IN PROGRESS -Top-				
Term: Spring 2018				
Major:		Games & Simulation Arts & Sci		
Subject	Course	Level	Title	Credit Hours
BIOL	1010	UG	INTRODUCTION TO BIOLOGY	3.000
BIOL	1015	UG	INTRODUCTION TO BIOLOGY LABORATORY	1.000
CSCI	2200	UG	FOUNDATIONS OF COMPUTER SCI	4.000
CSCI	2500	UG	COMPUTER ORGANIZATION	4.000
GSAS	2520	UG	INTRO TO GAME STORYTELLING	4.000

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Term: Fall 2018				
Major:		Games & Simulation Arts & Sci		
Subject	Course	Level	Title	Credit Hours
CSCI	2300	UG	INTRODUCTION TO ALGORITHMS	4.000
CSCI	2600	UG	PRINCIPLES OF SOFTWARE	4.000
CSCI	4520	UG	GAME DEVELOPMENT I	4.000
ECSE	4750	UG	COMPUTER GRAPHICS	3.000
GSAS	1040	UG	ART FOR INTERACTIVE MEDIA	4.000

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**RELEASE: 8.7.1**

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