

G. Lu
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Study Progress Overview

Student number	6374395	
Date	21 October 2020	
Degree programme	Game and Media Technology - Full-time	Exam Date: 31-08-2020
Cohort	2018	Distinction: Cum Laude
Study programme	INF-GMTE2016 - Game and Media Technology	

ECTS

Study programme	Minimum credits to be obtained	Credits obtained
Basic Programme	120.0	120.0
Others		0.0
Total	120.0	120.0

Programme

Study programme component	Type	Minimum credits to be obtained	Credits obtained
<i>all parts below</i>			
1 Mandatory Game- and Media Technology	Mandatory	16.0	16.0
2 Primary courses GMT	Restricted choice	30.0	45.0
3 Prerequisites, electives, or profile	Minor or electives	15.0	15.0
4 Reseqarch project and colloquium	Mandatory	44.0	44.0
Total		120.0	120.0

Grades - Study programme

Component	Course		Credits	Date	Grade	Category
Mandatory Game- and Media Technology	GSNS-INTRO	Introducing Natural Sciences	0.5	06-09-2018	P	M
	INFOMOMA	Motion and manipulation	7.5	09-11-2018	9.0	M
	INFOMCV	Computer vision	7.5	25-04-2019	7.7	M
	FI-MHPSDIL	Dilemmas of the scientist	0.5	15-07-2020	P	M
Primary courses GMT	INFOGA	Geometric algorithms	7.5	30-01-2019	7.9	M
	INFOMAGR	Advanced graphics	7.5	31-01-2019	8.7	M
	INFOMCRWS	Crowd simulation	7.5	17-02-2019	8.3	M
	INFOMGP	Game physics	7.5	22-04-2019	10.0	M
	INFOMSPGMT	Small project Game and Media Technology	15.0	15-10-2019	10.0	M
Prerequisites, electives, or profile	INFOMOV	Optimization and vectorization	7.5	06-11-2018	8.9	M
	INFOMSCIP	Scientific perspectives on GMT	7.5	10-11-2018	7.5	M
	FI-MHPSDL1	Dilemmas of the scientist workshop 1	0.0	02-10-2019	P	M
Reseqarch project and colloquium	INFOMCGM4	Colloquium Game and Media Technology	4.0	03-07-2020	P	M
	INFOMGMT1	Game and Media Technology project proposal	15.0	21-08-2020	P	M
	INFOMGMT2	Game and Media Technology MSc thesis Gradient-Domain Volume Rendering.	25.0	24-08-2020	8.5	M

Averages

Academic year	Average grade
2018	8,50
2019	9,06
Total	8,73