

G. Lu

Study Progress Overview

Student number	6374395	
Date	16 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 <i>Active participation</i>	0.5	06-09-2018 06-09-2018	P P	M
	INFOMOMA	Motion and manipulation <i>Final result</i>	7.5	09-11-2018 09-11-2018	9.0 9	M
	INFOMCV	Computer vision <i>Final result</i>	7.5	25-04-2019 25-04-2019	7.7 7.7	M
	FI-MHPSDIL	Dilemmas of the scientist <i>Final result</i>	0.5	15-07-2020 15-07-2020	P P	M
Primary courses GMT	INFOGA	Geometric algorithms <i>Final result</i>	7.5	30-01-2019 30-01-2019	7.9 7.9	M
	INFOMAGR	Advanced graphics <i>Final result</i>	7.5	31-01-2019 31-01-2019	8.7 8.7	M
	INFOMCRWS	Crowd simulation <i>Final result</i>	7.5	17-02-2019 17-02-2019	8.3 8.28	M
	INFOMGP	Game physics <i>Final result</i>	7.5	22-04-2019 22-04-2019	10.0 10.0	M
	INFOMSPGMT	Small project Game and Media Technology <i>Final result</i>	15.0	15-10-2019 15-10-2019	10.0 10	M
Prerequisites, electives, or profile	INFOMOV	Optimization and vectorization <i>Final result</i>	7.5	06-11-2018 06-11-2018	8.9 8.9	M
	INFOMSCIP	Scientific perspectives on GMT <i>Final result</i>	7.5	10-11-2018 10-11-2018	7.5 7.5	M
	FI-MHPSDL1	Dilemmas of the scientist workshop 1 <i>Final result</i>	0.0	02-10-2019 02-10-2019	P P	M
Reseqarch project and colloquium	INFOMCGM4	Colloquium Game and Media Technology <i>Final result</i>	4.0	03-07-2020 03-07-2020	P P	M
	INFOMGMT1	Game and Media Technology project proposal <i>Final result</i>	15.0	21-08-2020 21-08-2020	P P	M
	INFOMGMT2	Game and Media Technology MSc thesis	25.0	24-08-2020	8.5	M
		Gradient-Domain Volume Rendering. <i>process</i>		24-08-2020	8.5	
		<i>presentation</i>		24-08-2020	8.5	
		<i>report-proposal</i>		24-08-2020	8.5	
		<i>results</i>		24-08-2020	8.5	

Credits per period

Total number of credits per academic year per period

Academic year	Period 1	Period 2	Period 3	Period 4	Total	Credits outside programme	Average grade
2018	23,0	22,5	15,0	0,0	60,5	0,0	8,50
2019	15,0	0,0	0,0	44,5	59,5	0,0	9,06
Total	38,0	22,5	15,0	44,5	120,0	0,0	8,73