

# TRANSCRIPT OF STUDY

Edward James Williams



University HESA Reference Number: 0154

## Student Details

Name **Edward James Williams**  
Date of Birth **21st July 1979**  
University Student Number **170532613**  
Student HESA Number **1711540532610**

## Programme of Study

**5152F MSc Computer Game Engineering (full time)**

*Studied From* September 2018 *To* August 2019

## Module Details

### Academic Year 2018/19

5152F MSc Computer Game Engineering (full time) Stage 1/Year 1 studied in full time mode.

Module Code	Module Title	Semester of Study	Module Credits	Mark	Module Status	Attempts
CSC8501	Advanced Programming for Games	Semester 1	20	89	Pass	1
CSC8502	Advanced Graphics for Games	Semester 1	20	86	Pass	1
CSC8503	Advanced Game Technologies	Semester 1	20	81	Pass	1
CSC8504	Research Methods for Gaming Innovations	Semester 2	10	83	Pass	1
CSC8505	Entrepreneurial and Enterprise Skills in the Games Industry	Semester 2	5	84	Pass	1
CSC8506	Engineering Gaming Solutions within a Team	Semester 2	15	78	Pass	1
CSC8509	Project and Dissertation in Computer Game Engineering	Full year	90	92	Pass	1

**End of stage decision:** PG Award Distinction

The University certifies that the above named student attended this course of study and achieved the results indicated above. The programme, approved by the University of Newcastle upon Tyne, was taught and assessed in English.

**Explanation of codes used:**

Module Credits: Undergraduate programmes normally comprise c.120 credits per academic year and postgraduate programmes normally comprise c.180 credits.

ECTS Credit: There is an equivalence between Newcastle credit and ECTS Credit - e.g. 20 Newcastle credits = 10 ECTS, 10 Newcastle = 5 ECTS.

Marks: The Newcastle mark is a mark out of 100. The pass mark for undergraduate level modules is 40. The pass mark for postgraduate level modules is 50.

Module Status: In accordance with the University regulations a Board of Examiners may allow a student to proceed on a degree programme with marks below the pass mark. In such cases, the module status 'Pass at BoE's Discretion' or 'Pass by compensation' will be shown.

Number of Attempts: Where a student passes at a second or third attempt the actual mark achieved is shown, but a mark of 40 for undergraduate level modules or 50 for postgraduate level modules is used for academic progress and classification purposes.

End of stage decision: A Board of Examiners' decision regarding a student's academic progress, or in the case of final year the overall degree classification.

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