

Academic Progress Report

Name		Program	
Karabanov, Vitaliy		T163 Game - Programmir	
Level	Credit	Program	Division
		T163 Game - Programming	Arts, Design & Info Tech'y
Credential	Ontario College Advanced Dip.		Term GPA
			0.00 Winter 2022
Semester	Credential Status	Entry Term	Holds
4	Sought (T163)	Fall 2020 (202001)	None

Program Progress



Requirements

Audit date 4/12/2022 3:19 AM

Program Requirements

INCOMPLETE

Catalog Term: WINTER 2021

Program Requirements

Still needed: See [T163 Game - Programming](#) section

T163 Game - Programming

INCOMPLETE

Catalog Term: WINTER 2021

PROGRAM GPA: 3.88

<div><div></div></div> <div>Minimum 37 Courses Required</div>	<div>Still needed:</div> <div>At least 37 courses are required. You currently have 25 course(s); you still need 12 more.</div>
<div><div></div></div> <div>Minimum 25% of Courses Earned at GBC</div>	
<div><div></div></div> <div>Minimum 1.7 Program GPA</div>	
<div><div></div></div> <div>Semester 1 Requirements</div>	
<div><div></div></div> <div>Semester 2 Requirements</div>	
<div><div></div></div> <div>Semester 3 Requirements</div>	
<div><div></div></div> <div>Semester 4 Requirements</div>	
<div><div></div></div> <div>Semester 5 Requirements</div>	<div>Still needed:</div> <div>See T163 Semester 5 section</div>
<div><div></div></div> <div>Semester 6 Requirements</div>	<div>Still needed:</div> <div>See T163 Semester 6 section</div>
<div><div></div></div> <div>General Education Elective Requirements</div>	

T163 Semester 1

COMPLETE

Catalog Term: WINTER 2021 Semester GPA: 3.96

A minimum grade of D or P (Pass) is required for all courses unless otherwise indicated.

	Course	Title	Grade	Credits	Term	
✔	Minimum 1.7 Semester GPA					
✔	Intro. to Programming	GAME 1001	INTRO. TO PROGRAMMING	A+	4	Winter 2021
✔	Game Production I	GAME 1005	GAME PRODUCTION I	A+	3	Winter 2021
✔	Game Fundamentals I	GAME 1007	GAME FUNDAMENTALS I	A+	4	Winter 2021
✔	Bus Appl. for Info. Technology	GSSC 1045	BUS APPL. FOR INFO. TECHNOLOGY	A+	3	Winter 2021
✔	Math for Game Development	MATH 1180	MATH FOR GAME DEVELOPMENT	A+	4	Winter 2021
✔	** ENGLISH REQUIREMENT **					
✔	Foundation English Requirement Met					
✔	College English	COMM 1007	COLLEGE ENGLISH	A-	3	Winter 2021

T163 Semester 2

COMPLETE

Catalog Term: WINTER 2021 Semester GPA: 3.69

A minimum grade of D or P (Pass) is required for all courses unless otherwise indicated.

	Course	Title	Grade	Credits	Term	
✔	Minimum 1.7 Semester GPA					
✔	Advanced Programming	GAME 1011	ADVANCED PROGRAMMING	B+	4	Spring 2021

✓ Game Production II	GAME 1014	GAME PRODUCTION II	A+	3	Spring 2021
✓ Game Fundamentals II	GAME 1017	GAME FUNDAMENTALS II	A+	4	Spring 2021
✓ Artificial Intelligence	GAME 3001	ARTIFICIAL INTELLIGENCE	B+	4	Spring 2021
✓ Personal Finance	GSSC 1027	PERSONAL FINANCE	A	3	Spring 2021
✓ Linear Algebra and Geometry	MATH 1107	LINEAR ALGEBRA AND GEOMETRY	A-	4	Spring 2021

T163 Semester 3

COMPLETE

Catalog Term: WINTER 2021 Semester GPA: 4.00

A minimum grade of D or P (Pass) is required for all courses unless otherwise indicated.









	Course	Title	Grade	Credits	Term	
✔	Minimum 1.7 Semester GPA					
✔	Data Structures & Algorithms	GAME 2001	DATA STRUCTURES & ALGORITHMS	A+	4	Fall 2021
✔	Game Physics	GAME 2005	GAME PHYSICS	A+	4	Fall 2021
✔	3D Graphics Programming	GAME 2012	3D GRAPHICS PROGRAMMING	A+	4	Fall 2021
✔	Game Engines I	GAME 2013	GAME ENGINES I	A+	3	Fall 2021
✔	Game Production III	GAME 2020	GAME PRODUCTION III	A+	3	Fall 2021
✔	General Education Elective	GSCI 1014	SO THAT'S PHYSICS	A+	3	Fall 2021
Your elective course(s) must meet the general education breadth requirement--see the GENERAL EDUCATION ELECTIVES section below						

T163 Semester 4

NEARLY COMPLETE

Catalog Term: WINTER 2021 Semester GPA: 0.00

A minimum grade of D or P (Pass) is required for all courses unless otherwise indicated.







	Course	Title	Grade	Credits	Term
 Minimum 1.7 Semester GPA	Still needed:	Your current semester GPA is 0.00			
 Game Engines II	GAME 2023	GAME ENGINES II	CIP	(3)	Winter 2022
 Game Production IV	GAME 2030	GAME PRODUCTION IV	CIP	(3)	Winter 2022
 Adv. Topics in Prog. Languages	GAME 2031	ADV. TOPICS IN PROG. LANGUAGES	CIP	(4)	Winter 2022
 Physics - Engines	GAME 3002	PHYSICS - ENGINES	CIP	(3)	Winter 2022
 Advanced Graphics Programming	GAME 3111	ADVANCED GRAPHICS PROGRAMMING	CIP	(4)	Winter 2022
 Professional Workplace Compet.	COMP 2148	PROFESSIONAL WORKPLACE COMPET.	CIP	(3)	Winter 2022
 General Education Elective	GSSC 1052	VISUAL COMMUNICATIONS	CIP	(3)	Winter 2022
Your elective course(s) must meet the general education breadth requirement--see the GENERAL EDUCATION ELECTIVES section below					

T163 Semester 5

INCOMPLETE

Catalog Term: WINTER 2021 Semester GPA: 0.00

A minimum grade of D or P (Pass) is required for all courses unless otherwise indicated.







<input type="radio"/> Minimum 1.7 Semester GPA	Still needed:	Your current semester GPA is 0.00
<input type="radio"/> Mobile Game Development I	Still needed:	1 Course in GAME 2014 
<input type="radio"/> Console Game Development I	Still needed:	1 Course in GAME 3003 
<input type="radio"/> Game Production V	Still needed:	1 Course in GAME 3020 
<input type="radio"/> Game Engines III	Still needed:	1 Course in GAME 3023 
<input type="radio"/> Multiplayer Systems	Still needed:	1 Course in GAME 3110 
<input type="radio"/> Game Engine Development I	Still needed:	1 Course in GAME 3121 

T163 Semester 6

INCOMPLETE

Catalog Term: WINTER 2021 Semester GPA: 0.00

A minimum grade of D or P (Pass) is required for all courses unless otherwise indicated.

<input type="radio"/> Minimum 1.7 Semester GPA	Still needed:	Your current semester GPA is 0.00
<input type="radio"/> Mobile Game Development II	Still needed:	1 Course in GAME 3004 
<input type="radio"/> Game Portfolio Development	Still needed:	1 Course in GAME 3011 
<input type="radio"/> Game Engine Development II	Still needed:	1 Course in GAME 3015 
<input type="radio"/> Game Production VI	Still needed:	1 Course in GAME 3030 
<input type="radio"/> Game Engines IV	Still needed:	1 Course in GAME 3033 
<input type="radio"/> Console Game Development II	Still needed:	1 Course in GAME 3112 

T163 General Education Electives

IN-PROGRESS

Catalog Term: WINTER 2021

Choose 2 General Education elective courses - at least one must be from either the Arts & Humanities or Science & Technology categories (GHUM or GSCI). [Click here for more information.](#)

	Course	Title	Grade	Credits	Term
📘 General Education Electives (2)	GSCI 1014	SO THAT'S PHYSICS	A+	3	Fall 2021
	GSSC 1052	VISUAL COMMUNICATIONS	CIP	(3)	Winter 2022

In-progress


Credits Applied: 23 Courses Applied: 7

Course	Title	Grade	Credits	Term
COMP 2148	PROFESSIONAL WORKPLACE COMPET.	CIP	(3)	Winter 2022
GAME 2023	GAME ENGINES II	CIP	(3)	Winter 2022
GAME 2030	GAME PRODUCTION IV	CIP	(3)	Winter 2022
GAME 2031	ADV. TOPICS IN PROG. LANGUAGES	CIP	(4)	Winter 2022
GAME 3002	PHYSICS - ENGINES	CIP	(3)	Winter 2022
GAME 3111	ADVANCED GRAPHICS PROGRAMMING	CIP	(4)	Winter 2022
GSSC 1052	VISUAL COMMUNICATIONS	CIP	(3)	Winter 2022

Legend


 Complete

 Not complete

 Complete except for courses in-progress

 Nearly complete

 Prerequisite

 Any course number

Disclaimer

You are encouraged to use this academic progress report as a guide when planning your progress toward completion of the above requirements. Contact your academic department for assistance in interpreting this report or regarding the official completion status of your degree, diploma, or certificate. This report is not your academic transcript and it is not official notification of completion of credential requirements. [Click here for information on obtaining an official transcript.](#)

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