

Academic Transcript of Fujian Normal University

College: College of Software

Major: Digital Media Technology

Class: 1323 Digital Media Technology Class 2

Student No.: 123022013062

Name: Liu Ting

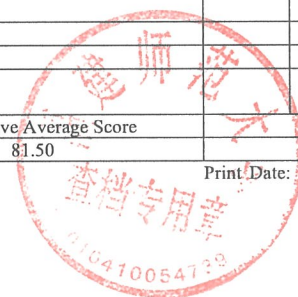
Degree: Bachelor of Engineering

Graduation Certificate No.:

Graduation/Completion: Graduation

Course Name	Course Type	Credit	Score	Re-Exam	Retake	Course Name	Course Type	Credit	Score	Re-Exam	Retake	Course Name	Course Type	Credit	Score	Re-Exam	Retake
Academic Year 2013-2014 First Semester						Analysis on Modern and Contemporary Chinese Literature	Elective	2.0	85			Game Planning	Required	2.0	98		
College English Reading and Writing (1)	Required	2.0	81			Voluntary Labor	Required	2.0	81			Academic Year 2016-2017 Second Semester					
College English Listening and Speaking (1)	Required	2.0	68			Computer Network and Communication Programming	Required	4.0	82.1			Graduation Thesis (Project)	Practice	6.0	Good		
Moral Principle and Fundamentals of Law	Required	3.0	79.4			3D Modelling	Required	4.0	75.8			Professional Practice	Practice	6.0	Good		
Regimen	Required	1.0	90			Data Structure and Algorithm	Required	4.0	85			Elective Course of Quality Development	Elective	8.0	Pass		
Study and Psychological Guidance for College Students	Required	1.0	78			Academic Year 2014-2015 Second Semester						Graded Examination Score					
C Programming Experiment	Required	3.0	93.5			College English Reading and Writing (4)	Required	2.0	68			CET4	477				
Advanced Mathematics A (1)	Required	4.0	87.8			College English Listening and Speaking (4)	Required	2.0	60			CET6	479				
Academic Year 2013-2014 Second Semester						Introduction to Mao Zedong Thought and the Theoretical System of Socialism with Chinese Characteristics	Required	3.0	79			Blank Below					
College English Reading and Writing (2)	Required	2.0	72			Tai Ji	Required	1.0	74								
College English Listening and Speaking (2)	Required	2.0	62			Practice of Digital Media Research and Development (2)	Practice	4.0	83								
Yoga	Required	1.0	78			Motion Law of Animation (3d Mdx)	Required	4.0	80								
Outline of Modern Chinese History	Required	2.0	83			Introduction to Software Engineering	Required	3.0	73.6								
Webpage Design	Elective	2.0	98			Academic Year 2015-2016 First Semester											
Practice of Digital Media Research and Development (1)	Practice	2.0	91			Employment Guidance	Required	1.0	90.7								
Military Theory	Required	2.0	86.1			Windows Programming	Elective	4.0	93.4								
Career Planning	Required	1.0	79			Computer Graphics	Elective	4.0	74.5								
C++ Object Oriented Programming	Required	4.0	85.5			Game Programming and Implementation	Elective	4.0	93								
C++ Object-Oriented Programming Experiment	Required	2.0	91			Artificial Intelligence of Game	Elective	3.0	87.5								
Advanced Mathematics A (2)	Required	6.0	65			C Language Programming	Required	4.0			90						
Computer Animation Principles and Production	Required	4.0	85.5			Operating System	Required	4.0			89.5						
Introduction to Digital Media Technology	Required	3.0	63.5			Fundamentals of Drawing (Sketch/Graphic Design/Color)	Required	4.0			92.3						
Academic Year 2014-2015 First Semester						Discrete Mathematics	Required	4.0			80						
College English Reading and Writing (3)	Required	2.0	62			Principles of Database	Required	5.0	87								
College English Listening and Speaking (3)	Required	2.0	61			Linear Algebra	Required	4.0			83.2						
Basic Principles of Marxism	Required	3.0	75			Academic Year 2015-2016 Second Semester											
Introduction to Mao Zedong Thought and the Theoretical System of Socialism with Chinese Characteristics	Required	3.0	81			Situation and Policy	Required	2.0	92								
Yoga	Required	1.0	85			Graphic Engine Analysis and Design	Elective	3.0	96.4								
Mysteries of Human Body and Healthcare	Elective	2.0	80			Game Tool Development	Elective	4.0	98								
Dance	Elective	2.0	61			Analysis and Design of Game Software System	Elective	4.0	97.5								
Total Credits Enrolled for Graduation						Total Credits Earned						Cumulative Average Score			Cumulative GPA		
						175						81.50			3.27		

Print Date: 2017-06-05



福建师范大学学业成绩表

学院:软件学院

专业:数字媒体技术

班级:1323数字媒体技术2班

学号:123022013062

姓名:刘婷

学位:授予工学学士学位

毕业证书号:

毕业结论:毕业

课 程 名 称	课程 性质	学 分	成 绩	补 考	重 修	课 程 名 称	课程 性质	学 分	成 绩	补 考	重 修	课 程 名 称	课程 性质	学 分	成 绩	补 考	重 修
2013-2014学年 第1学期						中国现当代文学名篇精读	选修	2.0	85			游戏策划	必修	2.0	98		
大学英语读写(一)	必修	2.0	81			公益劳动	必修	2.0	81			2016-2017学年 第2学期					
大学英语听说(一)	必修	2.0	68			计算机网络与通信编程	必修	4.0	82.1			毕业论文(设计)	实践	6.0	良		
思想道德修养与法律基础	必修	3.0	79.4			三维建模	必修	4.0	75.8			专业实习	实践	6.0	良		
养生功法	必修	1.0	90			数据结构与算法	必修	4.0	85			素质拓展选修课	选修	8.0	及格		
大学生学习与心理指导	必修	1.0	78			2014-2015学年 第2学期						等级考试成绩					
C程序设计实验	必修	3.0	93.5			大学英语读写(四)	必修	2.0	68			CET4 成绩为 477					
高等数学A(上)	必修	4.0	87.8			大学英语听说(四)	必修	2.0	60			CET6 成绩为 479					
2013-2014学年 第2学期						毛泽东思想与中国特色社会主义理论体系概论	必修	3.0	79			以 下 空 白					
大学英语读写(二)	必修	2.0	72			太极	必修	1.0	74								
大学英语听说(二)	必修	2.0	62			数媒项目研发实践(2)	实践	4.0	83								
瑜伽	必修	1.0	78			动画运动规律(3d Mdx)	必修	4.0	80								
中国近现代史纲要	必修	2.0	83			软件工程导论	必修	3.0	73.6								
网页设计	选修	2.0	98			2015-2016学年 第1学期											
数媒项目研发实践(1)	实践	2.0	91			就业指导	必修	1.0	90.7								
军事理论	必修	2.0	86.1			Windows程序设计	选修	4.0	93.4								
职业生涯规划	必修	1.0	79			计算机图形学	选修	4.0	74.5								
C++面向对象程序设计	必修	4.0	85.5			游戏程序设计与实现	选修	4.0	93								
C++面向对象程序设计实验	必修	2.0	91			游戏人工智能	选修	3.0	87.5								
高等数学A(下)	必修	6.0	65			C语言程序设计	必修	4.0			90						
计算机动画原理及制作	必修	4.0	85.5			操作系统	必修	4.0			89.5						
数字媒体技术概论	必修	3.0	63.5			绘画基础(素描/平面/色彩)	必修	4.0			92.3						
2014-2015学年 第1学期						离散数学	必修	4.0			80						
大学英语读写(三)	必修	2.0	62			数据库原理	必修	5.0	87								
大学英语听说(三)	必修	2.0	61			线性代数	必修	4.0			83.2						
马克思主义基本原理	必修	3.0	75			2015-2016学年 第2学期											
毛泽东思想与中国特色社会主义理论体系概论	必修	3.0	81			形势与政策	必修	2.0	92								
瑜伽	必修	1.0	85			图形引擎分析与设计	选修	3.0	96.4								
人体奥秘与保健	选修	2.0	80			游戏工具开发	选修	4.0	98								
舞蹈游艺	选修	2.0	61			游戏软件系统分析与设计	选修	4.0	97.5								
毕业应取得总学分						已获得总学分						历年平均成绩		历年平均学分绩点			
						175						81.50		3.27			

学院(盖章):

审核人: 陈小英

打印日期:2017-06-05

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