

UNOFFICIAL ACADEMIC TRANSCRIPT

Name: Joel Shuart
University ID: 600006465

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leesburg, VA 20176

Print Date: 2018-12-22

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Cum GPA	3.210	Cumulative	35.000	35.000	35.000	112.336
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	35.000	35.000	35.000	112.336

Beginning of Undergraduate Record

2014-15 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

<u>Course</u>	<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
ACSC 10	YearOne	0.000	0.000	S	0.000
ENGL 150	FYW: Future of Writing	3.000	3.000	B	9.000
IGME 105	Game Dev & Algo Prob Solve I	4.000	4.000	B+	13.332
IGME 110	Intro to Interactive Media	3.000	3.000	B+	9.999
MATH 131	Discrete Mathematics	4.000	4.000	A-	14.668
MLGR 202	Beginning German II	4.000	4.000	B-	10.668

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.200	Term	18.000	18.000	18.000	57.667

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Cum GPA	3.200	Cumulative	18.000	18.000	18.000	57.667
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	18.000	18.000	18.000	57.667

Academic Standing Effective 2015-01-05: Good Standing

2014-15 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

<u>Course</u>	<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
IGME 106	Game Dev & Algo Prob Solve II	4.000	4.000	A	16.000
IGME 119	2D Animation and Asset Prod	3.000	3.000	A	12.000
MATH 185	Math Graphical Simulation I	3.000	3.000	A-	11.001
PHIL 102	Introduction to Moral Issues	3.000	3.000	B	9.000
PHYS 111	College Physics I	4.000	4.000	C-	6.668

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.220	Term	17.000	17.000	17.000	54.669

Academic Standing Effective 2015-01-05: Good Standing

2015-16 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

<u>Course</u>	<u>Description</u>	<u>Attempted</u>	<u>Earned</u>	<u>Grade</u>	<u>Points</u>
IGME 202	Interactive Media Development	3.000	3.000	B+	9.999
IGME 219	3D Animation and Asset Prod	3.000	3.000	A	12.000
IGME 236	Interact, Immers & Media Iface	3.000	3.000	A	12.000
MATH 186	Math Graphical Simulation II	3.000	3.000	C+	6.999
PHIL 101	Introduction to Philosophy	3.000	3.000	B	9.000

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Term GPA	3.330	Term	15.000	15.000	15.000	49.998

			<u>Attempted</u>	<u>Earned</u>	<u>GPA Units</u>	<u>Points</u>
Cum GPA	3.250	Cumulative	50.000	50.000	50.000	162.334
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	50.000	50.000	50.000	162.334

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Academic Standing Effective 2016-01-04: Good Standing

2015-16 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development

Course	Description	Attempted	Earned	Grade	Points
ARTH 136	His Wst Art:Renaissance-Modern	3.000	3.000	B+	9.999
IGME 99	Co-op Preparation Workshop	0.000	0.000	S	0.000
IGME 209	Data Struc & Alg Games & Sim I	3.000	3.000	A	12.000
IGME 220	Game Design & Development I	3.000	3.000	A	12.000
IGME 230	Web Design & Implementation	3.000	3.000	B	9.000
PSYC 101	Introduction to Psychology	3.000	3.000	B+	9.999
WREC 19	Bowling/off-campus	0.000	0.000	S	0.000

Term GPA	3.530	Term	Attempted	Earned	GPA Units	Points
			15.000	15.000	15.000	52.998
Cum GPA	3.310	Cumulative	Attempted	Earned	GPA Units	Points
			65.000	65.000	65.000	215.332
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	65.000	65.000	65.000	215.332

Term Honor: Dean's List

Academic Standing Effective 2016-05-26: Good Standing

2016-17 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

Course	Description	Attempted	Earned	Grade	Points
IGME 309	Data Struc & Alg Game & Sim II	3.000	3.000	B-	8.001
IGME 320	Game Design & Development II	3.000	3.000	A	12.000
PSYC 225	Social Psychology	3.000	3.000	B	9.000
SOCI 102	Foundations of Sociology	3.000	3.000	C	6.000
STSO 140	Science, Technology & Values	3.000	3.000	A	12.000
WREC 16	Pocket Billiards	0.000	0.000	S	0.000

Term GPA	3.130	Term	Attempted	Earned	GPA Units	Points
			15.000	15.000	15.000	47.001

Cum GPA	3.280	Cumulative	Attempted	Earned	GPA Units	Points
			80.000	80.000	80.000	262.333
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	80.000	80.000	80.000	262.333

Academic Standing Effective 2017-01-03: Good Standing

2016-17 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

Course	Description	Attempted	Earned	Grade	Points
CMDS 441	Creative Critical Thinking	3.000	3.000	B	9.000
IGME 330	Rich Media Web App Dev I	3.000	3.000	A-	11.001
IGME 560	AI for Game Environments	3.000	3.000	A-	11.001
IGME 580	IGM Production Studio	3.000	3.000	A	12.000
PSYC 236	Personality	3.000	0.000	W	0.000

Term GPA	3.580	Term	Attempted	Earned	GPA Units	Points
			15.000	12.000	12.000	43.002

Cum GPA	3.320	Cumulative	Attempted	Earned	GPA Units	Points
			95.000	92.000	92.000	305.335
		Transfer/Test	0.000	0.000	0.000	0.000
		Combined	95.000	92.000	92.000	305.335

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Name: Joel Shuart
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Term Honor: Dean's List

Academic Standing Effective 2017-05-25: Good Standing

2017-18 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

Course	Description	Attempted	Earned	Grade	Points
IGME 499	Undergraduate Co-op	0.000	0.000	S	0.000
Term GPA	0.000 Term	0.000	0.000	0.000	0.000
Cum GPA	3.320 Cumulative	95.000	92.000	92.000	305.335
	Transfer/Test	0.000	0.000	0.000	0.000
	Combined	95.000	92.000	92.000	305.335

2017-18 Spring

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

Course	Description	Attempted	Earned	Grade	Points
FNRT 215	Video Game Criticism	3.000	3.000	B	9.000
IGME 420	Level Design	3.000	3.000	A	12.000
IGME 450	Casual Game Development	3.000	3.000	A	12.000
IGME 580	IGM Production Studio	3.000	3.000	A	12.000
PSYC 221	Abnormal Psychology	3.000	3.000	B+	9.999
PSYC 236	Personality	3.000	3.000	B-	8.001
Term GPA	3.500 Term	18.000	18.000	18.000	63.000

	Cum GPA	3.350	Cumulative	Attempted	Earned	GPA Units	Points
			Transfer/Test	0.000	0.000	0.000	0.000
			Combined	113.000	110.000	110.000	368.335

Term Honor: Dean's List

Academic Standing Effective 2018-05-14: Good Standing

2018-19 Fall

Program: UGRD Computing & Info Sciences
Plan: Bachelor of Science in Game Design and Development
Plan: General Education Immersion in Psychology

Course	Description	Attempted	Earned	Grade	Points
COMM 253	Communication	3.000	3.000	A-	11.001
HSPT 173	Beverage Fermentation and Dist	3.000	3.000	A	12.000
IGME 580	IGM Production Studio	3.000	3.000	A	12.000
PSYC 231	Death and Dying	3.000	3.000	A-	11.001
PSYC 235	Learning and Behavior	3.000	3.000	A	12.000

	Term GPA	3.870	Term	Attempted	Earned	GPA Units	Points
				15.000	15.000	15.000	58.002

	Cum GPA	3.410	Cumulative	Attempted	Earned	GPA Units	Points
			Transfer/Test	0.000	0.000	0.000	0.000
			Combined	128.000	125.000	125.000	426.337

Undergraduate Career Totals

	Cumulative	128.000	125.000	125.000	426.337	
	Transfer/Test	0.000	0.000	0.000	0.000	
Cumulative GPA	3.410	Combined	128.000	125.000	125.000	426.337