Student Academic Record for Danny Newsom						
Course: BSc Games and Multimedia Environments						
Year	**Stage**	**Module**	**Code**	**Mark**	**Result**	**Credits**
19/20	1	Data Structures & Algorithms	G5117	89.00%	Pass	15
19/20	1	Further Programming	G5067	97.00%	Pass	15
19/20	1	Global Design Challenge	H7103	-	Pass	0
19/20	1	Introduction to Computer Systems	G6008	88.00%	Pass	15
19/20	1	Introduction to Multimedia	G5039	90.00%	Pass	15
19/20	1	Introduction to Programming	G5066	89.00%	Pass	15
19/20	1	Mathematical Concepts	G6012	76.00%	Pass	15
19/20	1	Professional Skills	G5120	87.00%	Pass	15
19/20	1	Programming Concepts	G6007	93.00%	Pass	15
20/21	2	3D Modelling and Animation	G6079	82.00%	Pass	15
20/21	2	Databases	G6031	81.00%	Pass	15
20/21	2	Game Design and Development	G6078	83.00%	Pass	30
20/21	2	Operating Systems	G6059	73.00%	Pass	15
20/21	2	Program Analysis	G6017	83.00%	Pass	15
20/21	2	Software Engineering	G6046	84.00%	Pass	15
20/21	2	Video Production Techniques	G5123	77.00%	Pass	15
21/22	3	Human-Computer Interaction	G5026	77.00%	Pass	15
21/22	3	Individual Project	G5038	77.00%	Pass	45
21/22	3	Programming for 3D	G6080	84.00%	Pass	15
21/22	3	Visual Effects	G6081	78.00%	Pass	15
21/22	3	Web 3D Applications	H7006	82.00%	Pass	15
21/22	3	Web Applications and Services	G6060	82.00%	Pass	15