



Official transcript of records for

JOACHIM BENGTTSSON

(Civic registration number 850309-6219)

Admissions:

Game Programming

Credits: 180 Admission semester: H04

Courses	Credits	Grade	Date	Note
DVA022 Programming in C	7.5(k)	VG	2004-11-17	1
0405	(7.5)(k)	VG	2004-10-26	
0415	(0.0)(k)	G	2004-11-17	
MAA015 Discrete Mathematics and Calculus	15.0(k)	G	2004-12-18	1
0305	(7.5)(k)	G	2004-10-25	
0315	(7.5)(k)	G	2004-12-18	
DVB021 Programming in C++	7.5(k)	VG	2005-02-24	1
0420	(3.0)(k)	G	2005-02-04	
0410	(4.5)(k)	VG	2005-02-24	
DVA031 Algorithm Design and Data Structures	7.5(k)	VG	2005-04-08	1
0515	(3.0)(k)	G	2005-04-04	
0505	(4.5)(k)	VG	2005-04-08	
MEA048 Digital Game Basics	7.5(k)	G	2005-05-03	2
0505	(7.5)(k)	G	2005-05-03	
ETA025 Computer Networks	7.5(k)	5	2005-06-07	3
0205	(4.5)(k)	5	2005-05-23	
0215	(3.0)(k)	G	2005-06-07	
PAA002 Object-oriented Systems Development	7.5(k)	G	2005-06-13	1
0110	(4.5)(k)	G	2005-06-13	
0120	(3.0)(k)	VG	2005-06-13	
ETB018 Mobile Communications	7.5(k)	3	2005-08-27	3
0205	(6.0)(k)	3	2005-08-27	
0215 Laboration	(1.5)(k)	G	2005-08-27	
DVC004 Applied Artificial Intelligence	7.5(k)	G	2005-12-09	1
0120	(3.0)(k)	G	2005-11-30	
0110	(4.5)(k)	G	2005-12-09	
DVB005 Real-Time Systems	7.5(k)	G	2006-06-02	1
0605 Examination	(4.5)(k)	G	2006-06-01	
0615 Laborations	(3.0)(k)	G	2006-06-02	
MEB047 Game Production - Game Programming	7.5(k)	G	2006-06-28	2
0605 Project	(7.5)(k)	G	2006-06-28	
DVB026 3D Programming	15.0(k)	G	2006-08-24	1
0530 Presentation	(3.0)(k)	G	2006-01-15	
0520 Project	(6.0)(k)	VG	2006-03-27	
0510 Examination	(6.0)(k)	G	2006-08-24	

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MAA013 Linear Algebra	7.5(k)	5	2006-10-25	3
0420 Assignment 1	(1.5)(k)	G	2005-10-05	
0430 Assignment 2	(1.5)(k)	G	2005-11-11	
0410 Examination	(4.5)(k)	5	2006-10-25	
MAA038 Game Theory, an introduction	7.5(k)	VG	2007-05-31	1
0610 Compulsory lectures	(1.5)(k)	G	2007-05-31	
0620 Assignments	(3.0)(k)	G	2007-05-31	
0630 Project	(3.0)(k)	VG	2007-05-31	
PAB009 Large Team Game Development Project	22.5(k)	G	2007-06-01	2
0705 Individual report	(1.5)(k)	G	2007-06-01	
0715 Final Seminar	(1.5)(k)	G	2007-06-01	
0725 Rapport	(1.5)(k)	G	2007-06-01	
0735 Roles in Project	(1.5)(k)	G	2007-06-01	
0745 Project	(16.5)(k)	G	2007-06-01	
FYA011 Applied Real-time Physics	7.5(k)	VG	2007-10-01	1
0605 Examination	(4.5)(k)	VG	2006-03-16	
0615 Projecttask	(3.0)(k)	G	2007-10-01	
PAC002 Software Architecture	7.5(k)	VG	2007-12-03	1
0130	(1.5)(k)	G	2006-11-14	
0110	(3.0)(k)	VG	2007-11-02	
0120	(3.0)(k)	VG	2007-12-03	

Credits obtained in unfinished courses	Credits	Grade	Date	Note
DVC019 Performance Optimization	(7.5)(k)			
0620 Laboration	1.5(k)	G	2006-10-18	1
0630 Project, assembler	1.5(k)	G	2006-10-18	1
0610 Written examination	3.0(k)	G	2006-11-09	1
DVA029 Thinking Computer - An Introduction to Artificial Intelligence	(7.5)(k)			
0525	1.5(k)	G	2005-08-04	2
0545	1.5(k)	G	2005-08-18	2
DVB027 Compiler Design and Structures for Game Programming	(7.5)(k)			
0510	1.5(k)	VG	2006-01-14	1
Total sum:		168.0 credits		

The above is an excerpt from the register of student records.

60 credits represent a full academic year.

(k) Converted credits. Present credit system valid from 1 July 2007.

*Credits: Credit system valid before 1 July 2007.

Notes:

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Grading system: 1) VG Pass with distinction, G Pass

2) Pass course only, G Pass

3) 5 Pass with distinction, 4 Pass with credit, 3 Pass, G Pass