



**BANGKOK  
UNIVERSITY**

BANGKOK UNIVERSITY  
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Klong Luang, Pathum Thani 12120  
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มหาวิทยาลัยกรุงเทพ  
9/1 หมู่ที่ 5 ถนนพหลโยธิน ตำบลคลองหนึ่ง  
อำเภอคลองหลวง จังหวัดปทุมธานี 12120  
โทรศัพท์ 0 2407 3888 โทรสาร 0 2407 3999

ทบ.๒๐๗

ที่ มกท./กส.(ทบ) ๒๐๒๙๑๔/๓/๒๕๖๔

## หนังสือสำคัญฉบับนี้ออกให้เพื่อรับรองว่า

นายชยุตม์ พรหมทอง

รหัสประจำตัว ๑๖๐๐๗๐๑๔๕๐

ได้สำเร็จการศึกษาตามหลักสูตรปริญญา

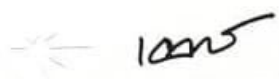
วิทยาศาสตรบัณฑิต (เกมและสื่อเชิงโต้ตอบ)

คณะวิชา เทคโนโลยีสารสนเทศและนวัตกรรม

ในการสอบไล่ประจำปีการศึกษา ๒๕๖๓ เมื่อวันที่ ๕ เดือน ธันวาคม พ.ศ. ๒๕๖๓

โดยการอนุมัติของสภามหาวิทยาลัยกรุงเทพ

ให้ไว้ ณ วันที่ ๒๐ เดือน กุมภาพันธ์ พ.ศ. ๒๕๖๔

  
(นายเจตน์ พงษ์เจริญฤทธิ์)

นายทะเบียน



## OFFICIAL TRANSCRIPT

NAME MR. CHAYUT PHROMTHONG STUDENT ID NO. 1-60-07-0145-0 NATIONALITY THAI  
 DATE OF BIRTH JANUARY 1, 2000 PLACE OF BIRTH BANGKOK, THAILAND RELIGION BUDDHISM  
 PREVIOUS EDUCATION M.6, GENERAL EDUCATIONAL DEVELOPMENT (GED), BANGKOK, THAILAND  
 DATE OF ADMISSION JUNE 5, 2017 DATE OF LEAVING FEBRUARY 20, 2021 REASON GRADUATION  
 SCHOOL OF INFORMATION TECHNOLOGY AND INNOVATION MAJOR GAMES AND INTERACTIVE MEDIA  
 DATE OF GRADUATION DECEMBER 5, 2020 DEGREE CONFERRED B.S. (GAME AND INTERACTIVE MEDIA)  
 REMARKS:

Course No.	Course Title	Crs.	Gr.	Pts.	Course No.	Course Title	Crs.	Gr.	Pts.
First Semester 2017					First Semester 2018				
EN 001	English for Everyday Communication	3	B+	10.50	EN 003	English for Global Communication	3	D+	4.50
GE 001	Thinking Skills for Learning	3	C+	7.50	GE 003	Cultivating Entrepreneurial Mindset	3	B	9.00
GE 002	Citizenship and Social Dynamics	3	D	3.00	GI 232	Three-Dimensional Modelling and Animations	3	B	9.00
GI 101	Fundamentals of Mathematics for Computer Graph	3	A	12.00	GI 242	Game Programming	3	A	12.00
GI 121	Drawing	3	D	3.00	GI 281	Technology Entrepreneurship	3	B	9.00
GI 123	2D and 3D Design	3	C+	7.50	GI 464	Legal and Ethical Aspects of Information Tech	3	B+	10.50
GI 141	Introduction to Games and Interactive Media	3	C+	7.50	ST 207	Statistics for Science and Technology	3	C+	7.50
GPA 2.42					GPA 2.92				
CUM. GPA 2.42					CUM. GPA 3.04				
Second Semester 2017					Second Semester 2018				
EN 002	English for Social Communication	3	A	12.00	GI 203	Physics for Games and Interactive Media	3	B+	10.50
GE 004	Technology and Innovation in the Future World	3	B+	10.50	GI 233	Video and Sound for Multimedia Technology	3	C+	7.50
GE 007	Art of Life	3	A	12.00	GI 243	Human-computer Interaction for Games and Inte	3	C	6.00
GI 122	Human Vision and Color Theory	3	B+	10.50	GI 262	Data Structures and Algorithms	3	C	6.00
GI 131	Digital Storytelling	3	B+	10.50	GI 263	Introduction to Database	3	B+	10.50
GI 161	Object-Oriented Programming	3	B+	10.50	GI 282	Disruptive Innovation	3	C+	7.50
MA 111	Calculus I	3	C+	7.50	GPA 2.66				
GPA 3.50					CUM. GPA 2.96				
CUM. GPA 2.96					Summer Session 2018				
Summer Session 2017					GI 451	Advanced 3D Modelling and Animations	3	C+	7.50
GI 471	Event-Driven Programming	3	A	12.00	GPA 2.50				
GI 478	Internet of Things	3	A	12.00	CUM. GPA 2.95				
GPA 4.00									
CUM. GPA 3.09									

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Total number of credits earned..... Cumulative Grade Point Average.....

A minimum cumulative grade point average of 2.00 is required for the eligibility to receive a bachelor's degree.

NOTE: This transcript is not valid as official transcript if without university seal and the original signature of the Registrar in ink. Any erasure and/or alteration on this copy renders the whole transcript invalid.

See back for Key to Transcript.

Registrar  
( Mr. Jate Phongcharoenrith )

Issued on



# BANGKOK UNIVERSITY

AR.023

## OFFICIAL TRANSCRIPT

NAME MR. CHAYUT PHROMTHONG STUDENT ID NO 1-60-07-0145-0 NATIONALITY THAI  
 DATE OF BIRTH JANUARY 1, 2000 PLACE OF BIRTH BANGKOK, THAILAND RELIGION BUDDHISM  
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 DATE OF GRADUATION DECEMBER 5, 2020 DEGREE CONFERRED B.S. (GAME AND INTERACTIVE MEDIA)  
 REMARKS:

Course No.	Course Title	Crs.	Gr.	Pts.	Course No.	Course Title	Crs.	Gr.	Pts.
First Semester 2019					First Semester 2020				
GI 344	Game Design and Production	3	C+	7.50	GI 457	Serious Games	3	A	12.00
GI 345	User Experience Design for Games and Interact	3	C	6.00	GI 498	Industrial Innovation Projects	3	A	12.00
GI 346	Basic Theory in Artificial Intelligence	3	C+	7.50	TH 211	Learning Strategies	3	C	6.00
GI 383	Ideas Generation	3	B	9.00		GPA	3.33		
GI 396	Seminar in Games and Interactive Media	3	C	6.00		CUM GPA	3.02		
GI 452	Mobile and Social Game Design	3	B	9.00					
	GPA	2.50							
	CUM GPA	2.87							
Second Semester 2019					* TRANSCRIPT CLOSED *				
GE 005	Creative Leadership Skills	3	B+	10.50					
GE 008	Health and Wellness for Life	3	B+	10.50					
GI 365	Introduction to Computer Graphics	3	A	12.00					
GI 455	Networking and Multiplayer Online Games	3	A	12.00					
IT 480	Computer Games Design and Development	3	B+	10.50					
	GPA	3.70							
	CUM GPA	2.97							
Summer Session 2019									
GI 494	Workshop in Games and Interactive Media	3	A	12.00					
	GPA	4.00							
	CUM GPA	3.00							

Total number of credits earned 135 Credits Cumulative Grade Point Average 3.02

A minimum cumulative grade point average of 2.00 is required for the eligibility to receive a bachelor's degree.

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Registrar  
( Mr. Jate Phongcharoenrith )

Issued on February 20, 2021