

DIPLOMA IN INFORMATION TECHNOLOGY

It is hereby certified that

THAM KAI HENG

having successfully completed the course of study was awarded the

Diploma in Information Technology

on _____19 March 2021



Chairman, Board of Governors

Soh Wai Wah

Principal & Chief Executive Officer



2020/2021 SEMESTER 2 DIPLOMA IN INFORMATION TECHNOLOGY (GAME DEVELOPMENT) STAGE 3B FULL-TIME

THAM KAI HENG ADM. NO.

19 MAR 2021

MODULE MODULE NAME

IC3001 INTERNSHIP PROGRAMME

CREDIT
UNITS

A 22.00

DIPLOMA AWARDED

SEMESTER GPA: 4.000 CUMULATIVE GPA: 3.030

GRADING SYSTEM (With Effect From 2004/2005)

GRAD	E	DESCRIPTION	GRADE	GRAD	Œ	DESCRIPTION	GRADE
			POINT				POINT
DIST	-	DISTINCTION	4 0	P	-	NON-GRADED PASS	0.5
A	-	EXCELLENT (80% - 100%)	4 0	UG	-	NON GRADED PASS	NA
B+	-	VERY GOOD (75% - 79%)	3 5	UP	-	PASS IN A MODULE WHICH	ł NA
В	-	GOOD (70% - 74%)	3 0			HAS NO GRADE POINT	
C+	-	GOOD CREDIT (65% - 69%)	2 5	UF	-	FAIL IN A MODULE WHICH	NA
C	-	CREDIT (60% - 64%)	2 0			HAS NO GRADE POINT	
D+	-	GOOD PASS (55% - 59%)	1 5	EX	-	EXEMPTED	NA
D	-	PASS (50% - 54%)	1 0	ABS	-	ABSENT	0.0
D-	-	SUBSIDIARY PASS	0 5				
F	-	FAIL	0 0				

Semester and Cumulative GPA scores shown above (if any) do not include modules marked with an asterisk(*)

GRADING SYSTEM (Prior to 2004/2005)

GRADE DESCRIPTION

DIST - DISTINCTION

A - VERY GOOD (80% - 100%) B - CREDIT (70% - 79%)

C - GOOD PASS (60% - 69%)

D - PASS (50% - 59%) E - SUBSIDIARY PASS

F - FAIL

- PASS FOR A NON-GRADED MODULE



2020/2021 SEMESTER 1 DIPLOMA IN INFORMATION TECHNOLOGY (GAME DEVELOPMENT) STAGE 2B FULL-TIME

THAM KAI HENG ADM. NO.

21 SEP 2020

			CREDIT	
MODULE	MODULE NAME	GRADE	UNITS	
ST0214	AUGMENTED REALITY AND VIRTUAL	C	4.00	
	REALITY DEVELOPMENT			
ST0276	ETHICS AND LAW OF IT AND MEDIA	A	2.00	
ST0320	GAME DEVELOPMENT PORTFOLIO	В	16.00	
ST292Z	3D GAME DEVELOPMENT STUDIO	B+	10.00	

ALLOWED TO CONTINUE IN THE COURSE

SEMESTER GPA: 3.094 CUMULATIVE GPA: 2.864

GRADING SYSTEM	With	Effect	From	2004/2005)
GRADING SISIEM	(vv itii	Ellect	r rom	2004/2005)

GRAI	DE DESCRIPTION	GRADE	GRADI	E <u>DESCRIPTION</u>	GRADE
		<u>POINT</u>			POINT
DIST	- DISTINCTION	4 0	P	 NON-GRADED PASS 	0.5
A	- EXCELLENT (80% - 100%)	4 0	UG	 NON GRADED PASS 	NA
B+	- VERY GOOD (75% - 79%)	3 5	UP	 PASS IN A MODULE WHICH 	H NA
В	- GOOD (70% - 74%)	3 0		HAS NO GRADE POINT	
C+	- GOOD CREDIT (65% - 69%)	2 5	UF	- FAIL IN A MODULE WHICE	H NA
C	- CREDIT (60% - 64%)	2 0		HAS NO GRADE POINT	
D+	- GOOD PASS (55% - 59%)	1 5	EX	- EXEMPTED	NA
D	- PASS (50% - 54%)	1 0	ABS	- ABSENT	0 0
D-	- SUBSIDIARY PASS	0.5			
F	- FAIL	0 0			

Semester and Cumulative GPA scores shown above (if any) do not include modules marked with an asterisk(*)

GRADING SYSTEM (Prior to 2004/2005)

GRADE DESCRIPTION

DIST - DISTINCTION

A - VERY GOOD (80% - 100%) - CREDIT (70% - 79%)

- CREDIT (70% - 75%)
- GOOD PASS (60% - 69%)
- PASS (50% - 59%)
- SUBSIDIARY PASS
- FAIL

- PASS FOR A NON-GRADED MODULE



2019/2020 SEMESTER 2 DIPLOMA IN INFORMATION TECHNOLOGY (GAME DEVELOPMENT) STAGE 2B FULL-TIME

THAM KAI HENG ADM. NO.

20 MAR 2020

			CREDIT
MODULE	MODULE NAME	GRADE	UNITS
LC0857	COMMUNICATING FOR PROFESSIONAL	A	2.00
	EFFECTIVENESS		
ST0249	ARTIFICIAL INTELLIGENCE AND MACHINE	B+	4.00
	LEARNING		
ST0298	INTERACTIVE COMPUTER GRAPHICS	C	6.00
ST291Z	3D LEVEL DESIGN AND SCRIPTING STUDIO	D-	10.00
ST292Z	3D GAME DEVELOPMENT STUDIO	F	10.00

ALLOWED TO CONTINUE IN THE COURSE

SEMESTER GPA: 1.219 CUMULATIVE GPA: 2.789

GRADING SYSTEM (With Effect From 2004/2005)

GRAD	E	DESCRIPTION	GRA	DE	GRAD	E	DESCRIPTION	GRAI	DΕ
			POI	<u>TV</u>				POIN	Τ
DIST	-	DISTINCTION	4 (0	P	-	NON-GRADED PASS	0.5	
A	-	EXCELLENT (80% - 100%)	4 (0	UG	-	NON GRADED PASS	NA	
B+	-	VERY GOOD (75% - 79%)	3 :	5	UP	-	PASS IN A MODULE WHICH	I NA	
В	-	GOOD (70% - 74%)	3 (0			HAS NO GRADE POINT		
C+	-	GOOD CREDIT (65% - 69%)	2:	5	UF	-	FAIL IN A MODULE WHICH	I NA	
C	-	CREDIT (60% - 64%)	2 (0			HAS NO GRADE POINT		
D+	-	GOOD PASS (55% - 59%)	1 :	5	EX	-	EXEMPTED	NA	L
D	-	PASS (50% - 54%)	1 (0	ABS	-	ABSENT	0.0	
D-	-	SUBSIDIARY PASS	0 :	5					
F	-	FAIL	0 (0					

Semester and Cumulative GPA scores shown above (if any) do not include modules marked with an asterisk(*)

GRADING SYSTEM (Prior to 2004/2005)

GRADE DESCRIPTION

DIST - DISTINCTION

A - VERY GOOD (80% - 100%)

- CREDIT (70% - 79%)

- GOOD PASS (60% - 69%)

- PASS (50% - 59%) D - SUBSIDIARY PASS - FAIL Ε

- PASS FOR A NON-GRADED MODULE



2019/2020 SEMESTER 1 DIPLOMA IN INFORMATION TECHNOLOGY (GAME DEVELOPMENT) STAGE 2A FULL-TIME

THAM KAI HENG ADM. NO.

13 SEP 2019

			CREDIT
MODULE	MODULE NAME	GRADE	UNITS
LC8004	GENERAL EDUCATION 3	В	2.00
LC8006	OVERSEAS SOCIAL INNOVATION PROJECT	A	2.00
ST0246	MOBILE GAME DEVELOPMENT	В	4.00
ST0297	INTRODUCTION TO GAME DEVELOPMENT	B+	5.00
ST0299	GAME PROGRAMMING USING C++	B+	5.00

ALLOWED TO CONTINUE IN THE COURSE

SEMESTER GPA: 3.389 CUMULATIVE GPA: 3.562

EDUCATION AND CAREER GUIDANCE 2: CAREER DEVELOPMENT

COMPLETED

GRADING SYSTEM	With	Effect	From	2004/2005)
GRADING SISIEM	(vv itii	Ellect	r rom	2004/2005)

GRADE DESCRIPTION	GRADE	<u>GRADE</u>	DESCRIPTION	GRADE
<u>I</u>	POINT			POINT
DIST - DISTINCTION	4 0	P -	NON-GRADED PASS	0.5
A - EXCELLENT (80% - 100%)	4 0	UG -	NON GRADED PASS	NA
B+ - VERY GOOD (75% - 79%)	3 5	UP -	PASS IN A MODULE WHICH	I NA
B - GOOD (70% - 74%)	3 0		HAS NO GRADE POINT	
C+ - GOOD CREDIT (65% - 69%)	2 5	UF -	FAIL IN A MODULE WHICH	I NA
C - CREDIT (60% - 64%)	2 0		HAS NO GRADE POINT	
D+ - GOOD PASS (55% - 59%)	1 5	EX -	EXEMPTED	NA
D - PASS (50% - 54%)	1 0	ABS -	ABSENT	0.0
D SUBSIDIARY PASS	0 5			
F - FAIL	0 0			

Semester and Cumulative GPA scores shown above (if any) do not include modules marked with an asterisk(*)

GRADING SYSTEM (Prior to 2004/2005)

GRADE DESCRIPTION

DIST - DISTINCTION A - VERY GOOD (80% - 100%)

- CREDIT (70% - 79%) - GOOD PASS (60% - 69%)

- PASS (50% - 59%) - SUBSIDIARY PASS - FAIL D Ε

- PASS FOR A NON-GRADED MODULE



2018/2019 SEMESTER 2 DIPLOMA IN INFORMATION TECHNOLOGY STAGE 1A FULL-TIME

THAM KAI HENG ADM. NO.

15 MAR 2019

			CREDIT
MODULE	MODULE NAME	GRADE	UNITS
LC8001	GENERAL EDUCATION 1	A	2.00
MS0105	MATHEMATICS	DIST	4.00
ST0292	NETWORK MANAGEMENT AND ASSURANCE	A	4.00
ST1002	DIGITAL VISUAL DESIGN	В	4.00
ST1008	WEB CLIENT DEVELOPMENT	B+	5.00
ST1011	APPLICATION DEVELOPMENT	A	5.00

ALLOWED TO CONTINUE IN THE COURSE

SEMESTER GPA: 3.729 CUMULATIVE GPA: 3.628

SPORTS FOR LIFE YEAR 1: LASER TAG **COMPLETED**

GRADING SYSTEM ((With Effect	From 2004/2005)

GRADE DESCRIPTION	GRADE	GRADE	DESCRIPTION	GRADE
<u>I</u>	POINT			POINT
DIST - DISTINCTION	4 0	P -	NON-GRADED PASS	0.5
A - EXCELLENT (80% - 100%)	4 0	UG -	NON GRADED PASS	NA
B+ - VERY GOOD (75% - 79%)	3 5	UP -	PASS IN A MODULE WHICH	I NA
B - GOOD (70% - 74%)	3 0		HAS NO GRADE POINT	
C+ - GOOD CREDIT (65% - 69%)	2 5	UF -	FAIL IN A MODULE WHICH	I NA
C - CREDIT (60% - 64%)	2 0		HAS NO GRADE POINT	
D+ - GOOD PASS (55% - 59%)	1 5	EX -	EXEMPTED	NA
D - PASS (50% - 54%)	1 0	ABS -	ABSENT	0.0
D SUBSIDIARY PASS	0 5			
F - FAIL	0 0			

Semester and Cumulative GPA scores shown above (if any) do not include modules marked with an asterisk(*)

GRADING SYSTEM (Prior to 2004/2005)

GRADE DESCRIPTION

DIST - DISTINCTION

A - VERY GOOD (80% - 100%) - CREDIT (70% - 79%)

- CREDIT (70%-19%)
- GOOD PASS (60%-69%)
- PASS (50%-59%)
- SUBSIDIARY PASS
- FAIL

D Е

- PASS FOR A NON-GRADED MODULE



2018/2019 SEMESTER 1 DIPLOMA IN INFORMATION TECHNOLOGY STAGE 1B FULL-TIME

THAM KAI HENG ADM. NO.

17 SEP 2018

			CREDIT
MODULE	MODULE NAME	GRADE	UNITS
LC0855	COMMUNICATING FOR PROJECT	В	2.00
	EFFECTIVENESS (PROPOSAL)		
LC8002	GENERAL EDUCATION 2	В	2.00
ST1001	DATABASE MANAGEMENT SYSTEMS	В	5.00
ST1004	INFOCOMM SECURITY	B+	4.00
ST1010	NETWORK FUNDAMENTALS	A	4.00
ST1012	PROGRAMMING FUNDAMENTALS	A	6.00

ALLOWED TO CONTINUE IN THE COURSE

SEMESTER GPA: 3.522 CUMULATIVE GPA: 3.522

EDUCATION AND CAREER GUIDANCE 1: PERSONAL DEVELOPMENT **COMPLETED**

GRADING SYSTEM ((With Effect	From 2004/2005)

GRA	ADE DESCRIPTION C	GRADE	GRADE	DESCRIPTION	GRADE
	<u>_</u>	POINT			POINT
DIS	Γ - DISTINCTION	4 0	P -	NON-GRADED PASS	0.5
A	- EXCELLENT (80% - 100%)	4 0	UG -	NON GRADED PASS	NA
B+	- VERY GOOD (75% - 79%)	3 5	UP -	PASS IN A MODULE WHICH	H NA
В	- GOOD (70% - 74%)	3 0		HAS NO GRADE POINT	
C+	- GOOD CREDIT (65% - 69%)	2 5	UF -	FAIL IN A MODULE WHICH	I NA
C	- CREDIT (60% - 64%)	2 0		HAS NO GRADE POINT	
D+	- GOOD PASS (55% - 59%)	1 5	EX -	EXEMPTED	NA
D	- PASS (50% - 54%)	1 0	ABS -	ABSENT	0.0
D-	- SUBSIDIARY PASS	0 5			
F	- FAIL	0 0			

Semester and Cumulative GPA scores shown above (if any) do not include modules marked with an asterisk(*)

GRADING SYSTEM (Prior to 2004/2005)

GRADE DESCRIPTION

DIST - DISTINCTION

A - VERY GOOD (80% - 100%) - CREDIT (70% - 79%)

- CREDIT (70%-19%)
- GOOD PASS (60%-69%)
- PASS (50%-59%)
- SUBSIDIARY PASS
- FAIL D

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- PASS FOR A NON-GRADED MODULE