

Examensbevis | Degree Certificate

Filosofie kandidatexamen

Huvudområde: Speldesign

Degree of Bachelor of Arts Main Field of Study: Game Design

Taninwat Kaewpankan

19960102-5332

har i enlighet med bestämmelserna i högskoleförordningen (SFS 1993:100 med ändring 2006:1053) om utbildning på grundnivå uppfyllt fordringarna för att erhålla examensbevis avseende filosofie kandidatexamen, 180 högskolepoäng.

has, in accordance with the Decree of 1 July 1993 (SFS 1993:100 with amendment 2006:1053) concerning studies at the first cycle at Swedish Universities and University Colleges, been awarded the Degree of Bachelor of Arts, 180 credits.

Uppsala den 30 juni 2022 Uppsala 30 June 2022

På rektors uppdrag

By request of the Vice-Chancellor

Ylva Tallberg

Kurser och betyg förtecknas på följande sidor.

Courses passed and grades obtained are indicated in the following pages.

Uppsala universitet kan verifiera äktheten av bevis.

Uppsala universitet can verify the authenticity of certificates.

Taninwat Kaewpankan

Namn/Name

19960102-5332

Personnummer/Personal identity number

Kurser ingående i filosofie kandidatexamen

Huvudområde: Speldesign

Courses included in the Degree of Bachelor of Arts

Main Field of Study: Game Design

Kurs Course	Högskolepoäng Credits	Betyg Grade	Datum Date
Speldesign 1 - introduktion Game Design 1: Introduction	15,0	Godkänd ¹ Pass	2020-01-16
Projekt och ledarskap Projects and Leadership	15,0	Godkänd ¹ Pass	2020-01-17
Projektledning med agila metoder Project Management with Agile Methods	7,5	Väl godkänd ¹ Pass with distinction	2020-03-29
Speldesign 2 - spelutveckling Game Design 2: Game Development	7,5	Godkänd ¹ Pass	2020-04-17
Spelproduktion 1 - arkadspel Game Production 1: Arcade Games	15,0	Godkänd ¹ Pass	2020-06-29
Produktutveckling för spel Product Development for Games	15,0	Väl godkänd ¹ Pass with distinction	2021-01-26
Speldesign 3 - systemdesign Game Design 3: System Design	15,0	Godkänd ¹ Pass	2021-02-03
Speldesign 4 - level design Game Design 4: Level Design	7,5	Väl godkänd ¹ Pass with distinction	2021-03-28
Projektledning med agila metoder 2 Project Management with Agile Methods 2	7,5	Väl godkänd ¹ Pass with distinction	2021-04-20
Spelproduktion 2 - vertical slice Game Production 2: Vertical Slice	15,0	Godkänd ² Pass	2021-06-07
Den globala ekonomin - miljö, utveckling och globalisering The Global Economy: Environment, Development and Globalisation	15,0	Godkänd³ Pass	2022-02-14
Hållbar utveckling - projektledning och kommunikation Sustainable Development: Project Management and Communication	15,0	Godkänd ³ Pass	2022-02-14
Speldesign 5 - teori och metod Game Design 5: Theory and Method	7,5	Godkänd ¹ Pass	2022-03-25
Speldesign 6 - experimentell speldesign Game Design 6: Experimental Game Design	7,5	Godkänd ¹ Pass	2022-04-01
Examensarbete i speldesign Degree Project in Game Design	15,0	Väl godkänd¹ Pass with distinction	2022-06-22

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Noter/Notes

- Betygsskala: Väl godkänd (VG), Godkänd (G) Grading scale: Pass with distinction (VG), Pass (G)
- 2 Betygsskala: Godkänd (G) Grading scale: Pass (G)
- Betygsskala: Med beröm godkänd (5), Icke utan beröm godkänd (4), Godkänd (3) Grading scale: Pass with distinction (5), Pass with credit (4), Pass (3)

Kursernas omfattning anges av poängtalet, varvid 60 högskolepoäng motsvarar ett års heltidsstudier. Högskolepoäng motsvaras av ECTS-poäng.

The scope of the courses is stated in terms of a credit system, whereby 60 credits correspond to one year of full-time studies. The system is compatible with ECTS credits.

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DIPLOMA SUPPLEMENT

This Diploma Supplement model was developed by the European Commission, Council of Europe and UNESCO/CEPES. The purpose of the supplement is to provide sufficient independent data to improve the international "transparency" and fair academic and professional recognition of qualifications (diplomas, degrees, certificates etc.). It is designed to provide a description of the nature, level, context, content and status of the studies that were pursued and successfully completed by the individual named on the original qualification to which this supplement is appended. It should be free from any value judgements, equivalence statements or suggestions about recognition. Information in all eight sections should be provided. Where information is not provided, an explanation should give the reason why.

1. Information identifying the holder of the qualification

- 1.1 Family name(s) Kaewpankan
- 1.2 Given name(s) Taninwat
- 1.3 Date of birth (day/month/year) 2 January 1996
- 1.4 Student identification number or code (if available) 19960102-5332

2. Information identifying the qualification

2.1 Name of qualification and (if applicable) title conferred (in original language)

Filosofie kandidatexamen (Degree of Bachelor of Arts)

2.2 Main field(s) of study for the qualification

Game Design

2.3 Name and status of awarding institution (in original language)

Uppsala universitet (Uppsala University).

State recognised university.

- 2.4 Name and status of institution (if different from 2.3) administering studies (in original language) Not applicable.
- 2.5 Language(s) of instruction/examination Mainly English.

3. Information on the level of the qualification

3.1 Level of qualification

Grundnivå/First-cycle QF-EHEA SeQF 6/EQF 6. For information on the Swedish higher education system, see section 8.

3.2 Official length of programme

180 högskolepoäng (credits)/180 ECTS. Duration of 3 years of full-time studies. A normal 40-week academic year corresponds to 60 credits (högskolepoäng). One credit corresponds to 1 ECTS credit.

3.3 Access requirement(s)

There are general and (additional) specific entry requirements that should be fulfilled for access to higher education within all cycles. The general entry requirements for first-cycle studies are the same for all higher education. General entry requirements can be attained by completing an upper-secondary school programme, via adult education at upper-secondary school level or the applicants achieving a comparable level of learning outcomes through other education, practical experience or other circumstances.

4. Information on the contents and results gained

4.1 Mode of study

Full-time equivalent.

4.2 Programme requirements

The Swedish Higher Education Act takes account of 1) courses and study programmes based on scholarship or artistic practice and on proven experience, and 2) research and artistic research as well as development work. Reference to research below also applies to artistic research

According to the Swedish Higher Education Act, first-cycle courses and study programmes shall develop the students': ability to make independent and critical assessments; ability to identify, formulate and solve problems autonomously; and the preparedness to deal with changes in working life. In addition to knowledge and skills in their field of study, students shall develop the ability to: gather and interpret information at a scholarly level; stay abreast of the development of knowledge; and communicate their knowledge to others, including those who lack specialist knowledge in their field. (For further information, see The Swedish Higher Education Act and The Higher Education Degree Ordinance: www.uhr.se/en)

Local regulations: A Bachelor of Arts must include a minimum of one second subject of at least 30 credits.

4.3 Programme details (e.g. modules or units studied), and the individual grades/marks/credits obtained (if this information is available on an official transcript this should be used here)

A Degree of Bachelor is awarded after the student has completed the courses required to gain 180 credits in a defined specialisation determined by each higher education institution itself, of which 90 credits are for progressively specialised study in the principal field (main field of study) of the programme.

A requirement for the award of a Degree of Bachelor is completion by the student of an independent project (degree project) for at least 15 credits in the main field of study.

For more information, see Degree Certificate/Official Transcript.

4.4 Grading scheme and, if available, grade distribution guidance

There is no national grading system in Sweden. Higher education institutions may determine which grading system is to be used. For more information, see Degree Certificate/Official Transcript.

4.5 Overall classification of the qualification (in original language)

Not applicable for Swedish qualifications, since no overall grade is awarded for a degree and students are not ranked. For example, Grade Point Average (GPA) and other ranking systems are not used in Sweden.

5. Information on the function of the qualification

5.1 Access to further study

The degree gives access to second-cycle studies (master studies).

5.2 Professional status (if applicable)

The Degree of Bachelor corresponds to the qualification level referred to in point (d) of Article 11 of Directive 2005/36/EC.

6. Additional information

6.1 Additional information

None.

6.2 Further information sources

Uppsala universitet

P.O. Box 256

SE-751 05 Uppsala Sweden

Phone: +46 18 471 00 00

Fax: +46 18 471 20 00

http://www.uu.se

The Swedish Council for Higher Education (Universitets- och högskolerådet) has been commissioned to act as the Swedish NARIC and is also part of ENIC. The ENIC-NARIC office provide information on education in Sweden. Please see: http://www.uhr.se

For information on Professional Qualifications Directive, Swedish National Assistance Centre for the Recognition of Professional Qualifications (Professional Qualifications Directive 2005/36/EC):

pqinfo@uhr.se

For information on quality assurance, Swedish Higher Education Authority: http://english.uka.se

7. Certification of the supplement

7.1 Date 30 June 2022

7.2 Signature

Ylva Tallberg

7.3 Capacity Graduation Officer

7.4 Official stamp or seal



8. Information on the national higher education system

See attached information on the The Swedish higher education system.