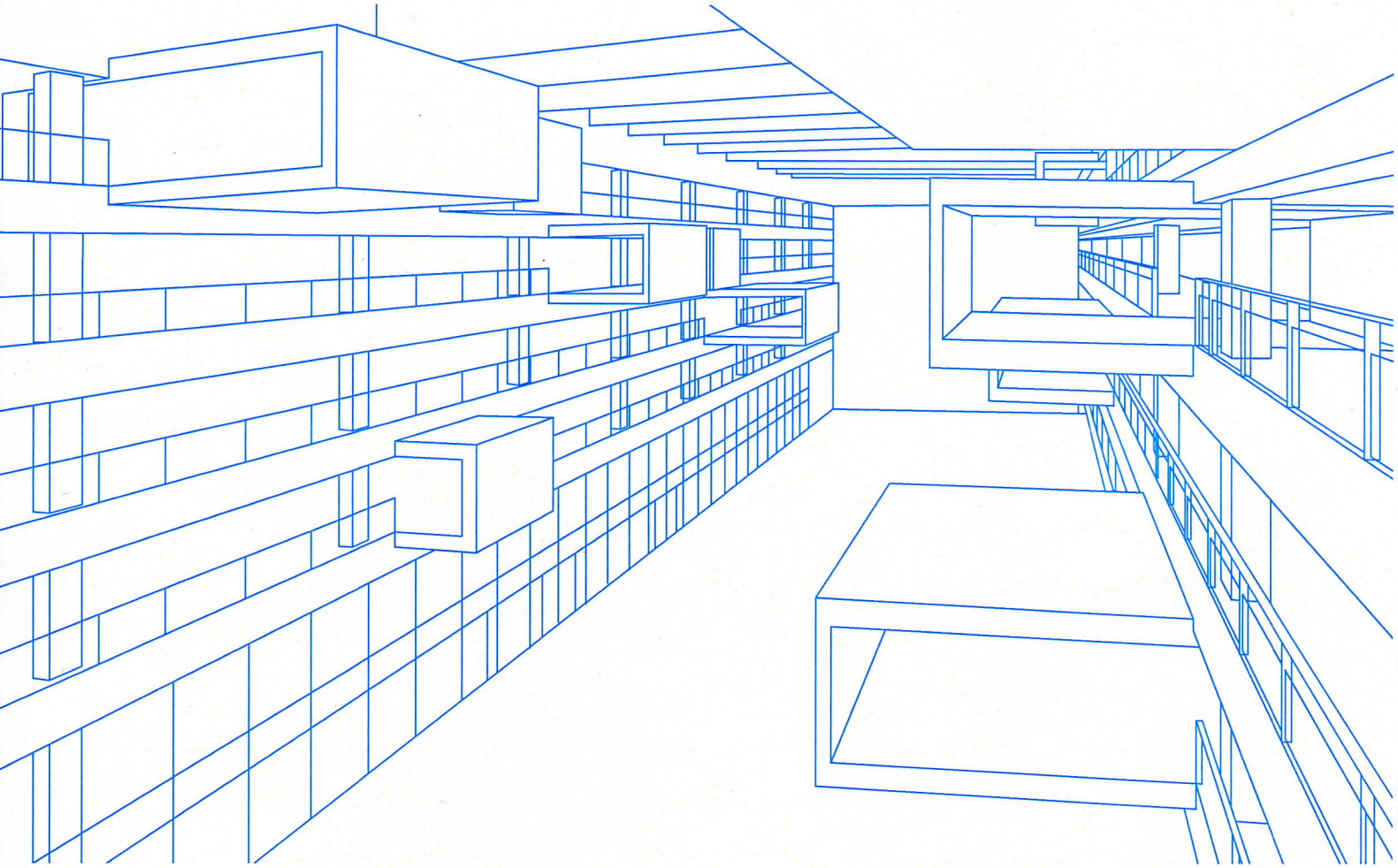
IT UNIVERSITY OF COPENHAGEN



AMANDA NATALIE RASMUSSEN

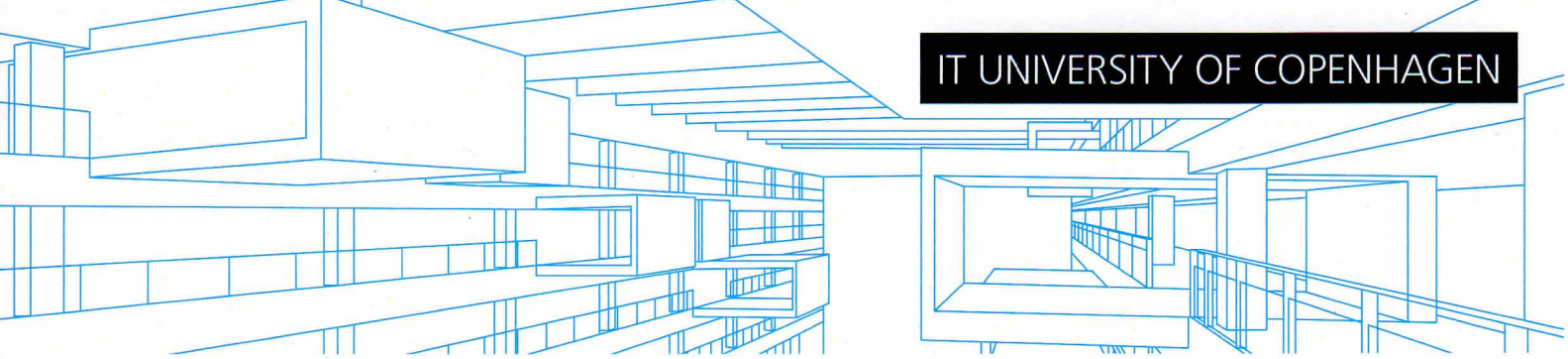
Has succesfully completed

Master of Science in IT (Games)

2016

With all the Honors, Rights,
Privileges to that degree
appertaining

Mads Tofte, Vice Chancellor



EKSAMENSBEVIS

Amanda Natalie Rasmussen

har den 28. juni 2016 gennemført

Kandidatuddannelsen i informationsteknologi

og har hermed ret til at betegne sig

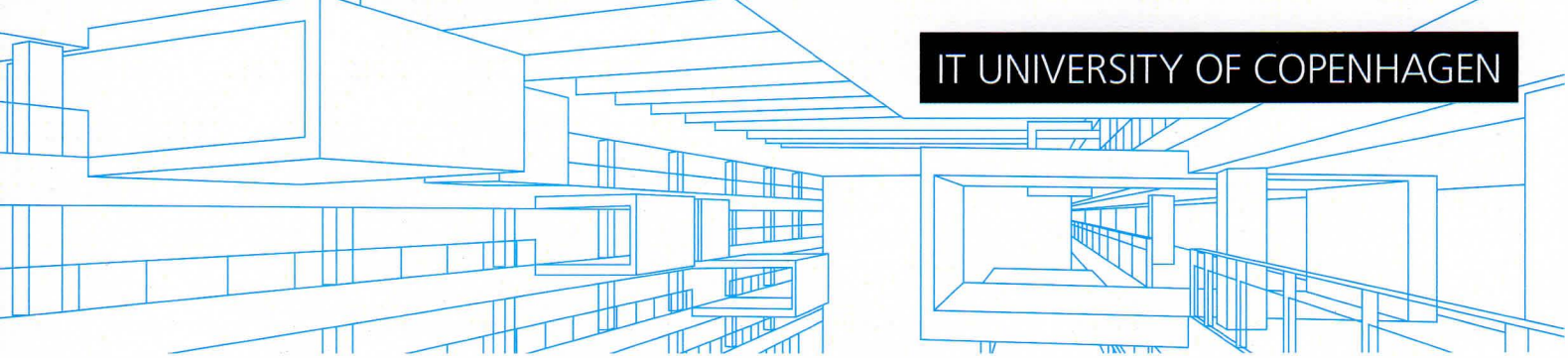
Cand.it. i spil

jf. bekendtgørelse nr. 814 Bekendtgørelse om bachelor- og kandidatuddannelser ved universiteterne, som fastsat af Ministeriet for Videnskab, Teknologi og Udvikling i henhold til universitetsloven.

Udskrift af eksamensprotokol, kompetenceprofil samt engelsksproget Diploma Supplement er vedlagt.

Mads Tofte
Rektor

8. august 2016



EKSAMENSPROTOKOL

Kandidatuddannelsen i informationsteknologi

IT-Universitetet i København bekræfter hermed, at *Amanda Natalie Rasmussen* har bestået følgende studieaktiviteter:

Bedømmelses-dato	Studieaktivitet	7-trins-skala	ECTS skala	ECTS point	Eksamens-sprog[1]
2015-01-09	Game Design	7	C	15.00	engelsk
2015-06-23	Game Development	10	B	15.00	engelsk
2015-08-18	3D Game Art	12	A	7.50	engelsk
2015-06-10	From Concept Art to In-Game Graphics	12	A	7.50	engelsk
2016-06-28	Speciale: Larp-Kassen - En iterativ metode til at designe begyndervenligt liverollespil	12	A	30.00	engelsk
2016-01-05	Projekt: DADIU Competence Project	12	A	7.50	engelsk
2016-01-27	Foundations of Play and Games	12	A	15.00	engelsk
2016-01-05	Projekt: DADIU 1st month	12	A	7.50	engelsk
2016-01-05	Projekt: DADIU final production	12	A	15.00	engelsk

Samlet omfang af beståede studieaktiviteter: 120 ECTS-point. Hver aktivitet skal bestås for sig.
Svarende til 2 års studium på fuld tid.
Vægtet gennemsnit: 11.13, beregnet som gennemsnit af alle karaktergivne studieaktiviteter, vægtet efter ECTS point.

[1] IT-Universitetet har ikke altid oplysning om eksamenssprog ved eksaminer der er afholdt på andre universiteter.

Marc Kellaway
Student Affairs and Programmes
8. august 2016

Student Affairs and Programmes

The IT University of Copenhagen
Rued Langgaards Vej 7
2300 Copenhagen S
Denmark
Phone +45 7218 5205
www.itu.dk

DIPLOMA

Amanda Natalie Rasmussen

has on 28 June 2016 completed the programme

Master of Science in Information Technology

and has obtained the right to use the title

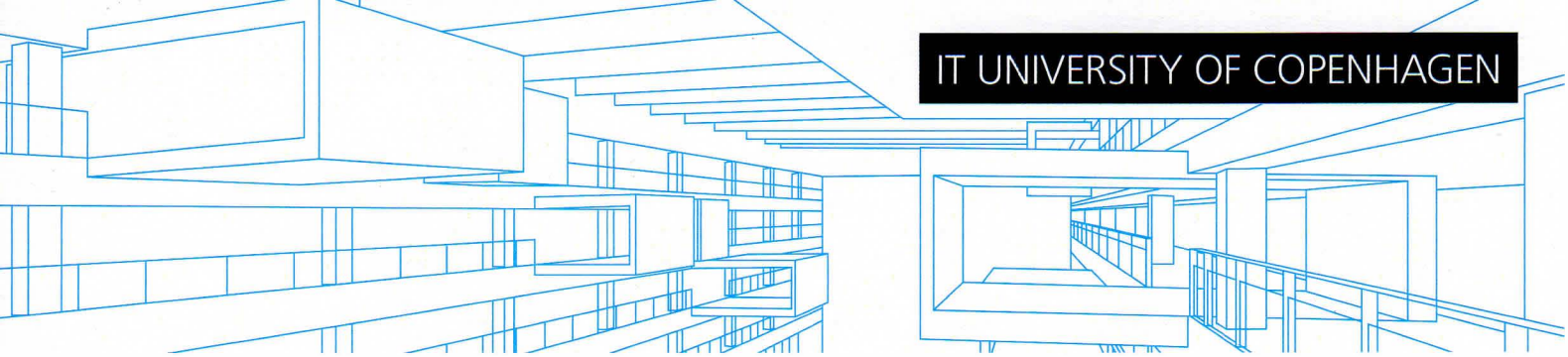
Master of Science (MSc) in IT, Games

The degree has been awarded pursuant to the Ministerial Order No. 814 on Bachelor's and Master's Degree Programmes at the Universities, as laid down by the Danish Ministry of Science, Technology and Innovation pursuant to the Danish Act on Universities.

A transcript of the graduate's academic record is enclosed together with a Competence Profile and a Diploma Supplement.

Mads Tofte
Vice Chancellor

8 August 2016



TRANSCRIPT OF ACADEMIC RECORD

Master of Science in Information Technology

The IT University of Copenhagen hereby confirms that *Amanda Natalie Rasmussen* has successfully completed the following study activities:

Examination Date	Study Activity	7-point-scale	ECTS scale	ECTS credits	Examination Language[1]
2015-01-09	Game Design	7	C	15.00	English
2015-06-23	Game Development	10	B	15.00	English
2015-08-18	3D Game Art	12	A	7.50	English
2015-06-10	From Concept Art to In-Game Graphics	12	A	7.50	English
2016-06-28	Thesis: Larp-In-A-Box - A Playcentric Approach to Beginner-Friendly Larp Design	12	A	30.00	English
2016-01-05	Project: DADIU Competence Project	12	A	7.50	English
2016-01-27	Foundations of Play and Games	12	A	15.00	English
2016-01-05	Project: DADIU 1st month	12	A	7.50	English
2016-01-05	Project: DADIU final production	12	A	15.00	English

Total number of credits earned: 120 ECTS-points. Each activity must be passed separately.
Corresponding to 2 years of full time studies.
Weighted average: 11.13, calculated as the average of all marks awarded for passed study activities weighted by ECTS credits.

1 The IT University does not always have information on the examination language for examinations passed at other universities.

Marc Kellaway
Student Affairs and Programmes
8 August 2016

Student Affairs and Programmes

The IT University of Copenhagen
Rued Langgaards Vej 7
2300 Copenhagen S
Denmark
Phone +45 7218 5205
www.itu.dk

KOMPETENCEPROFIL

Kompetenceprofil for: *Amanda Natalie Rasmussen*
Uddannelse: Cand.it. i spil

Formålet med Kandidatuddannelsen i Informationsteknologi er på videnskabeligt grundlag at kvalificere den studerende til at identificere, formulere, løse og reflektere over komplekse informationsteknologiske problemer. Kandidaten kan vurdere, anvende og udvikle den underliggende teknologi og de videnskabelige teorier, metoder og redskaber, den bygger på.
Kandidaten skal selvstændigt kunne igangsætte og gennemføre fagligt og tværfagligt samarbejde samt kunne interagere i globale og distribuerede samarbejder, idet den studerende i dialogen inddrager forskningsbaserede perspektiver.
Med udgangspunkt i den studerendes forudgående bacheloruddannelse skal uddannelsen kvalificere den studerende til at skabe sin egen it-faglige profil samt til selvstændigt at kunne tage ansvar for egen faglig udvikling og specialisering.

Viden og forståelse

Kandidaten har opnået viden om og forståelse af:
- væsentlige teorier i forbindelse med forståelse af medie- og spilteknologi og deres kulturelle og sociale betydning baseret på førende international forskning inden for de enkelte områder
- værktøjer, metoder og teknikker i forbindelse med udvikling af innovativ og kreativ medie- og spilteknologi
- værktøjer, applikationer og teorier i forbindelse med udvikling og programmering af kompleks medie- og spilteknologi

Færdigheder

Kandidaten udvikler følgende færdigheder:
- Kandidaten kan identificere og karakterisere en lang række teorier og teknologier inden for udvikling af medie- og spilteknologi og produkter
- Kandidaten kan se virkningen og betydningen af nyskabelser inden for medie- og spilteknologi

Kompetencer

Kandidaten opnår følgende kompetencer:
- Kandidaten kan designe og udvikle innovative teknologier og koncepter inden for spil baseret på en videnskabelig analyse
- Kandidaten kan håndtere de komplekse og uforudsigelige processer ved udvikling af spil inden for lokale såvel som globale produktionskrav
- Kandidaten kan bygge bro mellem de kreative ideers grænseløshed og systemkravenes begrænsninger
- Kandidaten kan udvikle produkter, prototyper og teorier, der udnytter og analyserer medie- og spilteknologier fuldt ud
- Kandidaten kan indgå i tværfagligt samarbejde og i lokalt og globalt teamwork i forbindelse med design og udvikling af spil

Tillægskompetencer

Kandidater inden for de forskellige spor på uddannelsen Spil har desuden opnået følgende kompetencer:
- Design: Kandidaten kan designe og udvikle innovative spil og medier baseret på videnskabelig forskning

COMPETENCE PROFILE

Competence profile for: *Amanda Natalie Rasmussen,*
Programme: Master of Science (MSc) in IT, Games

The purpose of the Master of Science Programme in Information Technology is to provide students with the scientific qualifications to identify, formulate, solve and reflect on complex problems relating to information technology.
The programme prioritises the student's ability to assess, apply and develop the underlying technology as well as the scientific theories, methods and tools upon which it is based.
The student must have the ability to independently initiate and carry out collaborative work in professional and multidisciplinary settings. Furthermore, the student must have the ability to engage in global and distributed interaction, drawing on research-based perspectives.
On the background of the student's preceding bachelor's programme, the programme provides the student with the qualifications to define his or her own academic profile within the field of information technology and to take independent responsibility for his or her own professional development and specialisation.

Knowledge and Understanding

The graduate will develop knowledge and understanding of:
- Significant theories related to the understanding of media and games technologies and their cultural and social impact, based on the highest international research within each subject area
- Tools, methods and technologies applicable to the development of innovative and creative media and games technologies
- Tools, applications and theories applicable to the development and programming of complex media and games technologies

Skills

The graduate will develop the following skills:
- The graduate can identify and characterize a wide set of theories and technologies for the development of media and games technologies and products
- The graduate can recognize the impact and projection of innovation developments in the field of media and games technologies

Competences

The graduate will develop the following competences:
- The graduate can design and develop innovative technologies and concepts within games based on a scientific analysis
- The graduate can manage the complex and unpredictable processes of game development within local and global production requirements
- The graduate can reconcile the limitlessness of creative ideas with the limitations of system requirements
- The graduate can bring about products, prototypes and theories which make appropriate use and analysis of media and games technologies
- The graduate can collaborate with others in interdisciplinary and varied local and global teams in a game design and development process

Track Specific Competences

Additional track specific competences for graduates from Games are:
- Design track: The graduate can design and develop innovative games and media based on scientific research

DIPLOMA SUPPLEMENT

This Diploma Supplement follows the model 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.). The supplement 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.

1. Holder of the Qualification

Family name(s): Rasmussen
Given name(s): Amanda Natalie

2. The Qualification

Name of the qualification and title conferred

In Danish Cand.it. i spil

In English Master of Science (MSc) in IT, Games

Date of award: 28 June 2016

2.1. Main fields of study

The Master of Science programme in Games - Design consists of the following fields of study: Game Design, Construction, Development and Analysis of new technologies.

2.2. Name and status of awarding institution

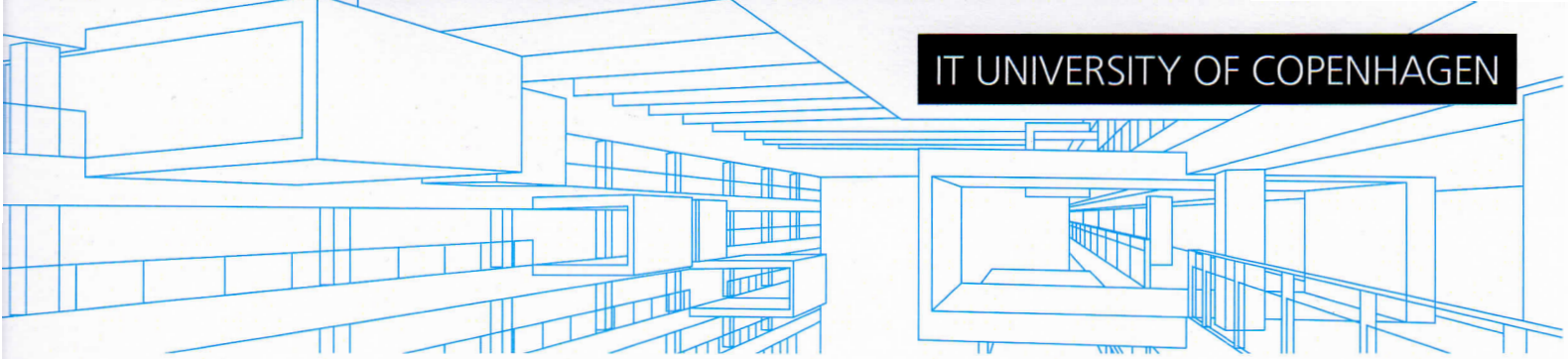
In Danish IT-Universitetet i København

In English IT University of Copenhagen

The IT University of Copenhagen is a state-recognised and state-financed higher education institution, which is regulated according to the Danish Act on Universities No. 754 of 17 June 2010.

2.3. Language(s) of instruction/examination

The language of instruction and examination is primarily English. Some courses may be taught in Danish. If a course has been taught in English, the examination is usually also conducted in English.



3. Level of the Qualification

3.1. Level of qualification

A long-cycle research-based qualification, normally requiring a total of 5 years of full-time higher education studies: a 3-year Bachelor of Arts or Bachelor of Science degree from a higher education institution before entering the 2-year Master of Science programme at the IT University of Copenhagen.

3.2. Official length of programme

2 years = 120 ECTS credits (after a 3 year Bachelor of Arts or Bachelor of Science degree = 180 ECTS credits, i.e. a total of 300 ECTS credits). One term in a Master of Science degree corresponds to 30 ECTS credits.

The European Credit Transfer System (ECTS) is designed to help students and institutions in the European Union and other countries to compare degrees and study activities at universities and other higher education institutions. The workload per full academic year corresponds to 60 ECTS credits.

3.3. Access requirements

Admittance to the Master of Science in Information Technology programme requires a completed BA/BSc degree or equivalent higher education.

4. Contents and Results Gained

4.1. Mode of study

Full-time graduate programme equivalent of 120 ECTS credits (= 2 years).

4.2. Programme requirements

The MSc study programme Games has as its objective that the student achieves the following competences:

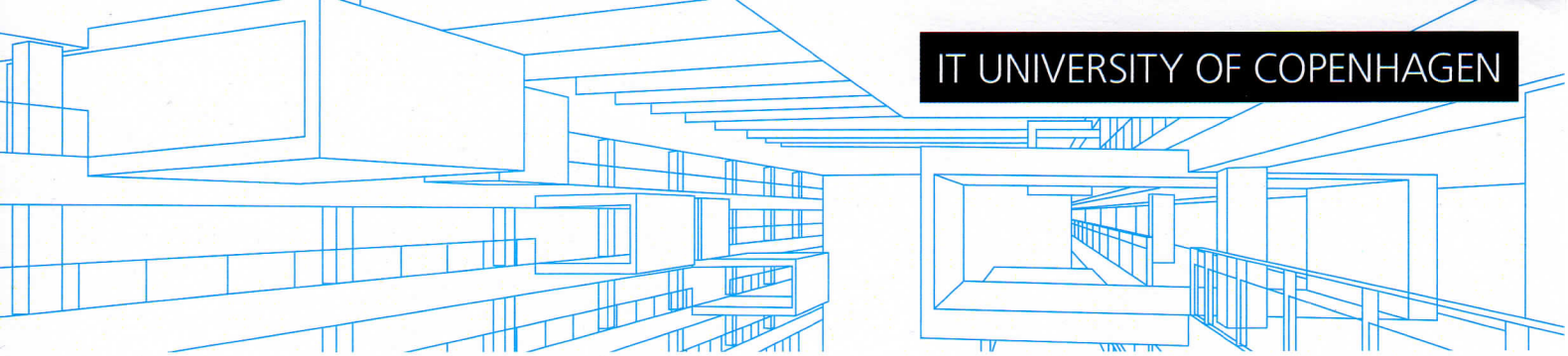
- The graduate can design and develop innovative technologies and concepts within media and games based on a scientific analysis.
- The graduate can reconcile the limitlessness of creative ideas with the limitations of system requirements to bring about products and prototypes which make appropriate use of media and games technologies.
- The graduate uses a structured approach in the design and development of media technologies and games.
- The graduate is good at interdisciplinary teamwork and project management.

4.3. Programme details and individual grades/marks/credits obtained

Please refer to the enclosed transcript of the graduate's academic record. The IT University of Copenhagen uses the ECTS credit point system to directly relate our study activities to those at international universities. A study activity is either a course, a project or a master's thesis. A course of 7.5 ECTS credits typically stretches over 12 weeks and demands a weekly workload of 15 hours. A project of 7.5 ECTS credits has typically been prepared in a group of 2-5 students during a 4-week project period of full-time study. The master's thesis is a large project of 30 ECTS credits and corresponds to a workload of 6 months full-time study.

4.4. Grading scheme and (if applicable) grade distribution information

Please refer to the explanation of the grading scale on the final page.



4.5. Overall classification of the qualification

Not applicable for Danish qualifications.

5. Function of the Qualification

5.1. Access to further study

A completed Master of Science degree in Information Technology gives general access to PhD studies. Specific admission is subject to institutional approval.

5.2. Professional status

The Master of Science programme in Games qualifies the graduate for research and development within Games.

6. Additional Information

6.1. Additional information

The degree has been awarded pursuant to the Ministerial order on bachelor's and master's programmes at the universities of 29 June 2010, as laid down by the Danish Ministry of Science, Technology and Innovation pursuant to the Danish Act on Universities, and to the Curriculum for the Master of Science Programme in Information Technology of 1 August 2006.

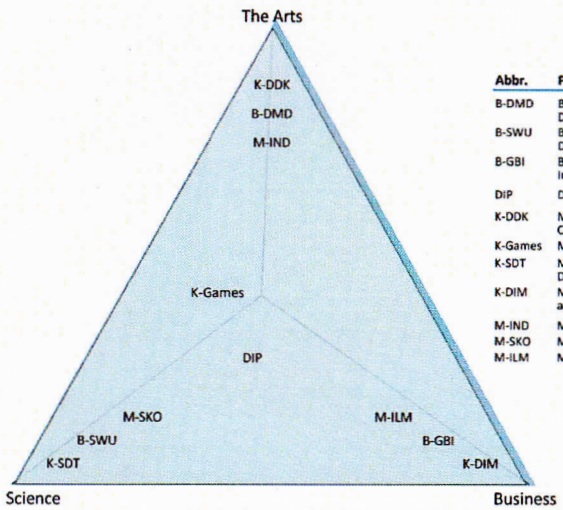
6.2. Institutional information

The IT University of Copenhagen is a teaching and research-based tertiary institution concerned with information technology (IT) and the opportunities it offers. The university was established in 1999. It is funded to undertake both theoretical research and applied research into the interaction and growing importance of information technology to society. The IT University of Copenhagen is a teaching and research-based tertiary institution concerned with information technology (IT) and the opportunities it offers.

The university was established in 1999. It is funded to undertake both theoretical research and applied research into the interaction and growing importance of information technology to society. The mission of the IT University of Copenhagen is to deliver internationally leading teaching and research which will enable Denmark to become exceptionally good at creating value with IT.

The IT University of Copenhagen conducts research in the fields of digital aesthetics and communication, theoretical computer science, innovation, and design and use of information technology. The IT University of Copenhagen offers PhD, Master of Science, Bachelor of Science, Master and Diploma programmes in the fields of Business, Digital Communication, Games and Software Development (see figure below).

The teaching methods at the IT University of Copenhagen are varied and require a high degree of student activity. The teaching methods include lectures and projects - often in cooperation with private or public organisations - which in addition to developing the student's academic skills also develop the student's interpersonal skills.



Abbr.	Programme of Study
B-DMD	Bachelor of Science in Digital Media and Design
B-SWU	Bachelor of Science in Software Development
B-GBI	Bachelor of Science in Global Business Informatics
DIP	Diploma in Information Technology
K-DDK	Master of Science in Digital Design and Communication
K-Games	Master of Science in Games
K-SDT	Master of Science in Software Development and Technology
K-DIM	Master of Science in Digital Innovation and Management (E-Business)
M-IND	Master of IT in Interaction Design
M-SKO	Master of IT in Software Construction
M-ILM	Master of IT in IT Managment

Figur 1 Triangular map of the education offered by the IT University of Copenhagen

6.3. Further information sources

Information in English about the IT University of Copenhagen (study programmes, course descriptions, number of students, research, organisation etc.) can be obtained from the IT University's homepage www.itu.dk, or from the Student Counsellors Office (e-mail: studentadvisors@itu.dk). General information about higher education in Denmark can be obtained from the following two homepages: Danish Ministry of Higher Education and Science (www.fivu.dk), and Danish Ministry of Children and Education (www.uvm.dk).

7. Certification of this Supplement

8 August 2016
Date

Marc Kellaway, Student Affairs and Programmes

Official stamp or seal

Student Affairs and Programmes

The IT University of Copenhagen
Rued Langgaards Vej 7
2300 Copenhagen S
Denmark
Phone +45 7218 5205
www.itu.dk

8. Information on the Danish Higher Education System

Cf. enclosure The Danish Higher Education System (May 2013)

The Danish Higher Education System — May 2013

Public higher education institutions in Denmark are regulated by national legislation concerning degree structures, teacher qualifications and examinations. All programmes are accredited by national, independent accreditation agencies and the Accreditation Council.

Higher education institutions

Higher education is offered by five types of higher education institutions:

1. Academies of Professional Higher Education (*Erhvervsakademi**) offering professionally oriented short cycle and first cycle degree programmes.
2. University Colleges (*Professionshøjskole**) offering professionally oriented first cycle degree programmes.
3. Maritime Education and Training Institutions offering professionally oriented short cycle and first cycle degree programmes.
4. Research universities *(Universitet)* offering first, second and third cycle degree programmes in all academic disciplines.
5. University level institutions offering first, second and third cycle degree programmes in subject fields such as architecture, design, music and fine and performing arts.

Most of the higher education institutions are regulated by the Ministry of Science, Innovation and Higher Education (type 1-5). The Ministry of Culture regulates a small number of higher education institutions offering first, second and third cycle degree programmes in fine and performing arts (type 5).

Degrees in the Danish Higher Education System:

Danish qualifications levels	Ordinary higher education degrees	Adult/Continuing higher education degrees	Qualifications Framework for the European Higher Education Area – Bologna Framework	European/National Qualifications Framework for Lifelong Learning – EQF/NQF
Academy Profession level	Academy Profession (AP) degree (90-150 ECTS)	Academy Profession (AP) degree (60 ECTS) (also known as Further Adult Education (VVU) degree)	Short cycle	Level 5
Bachelor's level	Professional Bachelor's degree (180-270 ECTS)*	Diploma degree (60 ECTS)	First cycle	Level 6
	Bachelor's degree (within the arts) (180 ECTS)			
	Bachelor's degree (180 ECTS)			
Master's level	Master's degree (within the arts) (120-180 ECTS)	Master degree (60-90 ECTS)	Second cycle	Level 7
	Master's degree (120 ECTS)**			
PhD level	PhD degree (180 ECTS)		Third cycle	Level 8

* Can be obtained through a full regular bachelor's programme (180-270 ECTS) or a top up bachelor's programme following an Academy Profession degree. ** A few Master's programmes are up to 180 ECTS.

Danish higher education institutions use ECTS credits for measuring study activities. 60 ECTS correspond to one year's full-time study.

Qualifications framework

The qualification levels form the basis for the Danish National Qualifications Framework for Higher Education, which is certified in accordance with the overarching Bologna Framework according to the principles adopted by the European Ministers of Higher Education. Danish higher education qualifications at levels 5-8 of the Danish Qualifications Framework for Lifelong Learning (NQF) are also compatible with levels 5-8 of the European Qualifications Framework (EQF).

Admission and progression

General access to higher education in Denmark requires an Upper Secondary School Leaving Certificate or comparable qualifications. Admission to some particular programmes requires entrance examination or submission of a portfolio of artistic work.

Completion of a short-cycle degree qualifies students for admission to a first cycle programme. Holders of an Academy Profession degree can obtain a Professional Bachelor's degree within the same field of study through a top-up programme. Completion of a first cycle degree qualifies students for admission to the second cycle.

Ordinary Higher Education degrees

The Academy Profession degree is awarded after 90-150 ECTS and includes a period of work placement of at least 15 ECTS. The programmes are development-based and combine theoretical studies with a practical approach. Programmes are, among others, offered within Marketing Management, Computer Science and Chemical and Biotechnical Science. The Danish title is field of study followed by the abbreviation *AK* and the English title is *AP Graduate in* [field of study].

The Professional Bachelor's degree is awarded after 180-240 ECTS and includes a period of work placement of at least 30 ECTS. The programmes are applied programmes. They are development-based and combine theoretical studies with a practical approach. Examples of professional bachelor's degree holders are nurses, primary and lower secondary school teachers and certain types of engineers. The Danish title is *Professionsbachelor i* [field of study] and the English title is *Bachelor of* [field of study].

The Bachelor's degree from a university is awarded after 180 ECTS. The programmes are research-based and are offered in all scientific fields. The Danish title is *Bachelor (BA) i* [field of study] or *Bachelor (BSc) i* [field of study] and the English title is *Bachelor of Arts (BA) in* [field of study] or *Bachelor (BSc) of Science in* [field of study].

The Bachelor's degree (within the arts) is awarded after 180 ECTS. The programmes are based on research and artistic research. Programmes are offered within the fine arts. The Danish title is *Bachelor (BA) i* [field of study], *Bachelor i musik (BMus)* [field of study] or *Bachelor i billedkunst (BFA)* [field of study] and the English title is *Bachelor of Arts (BA) in* [field of study], *Bachelor of Music (BMus)* [field of study] or *Bachelor of Fine Arts (BFA) in* [field of study]. A higher education degree within theatre or filmmaking is awarded after 4 years of study (240 ECTS).

The Master's degree is awarded after 120 ECTS. The programmes are research-based and are offered in all scientific fields. The Danish title is abbreviated to *Cand.*[latin abbreviation of academic area] *i* [field of study]. The English title is *Master of Arts (MA) in* [field of study] or *Master of Science (MSc) in* [field of study].

The Master's degree (within the arts) is awarded after 120-180 ECTS. The programmes are based on research and artistic research. The Danish title is abbreviated to *Cand.*[latin abbreviation of academic area] [field of study]. The English title is *Master of Arts (MA) in* [field of study], *Master of Music (MMus)* [field of study] or *Master of Fine Arts (MFA) in* [field of study]. Music Academies offer a specialist degree of 2 to 4 years following the master's degree.

The PhD degree is awarded after 180 ECTS. PhD programmes are offered by the universities and some university level institutions offering degrees in the artistic and cultural field.

Detailed descriptions of degree levels can be found in the Danish Qualifications Framework at www.nqf.dk. Please consult the relevant Diploma Supplement for information about the learning outcome of any specific degree.

Adult and continuing higher education

The programmes normally consist of 2 years of part-time study, equivalent to 1 year of full-time study (60 ECTS credits). Certain master programmes require 1½ years of full-time study (90 ECTS credits). Admission requirements are a relevant educational qualification and at least 2 years of relevant work experience.

Adult education qualifications are available at levels corresponding to those of the ordinary higher education system.

- The Further Adult Education degree (*videregående voksenuddannelse/akademiuddannelse*) is awarded after studies at short cycle level and gives access to diploma programmes.
- The Diploma degree (*diplomuddannelse*) is awarded after studies at first cycle level and gives access to master programmes.
- The Master degree (*masteruddannelse*) is awarded after studies at second cycle level.

The 7 point grading scale

The grading system used in all state-regulated education programmes as of September 2007 is the 7 point grading scale. Apart from the 7 point grading scale, pass/fail assessment may also be used. 02 is the minimum grade for passing an exam.

Description of grades: 12: For an excellent performance displaying a high level of command of all aspects of the relevant material, with no or only a few minor weaknesses; 10: For a very good performance displaying a high level of command of most aspects of the relevant material, with only minor weaknesses; 7: For a good performance displaying good command of the relevant material but also some weaknesses; 4: For a fair performance displaying some command of the relevant material but also some major weaknesses; 02 For a performance meeting only the minimum requirements for acceptance; 00: For a performance which does not meet the minimum requirements for acceptance; -3 For: a performance which is unacceptable in all respects.