Coding + Game Development with ◁ unity®

Game development builds STEAM skills and addresses many of the syllabus outcomes in the Technology Mandatory, IST, Industrial Technology Multimedia, iSTEM, IPT and SDD. This includes coding, design and multimedia, problem solving, user interface development, creating and debugging algorithms through to compiling and deploying applications.

Presented By

GAME TRAINING

RESERVE A SEAT

Venue: St Brigid's Catholic College

48 Carters Rd,
Lake Munmorah NSW 2259

Date: November 22nd, 2018
9:00am - 3:30pm

Cost: *$350 - lunch and morning tea provided

Bookings:
www.gametraining.com.au/events

This course has been designed for absolute beginners through to experienced programmers and covers a lot more than just coding:

• Learn to write code and create commercial quality games using Unity® (www.unity3d.com) - the most popular game development engine.

• Create realistic virtual worlds with sky, ocean and trees which blow in the wind as well as characters, and vehicles to explore the world.

• Write code in C# to create conditional statements, loops, functions, keyboard controls, detect collisions, create spawn points and manipulate physics.

• Discover the 3 most common types of artificial intelligence used in video games and create your own AI Bots to chase the player, react based on distance from the player and navigate complex environments without bumping into walls.

• Plus ... creating and saving projects, debugging scripts, particle systems, lighting, shadows and much more.

Teachers will return to the classroom able to create multi-discipline activities resulting in commercial quality student projects.

Targeted concepts are Computational and Algorithmic thinking, Project Based Learning, Design Thinking, and Integrated Learning.

Please view the booking page for additional information and Unity installation instructions.

Please send any questions or Unity installation support emails to:
team@gametraining.com.au

Completing the Coding + Game Development with Unity3D course will contribute 6 hours of NSW Education Standards Authority (NESA) Registered PD addressing 3.3.2, 3.4.2, 6.2.2, 6.4.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

*GST and an Eventbrite booking fee will be added at checkout.

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