

GAME:IT ADVANCED

Discover 3D Game Design & Programming

Recommended for Grades 10-12

COURSE UNITS

Unit 0 - Getting Started with the Course

Unit 1 - Introduction to Unity

Unit 2 - C# Programming & Variables

Unit 3 - Programming If-Statements

Unit 4 - Introduction to Blender

Unit 5 - Arrays, Lists, & Loops

Unit 6 - 3D Game Design Project

COURSE SKILLS

- C# Programming
- Unity Game Engine
- Blender Modeling
- Coding Game Physics
- Debugging Programs
- 3D Asset Development
- Original Game Design

\$2000

Per Site | Unlimited Seats | Annual

GET IN TOUCH

To request a full demo of this course and learn more about pricing, contact us at customerservice@stemfuse.com or reach out to your STEM Fuse sales representative.



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