



# Training on Game Development - SYLLABUS

## Description:

Game development is a fast growing industry globally with an annual generation of 180 billion dollars. This training programme introduces participants into the world of Game Development using the popular Unity Platform.

It is expected that by the end of the programme participants will be:

1. familiarised with the basic functions of the Unity Integrated Development Environment (IDE)
2. able to traverse the Unity platform along with the basic objects/primitives and physic simulations
3. able to distinguish between Triggers / Colliders along with being able to instantiate Prefabs
4. able to make the first steps in Animations and understanding Animation controllers.
5. able to control Events , either via animations or with Triggers using Visual Studio or C#
6. able to create and modify cameras according to their needs.

**Level:** Beginners

**Platform:** Unity ([www.unity.com](http://www.unity.com))

**Prerequisite for Participation:** Good understanding of computer programming concepts and experience in a programming language such as C, C+, C#, Python, Java.

**Total Hours:** 16

**Audience:** Suitable for ICT teachers in public and private secondary education and trainers in private training centers and state training centers interested to learn the basics of game development using the Unity Platform. Potentially, participants will be able to introduce the unit of “Game Development” in their schools or training centers.

**Trainer:** Constantinos Ierodionou, ICT Teacher, The American Academy Larnaca

| <b><u>DAY 1 – 18 April 2022 @ 8.30 – 18.00</u></b>  | <b><u>DAY 2 – 19 April 2022 @ 8.30 – 18.00</u></b>   |
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| <p><b>Introduction to Unity Basics</b></p> <ul style="list-style-type: none"><li>• Primitives</li><li>• Moving Around the Platform</li><li>• Rigid-bodies and Physics</li><li>• Cameras (basic)</li></ul> <p><b>Writing the first Script in C#</b></p> <ul style="list-style-type: none"><li>• Teleporting (moving Objects via Script)</li><li>• Triggers / Colliders</li><li>• Prefabs</li><li>• Instantiating Prefabs</li></ul> | <p><b>Animations and Animation Controllers</b></p> <ul style="list-style-type: none"><li>• Animation Clips/Recording</li></ul> <p><b>Controlling Events</b></p> <ul style="list-style-type: none"><li>• Via C# Script</li><li>• Via Visual Scripting</li><li>• Cameras / Cut-scenes</li><li>• Additional / Q&amp;A</li></ul> |

**Breaks:** Coffee @ 11.00 & 15.30, Light Lunch: 13.00