Game Development with Unity
Teacher Professional Learning Workshop

Ever wanted to learn how to use a professional game engine?

Unity (unity3d.com) is a powerful, easy to learn game engine that is very flexible and well supported. Unity supports almost every platform and has a huge number of games made with it. There is a free personal version of Unity for students outside the classroom, and a full Pro version for schools (licensed). Learning Unity is a great first step into learning how to use big game engines.

The course uses some pre-made assets so that we can quickly cover the basics and move on to the core of how to use Unity. In addition, once you have completed the course you will have online access to many parts of the content used during the workshop for you to continue learning.

In this hands-on workshop, you will:

- become familiar with the editor
- create game objects
- build levels
- tweak objects’ behaviour
- be introduced to scripting in Unity with C#.

Bring a USB so that you can take your creation home with you!

Some prior programming experience (any language) is required.

Course Developer & Workshop Trainer
Peter Reeves

Peter Reeves has been teaching games design at Macquarie University for two years using Unity. He has a Bachelor in Information Technology and is currently doing a Masters of Research. He participated in the Global Game Jam 2014 where his team received an award for Technical Excellence. He has a great passion for computer graphics, games and programming.

REGISTER NOW!

Register online through MyPL@EDU
MyPL Course Code: NR06394

NSW DoE teachers: Log into MyPL@Ed with your DoE credentials & search for the course using the above code or course title. Government schools will be charged internally by the NSW Department of Education. This will be reflected on your sundry tax invoice statement.

Non-DoE teachers: You will need to sign up for a username and password to access MyPL. Just click “Don’t have a username” on the MyPL website and follow the instructions. Private schools and other institutions will be invoiced by the NSW Department of Education.

Please note: Any cancellations made within 5 days of the course, or no-shows, will be charged to your school.