

STRUCTURE OF EDUCATION PROGRAM FOR UNITY MODULE

Lesson Block	Hours	Delivery Method
Introductory Session – Game Center orientation, presentation of learning goals and work plan, overview of necessary tools and resources, organization of learning materials and structure of module, code of conduct during training.	1h	In-person
Computer graphics fundamentals – Graphics pipeline, camera projections	2h	Workshop
Unity Fundamentals – Installation, UI navigation, creating first project	4h	Workshop
Basic Programming Concepts in C# – Variables, methods, loops, conditions, basic debugging.	6h	Workshop
Working with Game Objects – Components, transforms, prefabs, mathematical tools, game debugging tooling.	4h	Workshop
Physics & Interaction – Collisions, triggers, simple physics, making simple breakout game	4h	Workshop, Mentoring & group work
Level Design Basics – Terrain, object placement, player navigation	4h	Workshop
UI & UX Basics – Menus, scoreboards, simple HUD	3h	Workshop
Blender assets integration – Importing assets and setting up animations	4h	Workshop
Project Development – Building core gameplay loop (making more advanced game built on top of previously gained knowledge)	12h	Workshop, Mentoring & group work
Intro to VFX in Unity – Particle system, simple shaders	3h	Workshop
Intro to SFX in Unity – Importing and managing audio files and setting up mixers in Unity	2h	Workshop
Optimization Basics – Reducing draw calls, optimizing assets	2h	Workshop
Publishing a Game – Export settings, publishing to itch.io	2h	Workshop
Mentoring attendee final projects	5h	Mentoring - online
Final Showcase of capstone projects & Evaluation	2h	Presentation