



Computer Technology/Programming and Scripting

Unity Game Design Certificate CCPS-6000

Learn about design and development of games you see and use for mobile and computer platforms. Throughout the course, you will learn the fundamentals of C# programming in the Unity engine as you develop elements for both a 2D side-scrolling and 3D first-person game. At the end of the program, you will have completed a full 2D game ready for primetime, created a functional start to a 3D first-person style game, and gained the knowledge it takes to continue down the road of game design and development in Unity.

Ready to learn more? Complete our information form at www.kirkwood.edu/ce_certificatesform or contact a student advisor today at ceadvising@kirkwood.edu or 319-398-5529.

Course List:

NA

Delivery Method:

Classroom

Length of Program and CEU Credits:

96 hours, 11.52 CEUs

Entrance Requirements/Prerequisites:

None

Other Items to Know About this Course:

All classroom materials are included in the tuition fee and will be provided in class.

Program Completion Requirements:

This is a pass/fail certificate. Students will need to complete the final project portfolio components of this class in order to pass the certificate program. Attendance is also a part of the requirement for obtaining the certificate. Students must attend a minimum of 80% of class to pass.

Industry Credentials Earned:

At the end of the program, students will have the knowledge needed to take the Unity Certified Associate exam.

Pathway to Credit Program:

None

Tuition Assistance:

Yes

Course Objectives:

- Learn about the design and development of games for mobile and computer platforms.
- Explore the fundamentals of C# programming in Unity 3D.
- Explore the Unity 3D interface.
- Develop a 2D side-scrolling and RPG game.
- Create elements of a 3D first-person experience game.
- Discover how to use lighting, materials, audio, physics, assets, and effects in game development.

Learning Outcomes:

Upon completion of this program, you should be able to create a full 2D game ready for primetime, create a functional start to a 3D FPV-style game and have the knowledge to continue with game design and development in Unity 3D.

Careers:

Source: EMSI Career Coach 2019, Kirkwood Community College Region

Video Game Designers

Average hourly earnings: \$34.54

Starting hourly earnings: \$20.86

Related Information:

Information on the Unity Certified Associate can be found here: <https://certification.unity.com/products/certified-associate>

LEARN MORE

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Continuing Education

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www.kirkwood.edu/ce_certificates

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