ABOUT THE WORKSHOP

A beginner-friendly hands-on workshop that introduces participants to the basics of game development using Unity. Participants will explore how 3d assets, coding, and Unity work together to create a simple playable game



For Kids/Teenager Age 10++
Primary and Secondary School

WHAT YOU WILL LEARN

- Introduction To Game Development
- Basic 3D Game Assets
- C# Scripting Fundamentals
- Unity Interface and Scene Setup
- How To Make Player Move And Jump
- How To Collect Objects in A Game

BASIC GAME DEVELOPMENT WORKSHOP

Build Your First Simple Playable Game With Unity

Unity



For Kids/Teenager Age 10++
Primary and Secondary School

Course Overview

This workshop is designed for beginners with no prior experience. Participants will learn the core game development pipeline through guided practical activities and simple coding exercises.

Workshop Timetable

Venue

Ruang Daya Cipta SEL
Evolve Concept Mall
Aras 2

Day 1

10:00 AM – 12:30 PM	Introduction into Unity
12:30 PM – 1:30 PM	Lunch Break
1:30 PM – 4:30 PM	Introduction into Blender
4:30 PM – 5:00 PM	Q&A Session

Day 2

10:00 AM – 12:30 PM	C# Scripting Fundamentals
12:30 PM – 1:00 PM	Q&A Session

Workshop Modules

1. Introduction To The Unity WorkFlow
2. Basic 3D Asset Preparation
3. C# Basics For Gameplay
4. Player Movement And Jump
5. Collectible Object Interaction
6. Testing And Final Playable Build



Learning Outcome

By the end of the workshop, participants will be able to create a simple player character that can move, jump, and collect objects in Unity

From Asset To Playable Game

POWERED BY

GOOLEE ACADEMY



For More Info