

Unreal Engine (Level 2 , Months)

GAME DESIGN and DEVELOPMENT



Course Introduction

This course introduces students to professional game development workflows used in modern studios. Students develop advanced gameplay systems and production-ready projects while creating a polished portfolio that showcases industry-standard development skills.

Learning pathway

- ✓ 10-12, 13-16 and 16+ ✓ 48 Sessions
- ✓ 6 Months Duration ✓ 60 Mins per session

MOUDLE 1 (3 Months):

Master advanced Unreal Engine systems used in modern game studios, including AI, performance optimization.

Month 1 - Advanced Environments creation

Month 2 - AI and Gameplay Systems

Month 3 - Animation, performance Optimization

MOUDLE 2 (3 Months):

Apply industry-standard production techniques to build a complete, polished game.

Month 1 - Studio Production Pipeline

Month 2 - Multiplayer and Advanced AI

Month 3 - Capstone Game Project

Requirements

Unreal Engine 5, Epic Games Account, Windows PC with mid-range GPU (meeting UE5 recommended specs)

Learning Outcomes

By the end of the program students will be able to:

- Design and build advanced gameplay systems
- Create intelligent AI and advanced techniques.
- Develop high-quality animations, cinematics, and visual effects.
- Optimize projects for performance across multiple platforms.

These outcomes are highlighted in the Learning Outcomes section of the curriculum

- ✓ Digital Creativity
- ✓ Computational Thinking
- ✓ Game Design
- ✓ Problem Solving
- ✓ Collaboration
- ✓ Coding Fundamentals

- ✓ Assessment Modules
- ✓ Capstone Project

Why Parents Choose Ascend



- Project-based learning
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