

UEFN: Fortnite Game Design (with Parental Controls)

- ✓ 13–16 Age Range
- ✓ 3 Months Duration
- ✓ 24 Sessions
- ✓ 60 Mins per session



Course Introduction

This program teaches students how to build interactive 3D worlds, and create game logics using Unreal Editor for Fortnite (UEFN).

Learning pathway

Month 1 - Exploring UEFN & Building Creative Worlds

Understand the UEFN interface, asset workflow, and build immersive spaces using visual tools and creative devices.

Month 2 - Designing Gameplay & Interactive Experiences

Use creative devices and level design principles to make engaging, playable spaces without any scripting.

Month 3 - Creative Storytelling & Environment Showcases

Blend visual storytelling, world-building, and advanced creative tools to produce professional-style experiences.

Requirements

Unreal Editor for fortnite, Epic Games Account, Windows PC with mid-range GPU (meeting UEFN recommended specs)

Learning Outcomes

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

- Build detailed environments in UEFN
- Use creative devices to design gameplay without coding
- Apply lighting, VFX, and cinematic for storytelling
- Understand map readability, flow, and user experience

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
- Creative technology education
- Future skills development
- Hybrid learning options
- Access to Ascend LMS platform

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+971 4 229 6887



+971 50 754 2891



Sport Society, Mirdiff, Dubai



ascendesport.com



info@ascendesport.com