

UNREAL ENGINE

Unreal Engine for Game Development

1-Year Programme · Level 1 + Level 2

A full-year Unreal Engine 5 journey. Level 1 builds complete product knowledge; Level 2 moves into professional game development and a portfolio-ready game.

DESIGN. BUILD. CODE. PUBLISH.



8 – 12

AGE GROUP

Beginner to
Intermediate

LEVEL

12 Months

DURATION

96

SESSIONS

60 min

PER SESSION

Unreal Engine 5

SOFTWARE

12-MONTH LEARNING PATHWAY

Level 1 · Complete Product Knowledge MONTHS 1 – 6

- 1 Editor, Projects & Core Tools
- 2 World Building & Lighting Basics
- 3 Blueprint Fundamentals for Game Logic
- 4 Gameplay & Level Design Basics
- 5 Introduction to Materials & Cinematics
- 6 Audio, UI, Optimisation & Packaging

Level 2 · Game Design & Development MONTHS 7 – 12

- 7 Advanced Blueprint Gameplay Systems
- 8 Game AI & Intelligent Characters
- 9 Character Animation
- 10 Cinematics with Sequencer
- 11 Visual Effects with Niagara
- 12 Optimisation, Packaging & Portfolio

WHAT STUDENTS WILL ACHIEVE

- ✓ Navigate Unreal Engine and build levels with Blueprint logic
- ✓ Design and build advanced gameplay systems
- ✓ Create intelligent AI, animations, cinematics and visual effects
- ✓ Optimise and package projects for multiple platforms

SKILLS STUDENTS GAIN

Digital Creativity

Computational Thinking

Game Design

Critical Thinking

Problem Solving

Portfolio Development

Includes: 2 Capstone Projects + Parent Showcase

WHY ASCEND EDTECH • Minecraft Education Partner • Unreal Authorized Training Center • NASEF UAE • Best in STEM Award

START NOW

ENROL NOW

CALL / WHATSAPP

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