

UNITY

AI-XR App & Game Dev in Unity

Intermediate Level

An introduction to Unity, the industry-standard platform for creating interactive 3D, AR, VR and AI-driven experiences. Students start with visual, no-code tools and build up to their first immersive projects.

DESIGN. BUILD. CODE. PUBLISH.



13 – 16

AGE GROUP

Intermediate

LEVEL

3 Months

DURATION

24

SESSIONS

60 min

PER SESSION

Unity

SOFTWARE

3-MONTH LEARNING PATHWAY

1

Foundations of Unity & Creative Interaction

Learn Unity's interface and project workflow, and create interactive scenes with built-in tools and AI features.

2

Immersive Worlds: AR, VR & XR Concepts

Discover how Unity powers AR, VR and XR through hands-on creative projects.

3

Creative Intelligence: AI in Unity

Explore how AI enhances creativity with generative tools, intelligent environments and smart interactions.

WHAT STUDENTS WILL ACHIEVE

- ✓ Navigate and create in Unity, starting without code
- ✓ Use Unity's AI tools to generate content
- ✓ Understand AR, VR and XR concepts and workflows
- ✓ Design interactive and immersive visual experiences
- ✓ Develop creativity, storytelling and design thinking

SKILLS STUDENTS GAIN

Digital Creativity

Game Design

Coding Fundamentals

Computational Thinking

Problem Solving

Project Planning

Includes: Capstone Project + Parent Showcase

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

START NOW

ENROL NOW

CALL / WHATSAPP

+971 50 754 2891 / +971 4 229 6887

EMAIL & WEB

academy@ascendesport.com
ascendedu.online

