

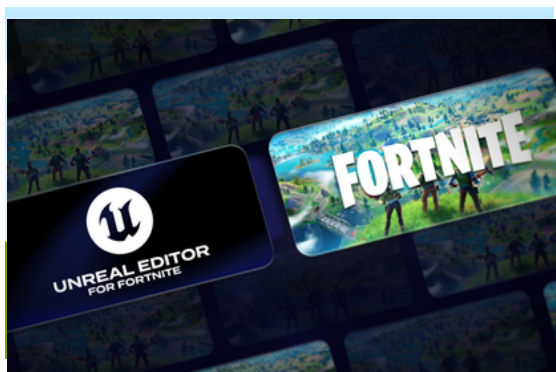


ASCEND EDTECH

UEFN: World Building for Fortnite Games

(with Parental Controls)

Basic - Intermediate Level



AGES 13 - 16

Unreal Editor for Fortnite

DESIGN.
BUILD.
CODE.
PUBLISH.

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

13 - 16

AGE GROUP

24

SESSIONS

60

MINS / SESSION

3

MONTHS
DURATION

3

LEARNING
PATHWAYS

APP

UEFN

✓

CAPSTONE
PROJECT

PROGRAM OVERVIEW

Through 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

3 MONTHS LEARNING PATHWAYS

- 1 Exploring UEFN & Building Creative Worlds**
Understand the UEFN interface, asset workflow, and build immersive spaces using visual tools and creative devices.
- 2 Designing Gameplay and Experiences**
Use creative devices and level design principles to make engaging, playable spaces without any scripting.
- 3 Creative Storytelling, Environment**
Blend visual storytelling, world-building, and advanced creative tools to produce professional-style experiences.

SKILLS STUDENTS GAIN

- ✓ Game Design
- ✓ Digital Creativity
- ✓ Computational Thinking
- ✓ Critical Thinking
- ✓ Problem Solving
- ✓ Portfolio Development

PROGRAMME DETAILS

Level: **Intermediate**

Duration: **3 Months**

Schedule: **24 Sessions · 60 min each**

Location: **Sport Society, Mirdiff**

Software: **UEFN + learning materials**

Includes: **Capstone Project + Parent Showcase**

ENROLL NOW



Unreal Authorized Training Center
2026



Unreal Authorized Instructor
2026

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BUILD GAMES

DESIGN WORLDS

CREATE EXPERIENCES

BUILD TODAY.
INNOVATE TOMORROW.