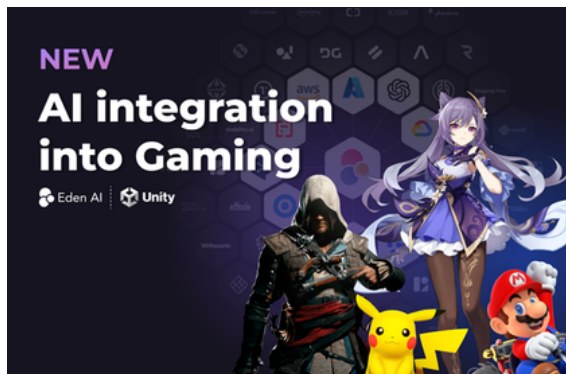


AI-XR App & Game Designing with Unity

Basic - Intermediate Level



AGES: 10 – 16

Unity

This course introduces students to Unity, the industry-standard platform for creating interactive 3D, AR, VR, and AI-driven experiences.

DESIGN.
BUILD.
CODE.
PUBLISH.

13 – 16

AGE GROUP

24

SESSIONS

60

MINS / SESSION

3

MONTHS
DURATION

3

LEARNING
PATHWAYS

APP

BLENDER

✓

CAPSTONE
PROJECT

PROGRAM OVERVIEW

Through the program students will be able to:

- Navigate and create within Unity without coding
- Use Unity Muse and AI tools to generate content
- Understand AR, VR, and XR concepts, workflows
- Design interactive or immersive visual experiences
- Develop creativity, storytelling, and digital design thinking

SKILLS STUDENTS GAIN

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

3 MONTHS LEARNING PATHWAYS

- 1 Foundations of Unity & Creative Interaction**
Understand Unity's interface, project workflow, and the concept of creating interactive scenes using built-in tools and AI features.
- 2 Immersive Worlds – AR, VR, and XR Concepts**
Learn how Unity powers immersive technologies (AR, VR, and XR) through hands-on creative projects.
- 3 Creative Intelligence – AI in Unity**
Explore how AI enhances creativity in Unity—using generative tools, intelligent environments, and smart interactions.

PROGRAMME DETAILS

Level: **Intermediate**

Duration: **3 Months**

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

Location: **Sport Society, Mirdiff**

Software: **Unity + learning materials**

Includes: **Capstone Project + Parent Showcase**

START NOW

ENROLL NOW

+971 56 723 5072 / +971 50 578 3662
Academy@ascendesport.com
<https://ascendedu.online/>

BUILD GAMES

DESIGN WORLDS

CREATE EXPERIENCES

BUILD TODAY.
INNOVATE TOMORROW.