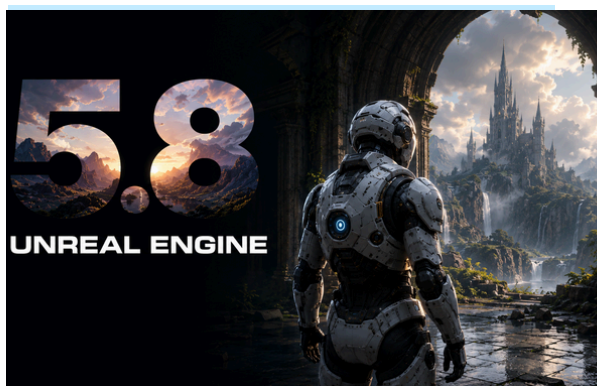


Unreal Engine Foundation

Complete Product Knowledge

(Level 2 , 3 Months)



AGES 10 - 15, 16+

Unreal Engine

DESIGN.
BUILD.
CODE.
PUBLISH.

This course introduces students to professional game development workflows used in modern studios. Students develop advanced gameplay systems and production-ready projects while creating a polished portfolio that showcases industry-standard development skills.

8 - 12

AGE GROUP

24

SESSIONS

60

MINS / SESSION

3

MONTHS
DURATION

6

LEARNING
PATHWAYS

APP

Unreal Engine

✓

CAPSTONE
PROJECT

PROGRAM OVERVIEW

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

- Design and build advanced gameplay systems
- Create AI and Gameplay Systems.
- Develop high-quality animations, cinematics, and visual effects.
- Learn to make a optimized realistic environment in a proper storytelling concept

These outcomes are highlighted in the Learning Outcomes section of the curriculum

SKILLS STUDENTS GAIN

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

6 MONTHS LEARNING PATHWAYS

- 1 AI Behaviour Trees and Blackboard Systems
- 2 Spatial and Branches in Level Design
- 3 Blendspaces and Root Motion Animation
- 4 Advanced Sequencer flow and Camera animation
- 5 Advanced Gameplay systems
- 6 Culling systems and Optimization workflow

PROGRAMME DETAILS

Level: **Beginner**

Duration: **3 Months**

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

Location: **Sport Society, Mirdiff**

Software: **Unreal Engine + 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.