

Immersive App/Game Building using Unity

Advanced Level



AGES: 16+

Unity

DESIGN.
BUILD.
CODE.
PUBLISH.

This advanced course expands on core Unity skills and focuses on professional XR design workflows, advanced interaction systems, and AI-assisted content creation using Unity.

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:

- Design advanced environments inside Unity.
- Use AI tools to accelerate creative production.
- Implement interactive gameplay systems and spatial interfaces.
- Create immersive AR and VR experiences using professional XR workflows.

SKILLS STUDENTS GAIN

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

3 MONTHS LEARNING PATHWAYS

- 1 Advanced Unity Environment & World Building**
Develop advanced world-building skills and learn professional environment design workflows used in immersive games and XR experiences.
- 2 Advanced AR, VR & XR Interaction Design**
Learn advanced immersive interaction techniques and build sophisticated AR/VR experiences using professional XR development tools.
- 3 AI-Powered XR Experiences**
Explore how artificial intelligence enhances immersive game design and interactive environments.

PROGRAMME DETAILS

Level: **Advanced**

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

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BUILD GAMES

DESIGN WORLDS

CREATE EXPERIENCES

BUILD TODAY.
INNOVATE TOMORROW.