## Certificate in Games Development

<table>
<thead>
<tr>
<th>Start Date</th>
<th>Duration</th>
<th>Class Schedule</th>
</tr>
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<tbody>
<tr>
<td>22 Sep 2011</td>
<td>3 days</td>
<td>10:00 am to 5 pm</td>
</tr>
<tr>
<td>13 Oct 2011</td>
<td>3 days</td>
<td>10:00 am to 5 pm</td>
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<tr>
<td>8 Dec 2011</td>
<td>3 days</td>
<td>1:30 pm to 8:30 pm (Dec 8)</td>
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<td></td>
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<td>10:00 am to 5 pm (Dec 9&amp;10)</td>
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<table>
<thead>
<tr>
<th>Fee Type</th>
<th>Amount</th>
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<tbody>
<tr>
<td>Application Fee</td>
<td>S$150</td>
</tr>
<tr>
<td>Course Fee</td>
<td>S$850</td>
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<td>Total Course Fee</td>
<td>S$1000</td>
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* Price inclusive of 7% GST

** $500 discount for first ten students who registered.
The SAE Institute’s Certificate in Games Development (Unity 3D) is specially designed for both amateur and games enthusiasts who want to develop 3D games using Unity 3D software. Unity 3D is an industry standard software platform used to develop games engines and environments.

The modules are designed to impart clear guidance and skills to students on various interfaces, such as writing scripts that control objects. At the end of the course, students will have skills to develop a “shoot ‘em up games” and acquire knowledge and techniques for them to build more complex games using Unity 3D.

The course modules follow a hands-on, systematic and practical approach to help students to learn the fundamentals of developing a 3D game using Unity 3D.

Who should take this course?
The course is intended for everybody who wants to learn the basic skills in developing a 3D game using Unity 3D software.

You would benefit from this course if:
• You are passionate about 3D games development and want to develop 3D games using Unity 3D
• You are a game programmer and want to have a better understanding of techniques for 3D games development
• You want to work as a professional games programmer
• You want to have the skills to enter the exciting world of 3D games programming
• You want an industry accredited qualification
• You intend to study further in this area

Aims
• Understand fundamental architecture of a Component Based Game Engine
• Ability to navigate freely the interface of Unity 3D
• Learn the critical concepts of building a simple game
• Explore and appreciate how Unity 3D allows quick prototyping in a visual environment
• Ability to bring simple external asset into game engine
• Learn how to structure game objects, components and communications required when building a game
• Able to build a GUI and how to bind scenes together into a working game

At the end of the course, students will be able develop a “Shooting” type of game; and demonstrate most of the core techniques for them to build upon for more complex topics in Game Development.

This course can be used as a stepping stone for students who wish to progress to our more advanced qualifications, including the professional Diploma of IT (Games Programming).

About the Trainer:
Terence Tan is the Chief Executive Officer for Big Bad Robots, an independent Game Studio that specializes in social oriented games for the web and iPhone applications.

Terence has more than two decades of experience in the games industry as a developer, consultant, and educator.