

→ EDUCATION WEBINAR

GAME ON

Teaching computer
science principles
through game design





Today's Speaker



Thomas Winkley,
Technical Marketing
Advocate at Unity



Let's get started

- Why computer science & game development?
- Unity EdLab solution
- Product demo
- Q & A



**“We believe the world is a
better place with more
creators in it.”**

— Unity



About Unity

Unity is the world's leading platform for creating and growing interactive, real-time 3D content.

Our platform provides a comprehensive set of software solutions to create, run, and grow interactive, real-time 2D and 3D content for mobile phones, tablets, PCs, consoles, and augmented and virtual reality devices.





The world is changing

What was static, flat, and linear is now real-time, 3D, and interactive.

The digital and real worlds are converging, and Unity's end-to-end RT3D tools are powering this major transformation. Traditional 2D tools just can't adapt.





Unity is used in the top most popular games



Zenith: The Last City Ramen VR



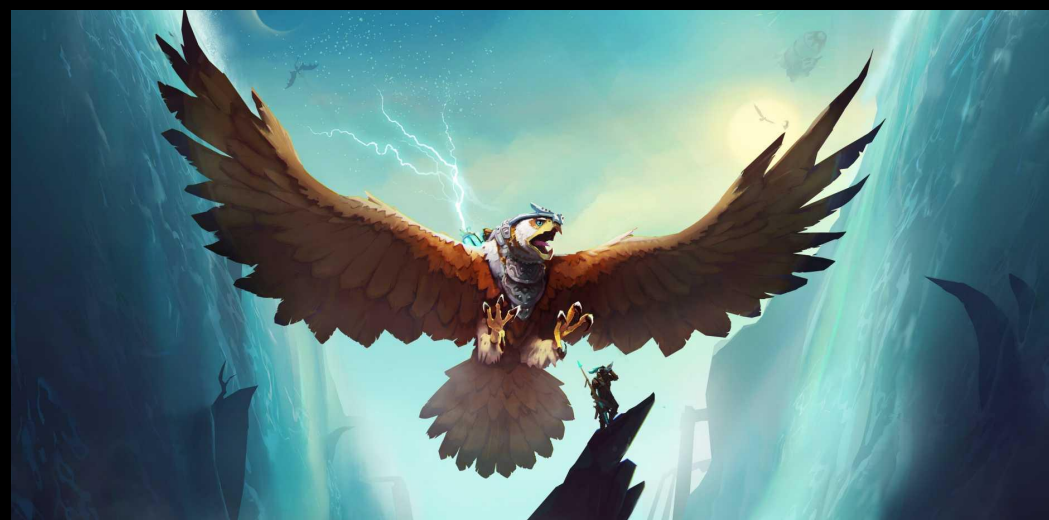
Syberia: The World Before Microids



Angry Birds Rovio Classics



Sable Shedworks



The Falconeer Tomas Sala



Death's Door Acid Nerve

Real-time 3D is used across in industries



Computer science jobs are growing

Computing occupations
are the

#1

source of new wages
in America

CS degree
earns significantly

higher

ROI than an
arts and humanities degree

Demand of CS jobs
are growing

91%

of open software jobs are
outside of Silicon Valley

Upskilling on Real-time 3D is in demand

Demand for RT3D skills is growing

601%

faster than the labor market overall

Demand for RT3D is growing

50%

faster than the demand for the average information skill

RT3D roles offer a

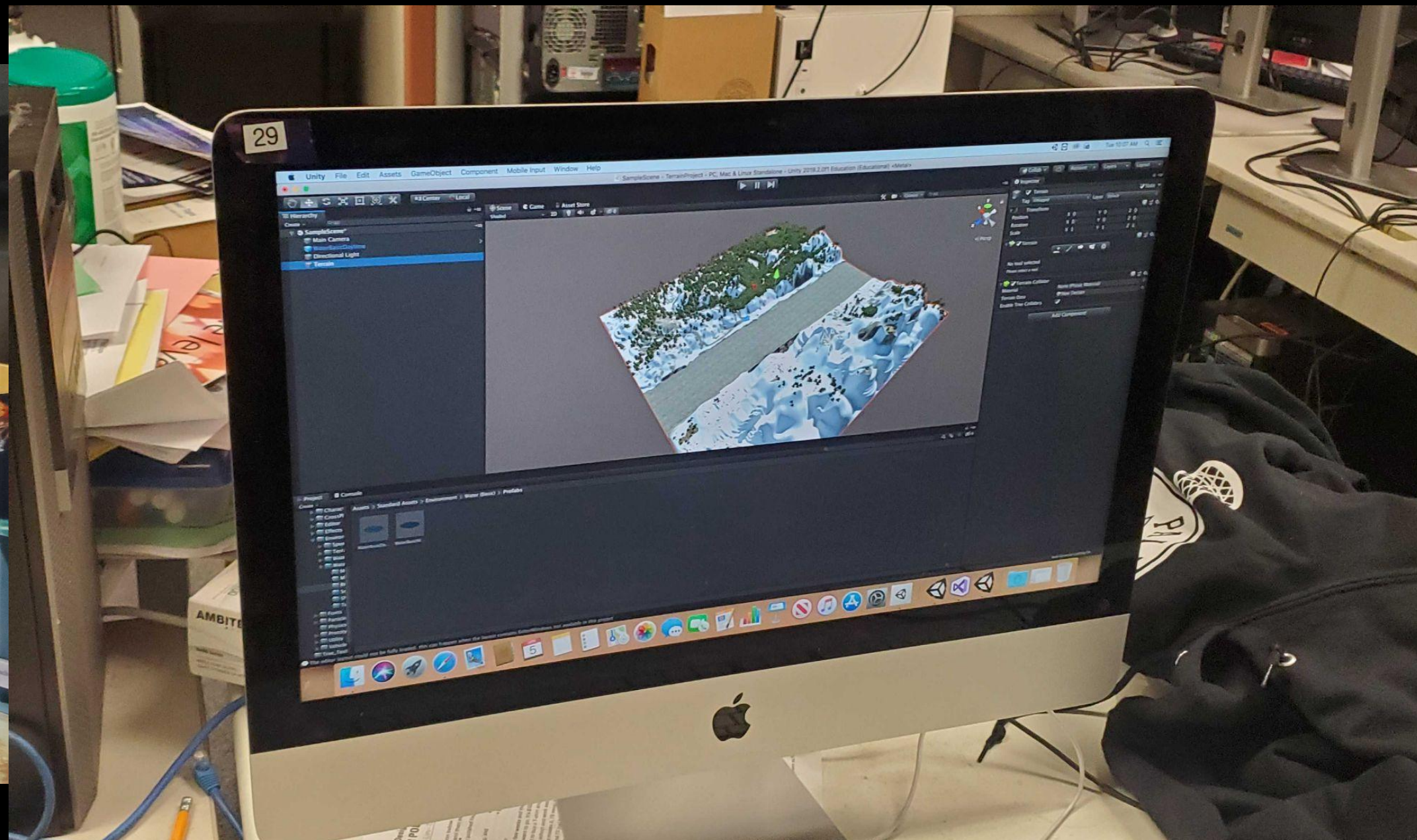
57%

Salary premium above the average advertised salary



With students, the sky's the limit







Unity EdLab solution



Unity EdLab

A classroom solution that **empowers educators to create enriching learning experiences for real-time 3D development** (RT3D) to drive STEAM (science, tech, engineering, art, and math) learning outcomes.

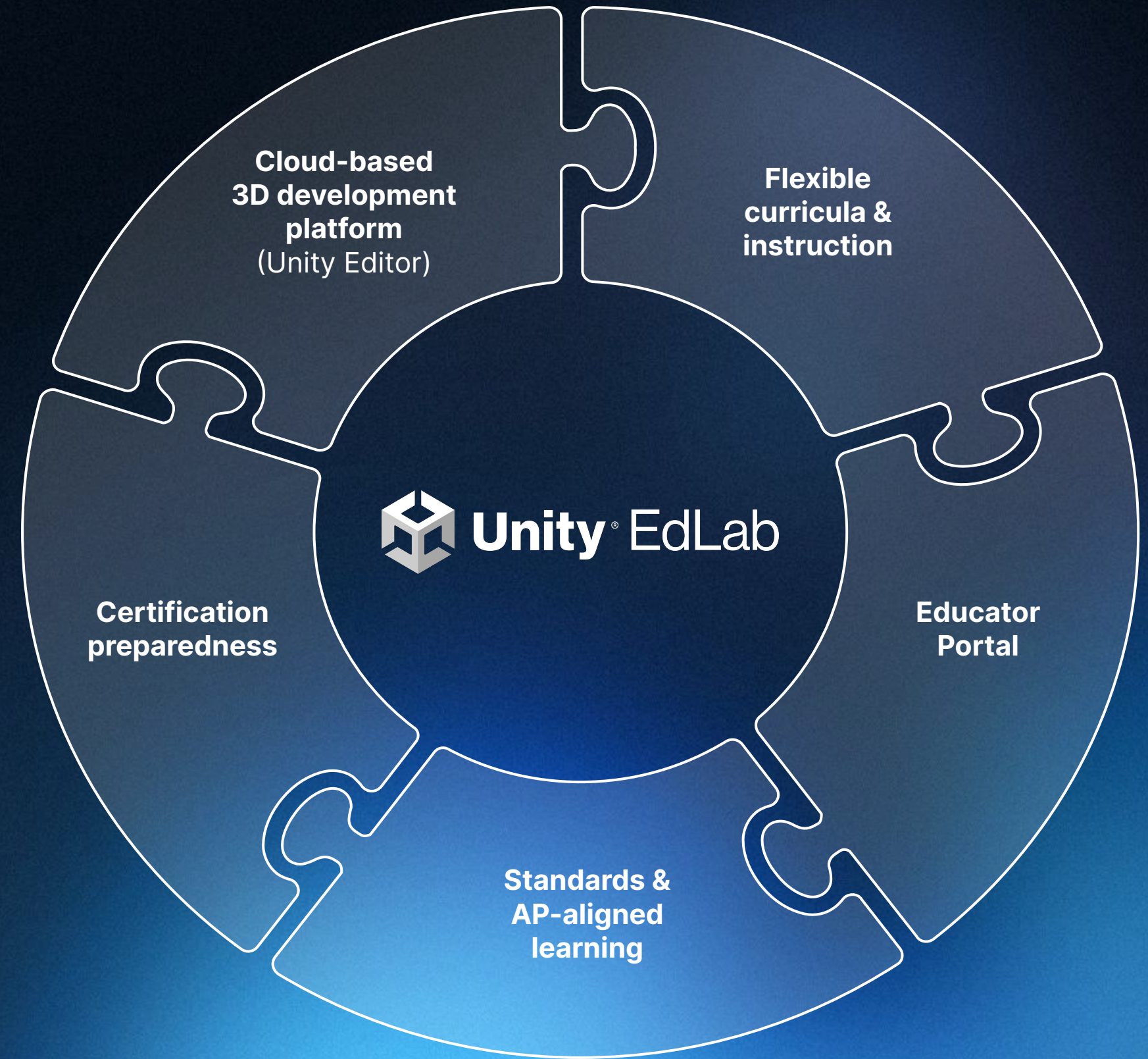
Schools can partner with Unity to create opportunities **for youth to unleash their creativity** and **learn the skills needed to thrive in tech careers** and the immersive economy.

“I’m teaching 21st century skills including creativity and critical thinking. With Unity, my students can manifest their world with a huge range and breadth in what they can build.”

– Yvie Raij, Teacher, Balboa High School

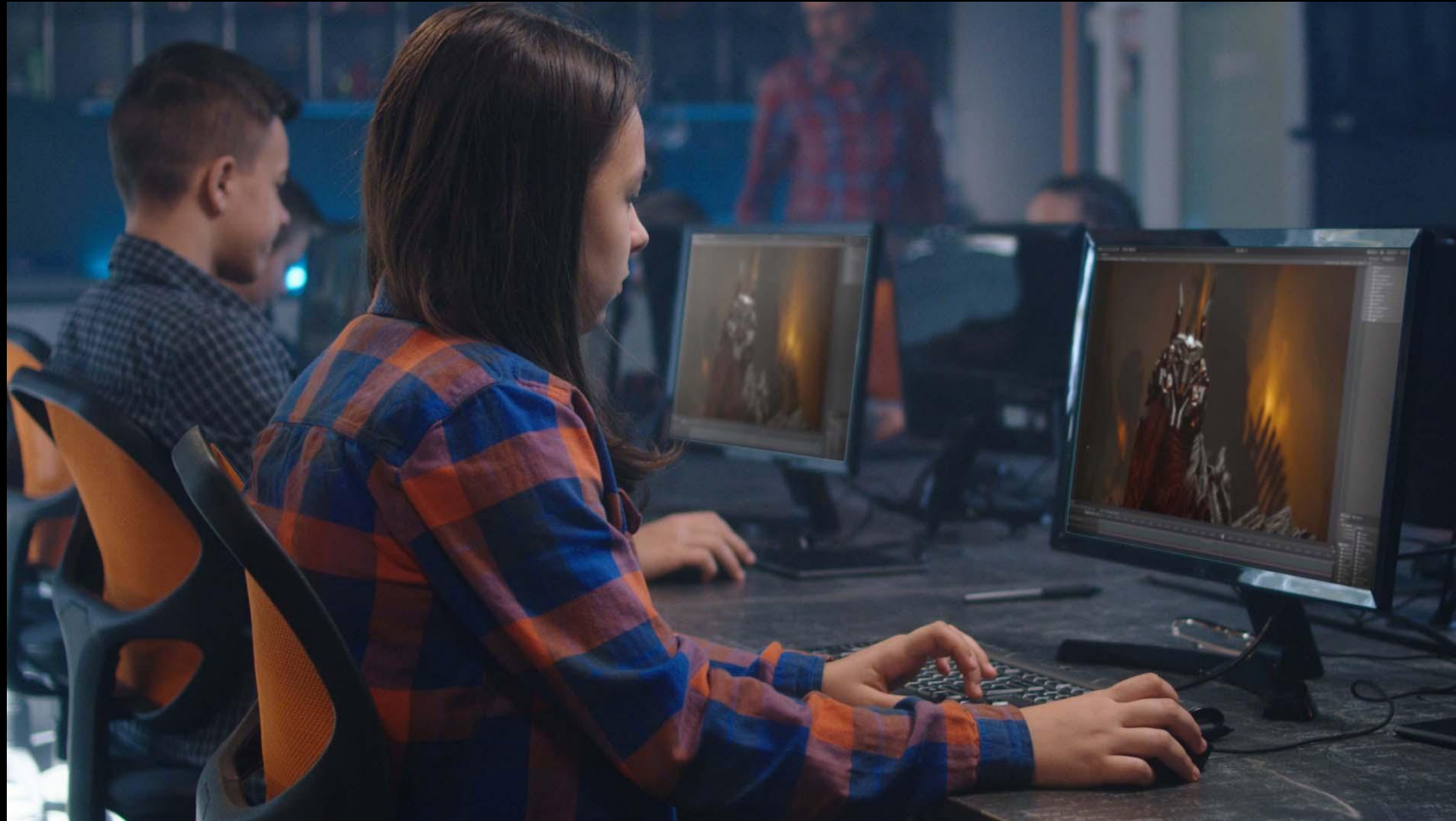


What's included





Benefits



For students → Fun and interactive project-based learning.

From consumers to creators, students are immersed in computer programming projects, building skills in problem solving, creativity, metacognition, reasoning, mathematics, and more.

For educators → Easy implementation to empower digital-first students for emerging careers.

No matter the technical skill set, educators are equipped with robust lesson plans, tutorials, and best practices to develop or enhance existing STEAM programs.



How it works

1

Access the **Unity EdLab Educator Portal** to view lesson plans, tutorials, scope and sequences, and more.

2

Use the **Unity EdLab Roster** tool to assign students and educators access to the **Unity EdLab Editor** cloud-based RT3D development platform.

3

Engage students in the **Unity EdLab Editor** through project-based learning.



How to implement

Lessons for **Computer Science Principles** and **Game Design & Development** can be implemented for in-school, virtual, or after-school programs.



Flexible instructional course options:

- Yearlong for 30 weeks, 150 instructional hours
- Semester for 15 weeks, 75 instructional hours
- Quarter for 10 weeks, 50 instructional hours
- Four-weeks for 15 instructional hours



Robust curriculum

	Game Design & Development	Computer Programming	Advanced Placement (AP) Computer Science	Career Technical Education (CTE)
Lesson plans	✓	✓	✓	✓
Educator preparation	✓	✓	✓	✓
Student projects	✓	✓	✓	✓
Digital assets	✓	✓	✓	✓
Concept primers	✓	✓	✓	✓
Standards alignment	✓	✓	✓	✓
Instructional hours / timeframe	Short course Semester Full year	Short course Semester Full year	- - Full year	Short course Semester Full year



Meeting educational priorities



STEAM learning →

- Computer science
- Game design & development
- Maker program/makerspace



Career & technical education →

- Career pathways
- Certifications
- College partnerships & credits



Equity in education →

- Programming & resources
- Eligible for federal funding



Product demo





Questions?



Studica is a Unity Platinum Reseller for Education

Next Steps...

- If you would like more information, would like to request a quote, have questions, or would like to speak with a dedicated Educational Representative, please contact Studica, we are happy to help!
 - Email - info@studica.com
 - Call 888-561-7521 (Monday - Friday, 9AM to 5PM Eastern)
 - Visit www.studica.com/Unity
- Keep an eye out for a follow-up email from kristiel@studica.com





Thank you!