

Train the Trainer Program

Academic program information pack



twofour54
Abu Dhabi



PHASE 1

TEACH THE TEACHERS

Train the Trainer Program Overview

The Benefits – what the program will provide.

Who to Train ?

The Learning Pathway

How Long it Takes -
A Program Calendar

Program Contents – details on the program steps.

Information for the Exams

A 10 year commitment from two-four54 to provide this training annually to new teachers

PHASE 2

TEACH THE STUDENTS

Ongoing Support for Teachers and Students provided by Unity.

Exams, Courseware, Licenses and Support all provided free of charge

PHASE 3

LINK STUDENTS WITH INDUSTRY JOBS

Abu Dhabi will be the Gaming Hub for the Arab World

50+ Gaming Companies looking for talent.

Skills valued beyond just gaming
Unity technology is used across multiple industries: IT & ITeS / Automotive / Architecture / Engineering & Construction / Branding and Advertisements / Education Technology / Film and Animation

#evelupinabudhabi





This program is provided

FREE OF CHARGE



All we need is your time & support

#evelpinabudhabi

ADgaming.ae





Train the Trainer Program

#evolvingabudhabi

ADgaming.ae





Train the trainer program overview

Unity's Train the Trainer (TTT) program is an accelerated program to help candidates achieve Unity Certified Instructor (UCI) status, and to prepare them to teach with Unity.

The programme is structured to support participants with backgrounds in gaming and who specialise in programming, art production, or those who are keen to specialise in both areas.

The programme includes training and support from experienced Unity Certified Instructors and Instructional Designers to develop the necessary skills for your candidates to achieve UCI status.

Unity Program Benefits

Institution Benefits and Services *(all at no cost)*

Teachers are fully trained to become Unity certified Instructors

Develop career ready students, hireable by current and future Unity studios

Access to ready-to-use professional training content

Ready-made exam bundles for students

Support and guidance from Unity Content Library Access

Tailored Unity Instructor Support Program

Membership of the global Unity Academic Alliance

Student Benefits

Learn professional skills in the world's most popular real time 3D tool set

Increase your chances of getting hired by gaining and displaying Unity Certification alongside your degree attainment and project work

Who to Train? - Trainer skill level profile

Preferred train the trainer entrance competency level

Instructor Certification such as

- HE Teaching qualification
- CompTIA C TT+ In- person Training Certification.
- Certified Trainer/Instructor status from a peer company such as Microsoft, Autodesk, Adobe, CISCO, etc.

Unity specific skills: (Artist competencies)

- 2+ years of practical experience implementing 3D art and environments for video games or other real-time 3D applications built with Unity
- Experience importing, configuring, and lighting 3D objects and environments in Unity for a variety of platforms including PCs, mobile devices, and XR
- Foundational understanding of animation and 2D rendering
Microsoft, Autodesk, Adobe, CISCO, etc.

~~~~~ OR ~~~~~

Unity specific skills: (Programmer competencies)

- 2+ years of practical experience in game or 3D interactive programming using Unity
- 2+ years of practical experience in computer programming, including C#
- Understanding of mathematics critical to 3D interactive development, including linear algebra and matrix operations
- Experience in the full software development lifecycle, from concept through completion



# Train the Trainer Program

Module Content description





# Unity Certified Associate exam preparation

Live virtual training course

Format: Instructor-led virtual series of 10 x 3 hour sessions

**Audience Level:** Beginner Unity users

**Persona:** Learners who are new to Unity who want to learn core skills and topics to aid their progression in game development.

**Workshop description:** In this 10-session digital workshop series, participants will learn industry trends, employment, and principles of game design, production, and development. Participants will walk away with the relevant industry knowledge needed to begin their path to a career in game development.

They will receive a strong foundational knowledge on the game industry and learn about necessary game design and development pipelines. They will also go hands-on in the Unity Editor to create projects specifically for mobile and 3D games.

Finally, they will create a Game Design Document for their own game ideas and work on bringing that idea to life inside of Unity. The activities throughout the workshop series cover the Unity Certified Associate Exam Objectives. By successfully completing the activities presented in this workshop, participants will obtain all of the necessary industry knowledge, along with foundational production and development skills needed to pass the Unity Certified Associate Exam.

## Self-paced online learning

- Foundational topics pre-training for Unity beginners.
- Supporting resources towards exam prep.

[Link to Exam learning outcomes and objectives](#)



## Teach with Unity

Live virtual training course

Format: Instructor-led, up to 10 x 3 hour sessions  
(dependant on cohort size)

**Audience Level:** All Unity abilities, experienced teachers/trainers  
**Persona:** Experienced teachers/trainers/instructors who are preparing for UCI status and/or are planning to teach Unity.

### Additional Information

- Participants will be expected to prepare and deliver an element of Unity training.
- Participants will be assessed on their preparation and delivery as an alternative to the UCI CompTIA (and similar) requirements.

**Workshop description:** In this training series series, participants will learn how to effectively train with Unity workshops. Participants will discover the various resources and practice proven teaching techniques in a collaborative learning environment consisting of instructor-led live sessions, instructor-guided project work, and peer review sessions. By the end of this program, participants will not only have created a single workshop activity that meets the Unity standard but also have the confidence they need to train the next generation of Unity developers.



# Unity Certified Programmer exam preparation

Live virtual training course

Format: Instructor-led virtual series of 10 x 3 hour sessions

Audience Level: Intermediate Unity programmers

Persona: Experienced Unity developers who are interested in preparing for the Unity Certified Programmer Exam.

## Self-paced online learning

- Pre-training learning available.
- Supporting resources towards exam prep.

[Link to Exam learning outcomes and objectives](#)

Workshop description: This training covers six topic areas

- Programming core interactions
- Working in the art pipeline
- Developing application systems
- Programming for scene and environment design
- Optimizing for performance and platforms
- Working in professional software development teams.

The format of this workshop is project and activity based and participants will need to feel comfortable individually programming in Unity. Participants will be challenged to build two complete Unity projects, implementing core interactivity, supporting systems, and platform optimizations. By successfully completing the projects in the workshop, participants will have had extensive, guided practice in the programming skills needed to pass the Unity Certified Programmer exam.



# Unity Certified 3D Artist exam preparation

Live virtual training course

Format: Instructor-led virtual series of 10 x 3 hour sessions

Audience Level: Intermediate artists

Persona: Experienced Unity artists who are interested in preparing for the Unity Certified 3D Artist Exam.

## Self-paced online learning

- Pre-training learning available.
- Supporting resources towards exam prep.

[Link to Exam learning outcomes and objectives](#)

Workshop description: This training covers five key topic areas

- Asset creation
- Lighting, reflection, and post-processing effects
- Integrating Scenes for Scene interaction
- Character setup
- Setting up a cutscene

The format of this workshop is project and activity based and participants will need to feel comfortable working with art features in Unity. By successfully completing the projects in the workshop, participants will have had extensive, guided practice in the artist related skills needed to pass the Unity Certified Programmer exam.



## The Exams: Getting Certified

All exams are hosted by Pearson Vue: v

<https://home.pearsonvue.com/unity>

Exams can be taken either at a PearsonVue test centre or proctored online. There are multiple test centres in the UAE.

[Please search here.](#)

*It's recommended to use Microsoft Edge or Internet Explorer*

Certifications lasts for 2 years before you need to re-certify

How long is each exam?

Unity Certified Associate: 100 questions in 90 mins

Unity Certified Professional: 40-70 questions in 105 mins

What is the passing score?

All Unity exams have a scale range of 200 to 700. The passing score is 500. Any score of 500 or above is a "pass." Any score below 500 is a "fail."

Once you pass your exam(s) and become certified, you will receive a digital badge and a printable digital certificate.