



SKILLS CITY

GAMETECH

**GAMETECH SKILLS
TRAINING PROSPECTUS**

IN4.0™
Group



Contents

- 4** Foreword
- 6** Introduction
- 9** Unity Courses
- 14** Unreal Engine
- 16** Esports Operations
- 20** Gametech Access
- 36** Senior Team
- 38** Contact Us



Foreword

By Simon Benson

Director of Immersive Technology, IN4 Group

Gametech is no longer just used in the development of video games, but it is now rapidly permeating a wide range of industries.

The utility of real-time, interactive content such as immersive digital training, engineering visualisation and simulation tools, virtual production technology, and augmented and virtual reality applications continue to bring significant productivity boosts and new opportunities to a wide range of businesses.

Gametech is the enabling technology that facilitates the development of metaverse experiences and it is predicted that in the future, all businesses will have a metaverse presence, mirroring the requirement for web presence today.

Our Gametech courses are designed to give learners the cutting edge skills they need in the rapidly evolving world of interactive

content development. This will enable businesses to engage with a wide range of tools, technologies and techniques, bringing new capabilities and opportunities.

Each course focuses on upskilling learners to expertly utilise digital tools and technologies to their full creative potential. Through a supported learning environment, they will apply their newfound knowledge to deliver a project of value, which may include developing a real-world prototype.

With a Gametech capable business, you will be well placed to seize the opportunities of today, while building your business for tomorrow.

Introduction to Gametech

A state-of-the-art immersive campus designed to level up your business through skills training in video game related technologies.

Based at HOST, the Home of Skills & Technology, in the heart of MediaCity, Salford, it offers exclusive access to skills training and career growth opportunities for professionals from all backgrounds within the multi-billion pound industry.

Operated by IN4 Group, an award-winning digital technology skills and training provider, Gametech brings together creative digital communities in video gaming, esports and the metaverse to showcase the vast opportunities available in both education and industry.

In collaboration with key partners across the public sector, industry and academia, we have developed an interactive series of courses, so individuals can continue to enhance their learning and personal development.

As a leading centre of excellence for immersive entertainment technology, Gametech attracts global leaders and partners to ensure that everyone has fair access to the latest in digital skills and training in this fast-growing sector.

Our partners:

MEDIA CITY



Department
for Education

BAE SYSTEMS

**NORTHROP
GRUMMAN**



ESI



**Coventry
University**



IBM



**Lancaster
University**



KPMG



Unity





Both Unity Train the Trainer Programmer and Artist pathways include industry recognised certifications. We can also deliver these certifications and training as standalone courses.



Unity Courses

Academic

Centre of Excellence on Campus: Train the Trainer

Train the Trainer is a uniquely designed course for academic institutions, enabling participants to obtain and deliver industry standard qualifications in order to successfully embed internationally recognised Unity certification training into higher education curriculums.

Train the Trainer participants must have experience of teaching or delivering training in an academic or professional environment. Prior experience with game engines such as Unity and an understanding of programming languages is highly beneficial.

This course combines guided learning from our delivery team with practical workshops and

self-learning time. As such, learners must be self-motivated and ready to actively engage.

After taking part, you will feel prepared to take the official Unity Associate and Professional exams and gain your Unity Certified Instructor status.



Train the Trainer allowed us to create a Unity certified team capable of delivering Unity Associate and Professional training to students, as well as continuing professional development for employees and university clients. This supports the recruitment needs of growing local media and engineering businesses looking for a qualified Unity workforce.

Our Centre of Excellence sits at the heart of the university's industry engagement and employability activities and continues to integrate world-class XR and immersive technologies into our teaching and research portfolio.

University of
Salford
MANCHESTER

Dr. Maria Stukoff
Director of the Maker Space
Centre of Excellence on Campus Lead
University of Salford



Course content

Train the Trainer

Learn the core and supplementary skills required to work within the Unity engine and tutor future students.

Train The Trainer is an instructor-ready course.

Choose to specialise in Unity's Artist or Programming pathway with 80 hours of training across both disciplines.

Plus, receive a broad understanding of skills complementary to Unity, including:

- Unreal engine awareness
- User Experience
- XR
- 3D Production Tools
- Source Control

As you are training to become a Unity trainer, you will learn how to take an academic approach and educate students on how to use Unity and its related technologies.

Unity materials

Access to previous lessons and downloadable resources are available through our portal for 30 days after course completion.

Continued use of course materials and further detailed resources designed to implement into your own institution are available under the Centre of Excellence programme.



Unity Developer

12 to 16 week bootcamp

Associate
Developer/
Artist/
Programmer

Professional
Artist/
Programmer

Gravity
Sketch VR

Unity in Industry

Our expert team can support your business' professional training goals with bespoke game engine training.

Whether you have never used a game engine before or are looking to gain an industry recognised certification, our specialist trainers can upskill your team in Unity, and other supporting tools.

Available as a standalone course or incorporated into Train the Trainer.

Artist Specialism

- Prefab Creation
- Lighting with a Skybox
- Reflection probes and post processing
- Particle effects
- UI Design
- XR Development and Character configuration
- Animation controller and Cinemachine cameras
- LOD groups
- Cutscene environments

Plus, exam support and additional sessions such as Blender training

Programming Specialism

- User movement
- Object rotation
- Points and achievements
- Particles
- Multi-levels
- Navigation
- User Interfaces
- Settings and data
- Audio

Plus, peer review opportunities, exam support and additional sessions such as extra C# training

Industry Recognised Certifications

- Unity Associate Artist
- Unity Professional Artist
- Unity Associate Game Developer
- Unity Professional Programmer
- Unity Associate Game Developer

Choose to follow the Unity Developer, Artist or Programmer pathway and we will ensure you are supported on your journey to achieve both Unity Associate and Professional Certifications.



Unreal Developer

12 to 16 week bootcamp

Demand for Unreal talent is growing. After completing this training and collaborating in a client-facing project you will be able to apply with confidence to junior and mid-level jobs, across a broad range of industries. Our course will prepare you for working with Unreal Engine across several industries by developing your skills as an Unreal Developer, learning important skills in both art and programming.

Learn how you can apply Unreal to a number of industries; such as Architecture, Games, Media Production, Automotive and Live Events. This includes learning about 3D content creation, lighting, animation, interaction design, programming and user interface design.

You will develop an industry ready portfolio, demonstrating your core skills across interactive 3D development, interaction design and real-time 3D art creation for a range of platforms.

Unreal Developer modules

- Asset creation for environments, characters, materials and props
- Lighting and look development
- User interface design
- Scripting interactions with blueprints and C++
- XR, AR and VR development in Unreal Engine
- Working with animation, characters and sequencer
- Visual FX, post-processing and particle effects
- Source control
- Quality assurance
- Employability skills and personal development

Esports Operations

12 to 16 week bootcamp

Audiences are evolving with more people choosing digital offerings such as Esports, video games and online events. This has created a demand for roles to manage and operate these digital activities.

This programme focuses on developing the key skills required in this field, from the technical skills to use relevant tools such as social media, streaming and content creation tools, to significant management and operational skills such as digital event marketing, planning and delivery.

This bootcamp will prepare you for a wide range of exciting new roles such as Esports facility operator, digital events organiser and digital operations manager.




You will develop a portfolio of digital activities, including hosting Esports tournaments, digital expos in the Metaverse and managing digital operations. A range of industry relevant tools will be used and you will be interacting directly with real audiences to provide you with the best possible environment to exercise your new skills.

Esports Operations modules

- Foundations in Esports, the Metaverse and digital products
- Planning a digital event
- Audience engagement, community management and influencers
- Digital event and product promotion
- Tools for event delivery
- Digital asset creation and curation for Metaverse and digital marketing
- Delivering a successful digital event
- Organising and managing teams
- Digital and technical project management
- Employability skills and personal development



Academic & Developer packages

	 Unity Academic: Train the Trainer	 Unity Developer	 UNREAL ENGINE Developer	GAMETECH Operations: Skills for Esports
1 TO 5	£15,000 pp + £20,000 annual license	£10,000 pp	£12,000 pp	£12,000 pp
6 TO 10		£8,500 pp	£10,000 pp	£10,000 pp
11+		£7,500 pp	£8,000 pp	£8,000 pp
DURATION (WEEKS)	6-10	12-16	12-16	12-16

All courses require a minimum of five participants.

Costs are based on virtual delivery and may differ for in person courses.

Bespoke Courses: Our experts can tailor a course to suit your business needs.

Gametech Access programme

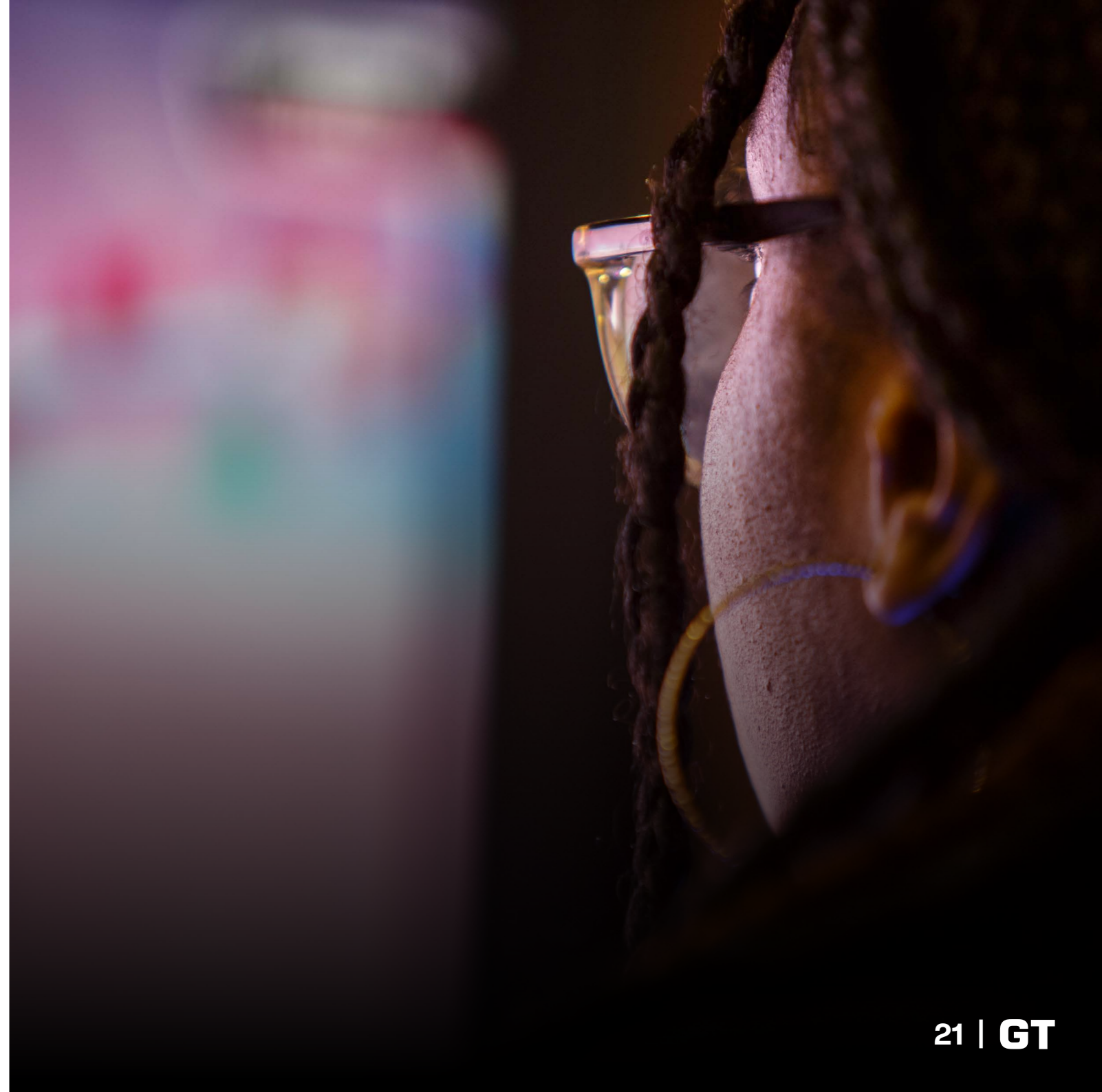
Combining an introduction to game engines, with masterclasses on our 'Gametech tools', Gametech Access provides your business with the best possible foundation for future skills within a 1 week programme for your staff.

Unity &
Unreal engine
foundations

Gravity
Sketch VR &
Blender 3D
modelling

Content
creation,
broadcast &
metaverse

Whether you have never used a game engine before or are looking to gain an industry recognised certification, our specialist trainers can upskill your team in Unity, Gravity Sketch VR, Blender and other supporting tools.





Gametech tools Masterclass:

Gravity Sketch VR

An immersive and informative masterclass on using Gravity Sketch VR as a professional 3D modelling tool. Available as a standalone course or incorporated into Gametech Access.

Learn how to create 3D objects using an intuitive VR interface from scratch and combine assets to create a finished product.

At the end of this additional workshop, you will feel confident navigating Gravity Sketch VR tools for 3D ideation. You will also have a 3D object for your portfolio, ready to be exported to game engine software.

**Enrol in the
Gravity Sketch VR
Masterclass over
2 days full time or
1 week part time**

Gametech Tools Masterclass:

Blender: 3D Modelling

A beginner's best entry point for Blender, a professional 3D modelling tool. Available as a standalone course or incorporated into Gametech Access.

Blender is a fantastic platform which enables you to make AAA-quality models which can be exported to any game engine, 3D printing software, and more...

The course is project-based, so you will applying your new skills immediately to real 3D models.. By the end of the course, you will have prepared a 3D object for your portfolio, ready for export to your software of choice.

Enrol in the
Blender
Masterclass over
3 days full time





Gametech tools Masterclass:

Video Broadcast

Learn how to make, edit and broadcast amazing videos, using your smartphone, webcam, DSLR, mirrorless, or professional camera. Available as a standalone course or incorporated into Gametech Access.

This course covers everything from coming up with great video ideas, executing them in production and then distributing them to a wide audience online.

You'll create professional broadcasts with the equipment you already have, know the process of editing a video and how to make your footage more engaging, ready to be exported to game engine software.

**Enrol in the
Video Broadcast
Masterclass over
3 days full time**

Gametech Tools Masterclass:

Metaverse

An illuminating masterclass on the Metaverse, one of the largest & fastest expanding sector in technology. Available as a standalone course or incorporated into Gametech Access.

Learn the fundamentals of the metaverse along with decentralization and Web 3.0.

Understand the Blockchain and how virtual reality, augmented reality, and mixed reality operate within the metaverse.

**Enrol in the
Metaverse
Masterclass over
2 days full time**





Gametech

Access pricing

	Gravity Sketch VR	Blender 3D Modelling	Video Broadcast	Metaverse	Gametech Access
DURATION (DAYS)	5	3	3	2	5
	£3,000 pp	£3,000 pp	£3,000 pp	£3,000 pp	£5,000 pp
EXTENDED DURATION (DAYS)	10	5	5	5	
	£5,000 pp	£5,000 pp	£5,000 pp	£5,000 pp	

All courses require a minimum of five participants.
 Costs are based on virtual delivery and may differ for in person courses.
Bespoke Courses: Our experts can tailor a course to suit your business needs.



The Train the Trainer course has been a valuable growth experience for our academic staff, ensuring that they are fully supported in their professional development and confident to deliver industry recognised training to our own students.

We're excited to build upon our relationship and continue to develop bespoke CPD programmes for our students and business network, cementing the Edge Hill Centre of Excellence as the pioneer of academic immersive knowledge in the North West.

 **Edge Hill University**
Professor Jo Crotty
Director of Knowledge Exchange
Edge Hill University





Benefits of Gametech



Tutor with confidence

Learn how to break down complex skills and teach students of different ability levels



Develop your career

Gain the Unity associate and professional certifications



Innovate new solutions

Develop a deep understanding of Unity's creative applications across industries beyond gaming



Build holistic skills

Learn complementary skills across software and creative work processes

Senior Team



Simon Benson | Director of Immersive Technology

25 years of commercial immersive development experience, including military R&D, motorsports and consumer entertainment



Peter Woodbridge | Creative Technologist

Realtime software & interactive content development specialist; using XR, virtual production, interactive media, mocap, AI, Web XR and AR/VR



Rumana Ranguni | Assistant Director for Skills City

Leading on operations of our digital skills bootcamps alongside funding and recruitment



Keith Myers | Unity Instructor

Specialist in AR/VR Unity production, 3D modelling and 360 video production, in addition to being a Creative Director of AVimmerse



Contact Us

Contact us for more information on how we can support you with Gametech careers.



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