



GAMETECH

Trainer

PROGRAMME GUIDE

IN4.0™
Group





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EMPOWERING ACADEMIA THROUGH IMMERSIVE GAME TECHNOLOGIES

At the forefront of digital evolution, we introduce our exclusive Gametech Trainer programme, tailored specifically for the higher education sector. Through comprehensive Unity Artist, Programmer, and Unreal training sessions, we're not just teaching game development - we're redefining how academic professionals and students engage with the world around them.





GAMETECH

Trainer

"Our Gametech courses are designed to give academics and university employees the cutting-edge skills they need in the rapidly evolving world of interactive content development."

Simon Benson

Founder member of the PlayStation VR project

Gametech Trainer
Programme Lead

Our Gametech offerings provide an unparalleled immersive experience, allowing learners to deep dive into complex concepts and understand them through interactive simulations.

But it's more than just gaming; it's about leveraging the power of game technologies to enhance academic curriculum, research, and collaborative projects.

By integrating Gametech into academia, we open doors to:

Enhanced Learning Experiences

Complex theories and principles can be visualised and experienced firsthand, offering students a more engaging and intuitive way to learn.

Research Advancements

Researchers can simulate real-world scenarios, test hypotheses, and gain insights in a controlled, virtual environment.

Cross-disciplinary Collaborations

From architecture and engineering to arts and medicine, game technologies facilitate interdisciplinary learning and projects, breaking down silos in academic institutions.

Dive into the future of education with our Gametech Trainer programme, where immersive game technologies and academia converge to create transformative learning experiences.



Expected **90% growth** in immersive tech applications by 2030¹



Over 500,000 students enrolled in Unity training in 2022²



In 2023, **300 universities** worldwide have adopted Unreal Engine in their curriculum³

1. Immersive Technology Forecast, DigitalTech Institute, 2023.
2. Annual Education Report, Unity Technologies, 2022.
3. Global Academic Trends, Unreal Insights, 2023.

ABOUT GAMETECH TRAINER

Gametech Trainer enhances skills in the latest immersive technologies and boosts continuing professional development (CPD) opportunities through educational enrichment for academics and university teams. It directly connects academic institutions to the multi-billion pound immersive and Gametech industries.

Operated by IN4 Group, Gametech Trainer is a part-time, fully remote training programme, uniquely designed for academics and university employees to upskill in the latest cutting-edge game engines and immersive technologies - Unity and Unreal Engine.

Individuals can choose to upskill in the following specialist areas:

- Unity Programmer
- Unity Artist
- Unreal Developer

LEARN FROM THE BEST IN THE INDUSTRY

Spearheaded by technology veteran Simon Benson, founder member of the PlayStation VR project and Immersive Technology Director at IN4 Group, Gametech Trainer is an industry-leading programme.



Simon Benson
Immersive Technology Director

With close to 30 years of commercial immersive development experience, Simon has led multi-million AAA game projects, pioneering stereoscopic 3D console gaming, and is cited as an inventor on over 50 patents.



Dr Amira Ahmed
Programme Lead,
Gametech

Amira is a visionary leader who is revolutionising the world of academia through Gametech and immersive technology. As the Programme Lead for Gametech, Amira oversees and coordinates the curriculum and activities related to Gametech training programs.



Dr Andreea Avramescu
Director of People

Andreea is a multi-award-winning educator and data science expert. She has extensive teaching experience at university and industry-led bootcamps, alongside extensive project knowledge in leading roles. She is an advocate for equal access to education, social entrepreneurship, and data literacy.



Rob Scott
User Experience Architect

Rob is an experienced User Experience Architect at the BBC with a history of working in the broadcast media industry. He's skilled in Information Architecture, User Experience, Public Speaking, Interaction Design and Data Analysis with a Bachelor of Science focused in Computer Science from The University of Manchester.



Keith Myers
Unity Instructor

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



Roxana Lawton
Director of Innovation
Programmes

Roxy oversees a portfolio of programmes and provision within IN4 Group, with a particular focus on the Gametech365 community. She previously worked in academia for eight years, with a focus on entrepreneurship, tech-adoption and scale up.

GAMETECH TRAINER

THE JOURNEY



STAGE 1: APPLICATION

Complete the short form on the IN4 website, which takes less than 5 minutes. Our admissions team will review your application and will be in touch to arrange an interview



STAGE 2: INTERVIEW

Meet with our team to discuss your application, walk through the programme structure, and find out which specialism is best for you

STAGE 3: TRAINING

Once your place is confirmed, you will be informed of the start date when you can begin the programme to expand your knowledge and learning in immersive technologies

STAGE 4: PROGRESSION

Upon completion of the 8 month programme, you will reach an industry-standard level in Unity Artist, Unity Programmer or Unreal Developer



ELIGIBILITY CRITERIA



Gametech Trainer is open to individuals working in academia or any professional setting, regardless of their specific role or capacity



No prior IT experience is required, but individuals should be confident in working independently online across a variety of platforms



All participants will need time available to commit to this as a part-time course



Fluency in both written and spoken English is essential



Access to a computer capable of running software resources like Unity, Blender, Unreal Engine, Microsoft Teams, Discord, and more. Your laptop should also have a functioning microphone and camera



Experience in delivering training or prior experience with game engines such as Unity and Unreal Engine and an understanding of programming languages is not essential, though may be beneficial

DELIVERY

The comprehensive programme is delivered over 8 months with fortnightly guided learning and practical sessions, each lasting approximately 4 hours. Gametech Trainer's live sessions run concurrently with the academic calendar.

The course combines guided learning from our expert delivery team with practical workshops and self-learning time. As such, learners must be self-motivated and ready to actively engage with the programme.

Programme content will be available to watch back in the recording library. This enables participants

to catch up on any sessions they have missed and to revisit topic areas at their convenience, ensuring flexibility and a self-paced learning experience.

It has been uniquely designed to support CPD plans, collaborative learning environments and network-building.

Time commitment

8 months total

Flexible

Remote learning

Minimum of 4 hours every fortnight

Programme delivery

Live sessions and online labs

One-to-one or small group live mentorship

Videos of all sessions are available on demand

Example timetable and syllabus

Date	Week	Session	Day	Time	Length	Session Details
24 Jan	Intro		Any		1 Hour	Intro to TTT, Discord, Moodle & the team
31 Jan	Artist	1	Wed	1-5pm	4 Hours	Asset Creation & Management
7 Feb	Programmer		Wed	1-5pm	4 Hours	Introduction to Unity
14 Feb	Artist	2	Wed	1-5pm	4 Hours	Prefab Creation & Lighting with a Skybox
21 Feb	Programmer		Wed	1-5pm	4 Hours	First project: Moving objects across a small scene
28 Feb	Artist	3	Wed	1-5pm	4 Hours	Lights, reflection probes & post processing
6 Mar	Programmer		Wed	1-5pm	4 Hours	First project: Moving objects across a small scene
13 Mar	Artist	4	Wed	1-5pm	4 Hours	Lights, reflection probes & post processing
20 Mar	Programmer		Wed	1-5pm	4 Hours	First project: Moving objects across a small scene
10 Apr	Artist	5	Wed	1-5pm	4 Hours	UI Design & Adding Interactivity
17 Apr	Programmer		Wed	1-5pm	4 Hours	First project: Moving objects across a small scene
24 Apr	Artist	6	Wed	1-5pm	4 Hours	UI Design & Adding Interactivity
1 May	Programmer		Any	1-5pm	4 Hours	Refactor & improve code; pull & push changes: Collaborate

Date	Week	Session	Day	Time	Length	Session Details
8 May	Artist	7	Any		1 Hour	Interpreting for XR Development & Character Configuration
15 May	Programmer		Wed	1-5pm	4 Hours	Refactor & improve code; pull & push changes: Collaborate
22 May	Artist	8	Wed	1-5pm	4 Hours	Interpreting for XR Development & Character Configuration
29 May	Programmer		Wed	1-5pm	4 Hours	Refactor & improve code; pull & push changes: Collaborate
5 Jun	Artist	9	Wed	1-5pm	4 Hours	Working with Animation Controller & Cinemachine Cameras
12 Jun	Programmer		Wed	1-5pm	4 Hours	Refactor & improve code; pull & push changes: Collaborate
19 Jun	Artist	10	Wed	1-5pm	4 Hours	Working with Collaborate & Creating LOD Groups
26 Jun	Programmer		Wed	1-5pm	4 Hours	Prototype new concepts: Writing code for interaction & logic
3 Jul	Artist	11	Wed	1-5pm	4 Hours	Particle Effects & Creating a Cutscene Environment
10 Jul	Programmer		Wed	1-5pm	4 Hours	Create a prefab from art & code Create nested prefabs & prefab variants Write code with basic inheritance & interfaces
17 Jul	Artist	12	Wed	1-5pm	4 Hours	Animation & Build Settings
24 Jul	Programmer		Wed	1-5pm	4 Hours	Create & implement game objects & components Write code that utilizes the various Unity APIs

COURSE CONTENT

The Gametech Trainer programme offers comprehensive instruction on teaching game engine expertise to others in the following ways:

Development skills

Build the necessary skills to use Unity or Unreal Engine and develop real-time 3D experiences and applications for industry



Technical art

Learn the skills and concepts to develop the mindset of working as a technical artist. You will learn how to build custom tools for Unity or Unreal Engine that increase efficiency and can help production teams

Game development process

Learn the tools and skill set needed to work in a 3D development team. You will understand the process of developing an application from concept to shipping, including version control and Agile methods



Teach back

As you grasp these core concepts, you will also be encouraged to teach or share your knowledge, reinforcing your understanding and showcasing your expertise

Optimisation

Harness editor tools that will help you optimise your levels and code for efficient performance on a target platform

Career development






Create an exceptional portfolio as part of your overall learning and personal development plan with our guidance and mentorship

KEY BENEFITS

Benefits to you

-  Train to an industry-standard level
-  Enhance your teaching and research skills
-  Boost your career growth
-  Innovate with new creative, interactive tools
-  Integrate world-class immersive technologies into your teaching or job role

Benefits to your educational institution

-  Update industry pedagogy in real-time 3D, AR, and VR tech
-  Supports teaching and learning by developing more engaging and interactive content for students, which helps increase retention
-  Graduate outcomes - Supports employability by providing graduates with relevant industry knowledge and technical skills
-  Creates more dynamic and effective learning experiences for students and clients
-  Connect with the Gametech365 community (see more details on page 22)

Edge Hill University

“The course was a valuable growth experience for our academic staff, ensuring they are fully supported in their professional development and confident to deliver industry-recognised training to our students.”

Professor Jo Crotty

Director of Knowledge Exchange
Edge Hill University



PROGRESSION

During the programme, you have the opportunity to connect and integrate into a larger ecosystem, Gametech365 - an engine for growth which nurtures a community to generate economic empowerment and help creative teams build businesses that thrive in the sector.



GAMETECH365

Based at HOST, Gametech365 offers a state-of-the-art campus and immersive community where you can collaborate and become part of a thriving network that is shaping the future of technology.

After the Gametech Trainer programme, individuals who choose to specialise in Unity Programmer or Unity Artist will have covered the curriculum required for the official Unity Associate and Professional exams. They may then choose to pursue Unity Certified Instructor status if they wish.

Those who develop

their skills as Unreal Developers will be prepared to work across a broad range of industries with essential skills in both art and programming.

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 be implemented into your institution are available through the Gametech on Campus programme.

PROGRAMME FEES

For new participants starting in 2023-2024, the programme can be funded through university CPD budgets or from personal finances at the cost of £3,000 (+VAT).

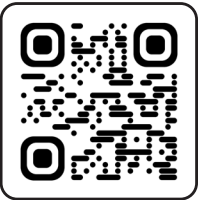
Payment is required upfront before the start of the course through a range of options. Contact us for further details on payment options.





APPLY NOW FOR THE GAMETECH TRAINER PROGRAMME

Complete the 5-minute form to register your interest. Once submitted, our admissions team will review your application and will be in touch to discuss your specialist programme and how we can support your career growth.



If you have any questions or need further information, please contact: gametechtrainer@in4group.co.uk

CONTACT US




Blue Tower
MediaCity
Salford M50 2ST

0161 686 5770

info@in4group.co.uk

 in4group.co.uk/gametech

 [@IN4_Group](https://twitter.com/IN4_Group)

 [IN4 Group](https://www.linkedin.com/company/in4-group)





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