

REALITYJAM

INDUSTRY ACCESS PROGRAM COURSE SCHEDULE

YEAR 1 - SCION PRE-APPRENTICESHIP PROGRAM

(3 days education + 1 day practical work per week)

Semester 1 (May - July)

- May 6 - 15 1. Realityjam Platform & Industry Access Program review
- May 18 - 29 2. Unity Essentials
3. Agile Project Management Fundamentals
- May 25 - July 10 4. Building Scenes
5. Work With 2D Assets In Unity
6. Working With Materials & Shaders (Part 1)
7. Lighting In Unity
8. Research & Problem Solving (Part 1)
- July 13 - 30 **Prepare & Present Mid-Term Project**
- July 31 - August 1 **Reality Jam 1 - Conference Event & Game Jam**

Semester 2 (September - December)

- August 3 - October 9 1. UX & UI Fundamentals
2. User Interfaces In Unity (Part 1)
3. Sound Design Fundamentals
4. Audio In Unity
- October 12 - December 4 5. 3D Modelling & Animation Fundamentals
6. Animating In Unity (Part 1)
- December 7 - 11 **Portfolio Project Presentation - Mid Term (work in progress)**
- December 12 - 13 **Reality Jam 2 - Conference Event & Game Jam**

Semester 3 (January - April)

- January 4 - 29 1. Introduction to C# in Unity (Part 1)
2. C Sharp Runtime CLR & Dotnet
3. Research & Problem Solving (Part 2)
- February 1 - March 26 4. Working With Materials & Shaders (Part 2)
5. Substance Painter Skills
6. VFX In Unity
7. Professional Skills
- March 29 - April 9 Final Course Review + Exam Prep Period
- April 12 - 16 **Portfolio Project Presentation**
- April 19 - 23 **Examinations**
- May 1 - 2 **Reality Jam 3 - Conference Event & Game Jam (London)**

YEAR 2 - ADEPTUS APPRENTICESHIP PROGRAM

(3 days practical work + 1 day education per week)

Semester 1 (May - July)

- | | UNITY ASSOCIATE ARTIST TRACK | UNITY ASSOCIATE GAME DEVELOPER TRACK |
|--------------------|---|--|
| May 3 | Adeptus Orientation & Networking Event (London) | |
| May 5 - July 11 | 1. Optimization & Publishing
2. Animating In Unity (Part 2)
3. Character Animation & Motion Capture
4. User Interfaces In Unity (Part 2) | 1. Optimization & Publishing
2. Multiplayer & Devops
3. Unity Behaviour, Behaviour Graph and State Machines
4. Introduction to C# in Unity (Part 2) |
| July 18 - 23 | Capstone Project Presentation - Mid Term (work in progress) | |
| July 31 - August 1 | Reality Jam 4 - Conference Event & Game Jam (London) | |

Semester 2 (August - December)

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| August 2 - December 10 | Unity Creative Core (Pathway coursework)
<i>Supplemented with coursework on the Realityjam platform</i> | Unity Junior Programmer (Pathway coursework)
<i>Supplemented with coursework on the Realityjam platform</i> |
| December 13 - 17 | Capstone Project Presentation (Mid Term) - Work In Progress | |
| December 18 - 19 | Reality Jam 5 - Conference Event & Game Jam (London) | |

Semester 3 (January - March)

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| January 3 - March 17 | Unity Creative Core (Pathway coursework)
<i>Supplemented with coursework on the Realityjam platform</i> | Unity Junior Programmer (Pathway coursework)
<i>Supplemented with coursework on the Realityjam platform</i> |
| March 20 - 24 | Capstone Project Presentation | |
| March 31 - April 1 | Reality Jam 6 - Conference Event & Game Jam (London) | |

Examination Period (April)

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| April 3 - 7 | End Point Assesment Exam Prep Period | End Point Assesment Exam Prep Period |
| April 10 - 14 | End Point Apprenticeship Assesment Exam | |
| April 17 - 21 | Unity Associate Certification Prep Period | Unity Associate Certification Prep Period |
| April 24 - May 1 | Unity Associate Certification Exam | |