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C# Programming for Unity Game Development [1]

About This Specialization

This specialization is intended for beginning programmers who want to learn how to program Unity games using C#. The first course assumes no programming experience, and throughout the 5 courses in the specialization you'll learn how to program in C# and how to use that C# knowledge to program Unity games. The C# and Unity material in the first 4 courses in the specialization is slightly more comprehensive than the content in the first 2 game programming courses at UCCS.

“Unity” is a trademark or registered trademark of Unity Technologies or its affiliates in the U.S. and elsewhere.

The courses in this specialization are independent works and are not sponsored by, authorized by, or affiliated with Unity Technologies or its affiliates.

5 Courses

Projects

Designed to help you practice and apply the skills you learn.

Certificates
Highlight your new skills on your resume or LinkedIn. (Payment Required)

Specialization Overview

There are 4 Courses in this Specialization, followed by a Capstone Project.

- Introduction
- More C# Programming and Unity
- Intermediate Object-Oriented Programming for Unity Games
- Data Structures and Design Patterns for Game Developers
- Capstone Project

For More Information or to Enroll

[2]

Created by:

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Right Sidebar:
MOOC: C# Programming Sidebar

Source URL:https://www.cu.edu/mooc/c%23_programming

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