



# Creating E-Learning Games with Unity

*David Horachek*

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## In Detail

Unity is a fully integrated development engine providing the required functionality to create games and interactive 3D content, while reducing the time, effort, and cost of developing the content. Nowadays, many people have started to use Unity in an eLearning setting as it allows them to create real-world scenarios, or models, for training purposes. With Unity, one can develop video games that are not only fun, but are also effective teaching and learning tools. When properly designed, an engaging game is an ideal platform for the presentation, testing, and application of learning objectives.

eLearning Game Programming in Unity is a practical, hands-on guide to programming eLearning games. You will encounter a step-by-step approach to developing a 3D game that is interactive and engaging, built around sound teaching pedagogy and game theory.

In this book, the readers will be taken through the development of an eLearning game framework using the Unity engine. In addition to developing the technology for the game, we will create 3 levels (missions) in the game that teach, test, and reinforce learning. The subject matter being taught is the 50 American states and their flags. Concurrently, the book shows readers how to develop multiple game levels that support the various learning objectives of the game. In level 1, the user has to locate the missing flags and return them to the flag monument. During this time, the state flags design and state name are given to the player. This is the teaching phase. We also discuss cognitive flow and how learning is encouraged when the player is in this state.

In level 2 the user has to run a race through the park, competing against two other racers. Non-Player Characters (NPCs) are stationed along the way, and will ask questions about state flags. The user has to achieve 100 percent and first place in the race to move on to level 3. This is the testing phase, as we approach the problem from other direction with multiple choice popup cards.

In level 3, we reinforce learning through interactions with NPCs. These interactions require higher order thinking and association of the subject matter with the game experience. You will also learn how to program the interactive elements of a game to increase immersion. You will construct interactive objects that can be collected by the player and will program non-player characters that will populate the world, move, and interact with the player.

With this guide, you will learn everything you need to know to make your own effective eLearning game from start to finish.

## Approach

This book is an easy-to-follow guide that incrementally develops the game framework and missions, step-by-step, with each chapter. Extensive source code is provided and explained in detail to support and explain each of the concepts in the book.

## Who this book is for

This book is intended for novice game programmers with a little experience in Unity3D, who want to learn how to program eLearning games. Educators and trainers who want to use Unity in an eLearning setting will also benefit from the book. It would be helpful to have a basic understanding of the concepts such as Unity scripting and the Finite State Machine (FSM), but no prior experience in game development is required.

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