

# CLASSES OFFERED AT GAME-U



Game Design



Coding



Creative Writing



3D Modeling



Microsoft Office



Digital Art



Animation



Sound Design

**WE ALSO OFFER CLASSES IN  
CARTOGRAPHY  
BASIC COMPUTER SKILLS**



**SCHEDULE A FREE  
INTRO CLASS TO  
SEE IF GAMEU  
IS A GOOD FIT**

Our enrollment team is dedicated to helping new students and families learn all about GameU. They are here to answer any questions you have and help get your student enrolled in their first class.

Contact us at

516.265.7555

ACCINFO@GAME-U.COM

**FOR DETAILED CLASS  
DESCRIPTIONS PLEASE  
SEE OUR WEBSITE**

**WWW.GAME-U.COM**



## GAME ON!

GAMEU's unique 1:1 All Abilities classes, developed by industry professionals, offer students hands-on learning in STEM and video game design. These live, interactive online sessions provide a personalized and engaging experience.

# CURRICULUM

Our curriculum is catered to each student's interests and learning style. We use project-based learning techniques to ensure students learn the skills necessary for a potential career path. Students learn the fundamentals of coding, digital art, creative writing, animation, and more. They will gain experience using both basic software and professional-level programs.

## WHO ARE OUR INSTRUCTORS?

**Our instructors are professional game developers who have a passion to teach the next generation. They all are given training in special education to help keep students on task and engaged all while having fun.**

**Most important is that each one is patient, caring, kind, and willing to support all of our students in their journey to learn.**

## MEET TWO OF OUR 100+ INSTRUCTORS...



**Anisah Syed**

With a master's in Digital Imaging and Design, Anisah specializes in designing 2D and 3D assets, creating animations, and teaching her passion to students of all abilities.



**Greg Lyons**

Greg is a published author with extensive experience in Creative Writing and Game Design. His additional expertise in coding allows him to teach students with multiple interests.

# PROGRAM GOALS



## Teach STEAM Concepts

Introduce Science, Technology, Engineering, Art & Math concepts to help students learn how to solve challenges and make their projects become a reality.



## Promote Inclusion

Promote community inclusion by educating all populations and promoting peer-based learning.



## Increase Critical Thinking

Students are introduced to basic computer programming helping them improve their problem-solving skills. They learn to identify and implement their program's key features, test and evaluate performance, then fix any issues. These same skills can be applied to a wide range of areas helping them make decisions in every day life.



## Community Classes

**GAMEU offers classes for students of all ages and abilities.** Our STEAM-based curriculum was designed by the greatest minds in the professional gaming world, and we're dedicated to helping students transform their creative interests into real-world skills, all from the comfort of home. We aim to ensure that students learn and retain the skills and knowledge to become game developers and digital artists.

## Lessons & Billing

Classes are scheduled during the day and evenings. Most of our students take between 1-6 hours of lessons per week.

Multi-hour classes are available.  
1 hour class = \$95  
2 hour class = \$190

GAMEU can work with families who have specialized funding. Contact us for more information.

## All Classes Include

- Free Trial & Free Setup Session
- Specialized Introductory Process to Identify & Create a Unique Learning Plan
- Flexible Weekly Scheduling
- Optimized Pacing