



# GAME ON!

GAME-U Accelerate is a unique program developed by game industry professionals. We teach students of all abilities, including those with special needs, how to design and build their own video games. Based on the NY OPWDD Guidance on community classes we are approved to continue teaching our classes in a LIVE interactive online setting.



**NY Enrollment Advisor  
Brett Winters**  
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**Hi! I am Brett, your direct contact to learn more about our program and becoming a student of Game-U. I am happy to answer any questions you have about our classes and how they can benefit students of all abilities.**

Brett holds a Bachelor of Science in Communications from State University at Oneonta. He and his wife Leslie are alumni of a non-profit sleepaway camp, where they met when they were teenagers. They are still involved, fund-raising and lobbying for children of all backgrounds to have the opportunity to attend and have the same incredible experiences that they had so many years ago - and still hold close to their hearts today!

In addition to his children-focused outreach, Brett enjoys the outdoors, routinely traveling, hiking, and camping in all types of exotic locales, most recently being a five-day hike in the mountains of Peru culminating with a visit to Machu Picchu.

When he's not having adventures and exploring the planet, Brett enjoys watching NY Islanders hockey and - most importantly - spending time with his family.



# SKILLS LEARNED AT GAME-U

## Community Classes

Our curriculum is taught using project based learning techniques, which ensures that students are learning the skills necessary for a career path. As part of their game development training, students learn the fundamentals of coding, using different languages such as C# and Javascript. They will gain experience in 3D modeling using software such as Blender and Maya. Students will ultimately bring coding and modeling together to learn professional game engines such as Unity and Unreal.

The Game-U Accelerate class is taught in both 1:1 and small group settings depending on the desires and abilities of the student.



Game Design



Coding



Teamwork



Robotics



Illustration



3D Modeling



Sound Design



Animation

# Program Goals



## Teach STEAM concepts

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



## Promote Community Inclusion

Promote community inclusion by educating all populations and promoting peer-based learning. Game-U is open to students of all abilities and the general public.



## 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 Class

GAME-U offers services for students of all ages and abilities in the general public. Our experienced instructors know what it takes to develop beginners into masters! Our goal is to ensure that students learn and retain the skills and knowledge to become truly independent software developers.



## Lesson & Billing

Classes are scheduled during the day and evenings. Most of our students take between 2-6 hours of lessons per week. The rate is \$90 per hour for both small group classes and private lessons.

## Self Direction Waiver Accepted

Game-U accepts NY Self Direction waiver funding. In many cases we can direct bill your fiscal intermediary, so you have no out-of-pocket costs.

If you have any questions regarding self direction, please reach out to us.



**FOR MORE INFORMATION OR TO HAVE A FREE TRIAL  
CONTACT US AT 516-265-7555 OR  
ACCELERATENY@GAME-U.COM**