

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.

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.



Improve Motor Skills

Robotics and computer use can increase dexterity and fine motor skills which boost student safety in and out of the home.



Community Inclusion

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

For more information or to enroll

contact us at accelerate@game-u.com

or call 201-992-5406



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. GAME-U is an approved vendor for the NJ DDD's Self Directed Services.



Virtual Learning

Our LIVE online lessons are one-to-one, using either Zoom video calls, Slack video calls, or in some cases Facetime video calls. Lessons are conducted with instructors and students able to share their screens for each other to view and learn from. Since our mission is to teach games development (coding, 3d modeling, animation, game design), it lends itself perfectly to this online format. The only difference is everyone can work from their home safely.

Added Benefits of Live Learning with Game-U

All of our students are invited to join our monitored Slack workspace, which is essentially a large chat room that we use internally for all employees to message each other. This is allowing students to be able to maintain consistent contact with their instructors and helps to include them in a community of other like-minded game developers and students.

We feel strongly that our students learning how to become adept at navigating online communication, online learning, and ultimately online collaboration and development is key to them being a big part of this 21st century economy. They have the opportunity to come out of this with a broader set of interests and abilities.



Curriculum

Our curriculum is taught using project based learning techniques, which ensures that students are learning the skills necessary for a careerpath. 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.



Lesson & Billing

Students sign up for monthly memberships with Game-U. They can choose a variety of options to best fit their schedule and budget.

Monthly membership is calculated at a rate of \$360 per calendar month for a one hour lesson per week. Students wishing to attend for more hours or days per week can choose from the rates on the following table:

Lessons per week	Monthly Cost
1 hour per week	= \$360 per month
2 hours per week	= \$720 per month
3 hours per week	= \$1,080 per month
4 hours per week	= \$1,440 per month
5 hours per week	= \$1,800 per month
6 hours per week	= \$2,160 per month

Make-up Policy: Students are able to make up any missed lesson within 60 days of the missed lesson date.