Abstract

Studi Independen Bersertifikat (SIB) is a classroom learning that is designed and tailor-made based on real challenges faced by partners or industry. One of the partners participating in this program is the ICE Institute with the Microcredential Game Developer program. Microcredential Game Developer is an online game development training program to hone students' abilities in developing good games through learning using the Unity application. During the SIB period, the Microcredential Game Developer program provided learnings ranging from the introduction of Unity software used in developing games, making 2D PONG Games, making 2D Side Scrolling Games, making 2D Top-Down Shooter Games, Making Firs Person Shooter 3D Games, Making 3D Third Person Shooter Games, implementing Monetization in Games and Final Projects. In connection with the final project, which is under the title "Pengembangan Aplikasi Game Tales Of Kael Berbasis Unity".

Keywords : 2D Game, 3D Game, Side Scrolling, Unity