

Unity

15:35 a 16:45h

Unity Certified User Initiative: Imagine, compila y consigue el éxito para tus estudiantes con Unity

Toni Alonso | Product Manager en PUE

Aurore Dimopoulos | Head of Learn Content Production en Unity



- Distribuidor exclusivo de Certiport en España.
- Único **Gold Solution Provider** de toda la región EMEA.
- Gestión, asesoramiento y apoyo a la red de Centros Certificadores Autorizados Certiport i Resellers.
- Gracias a PUE Mobile Certification, podemos organizar jornadas de certificación en cualquier punto de España.



APP DEVELOPMENT
WITH SWIFT
LEVEL 1





LEARN



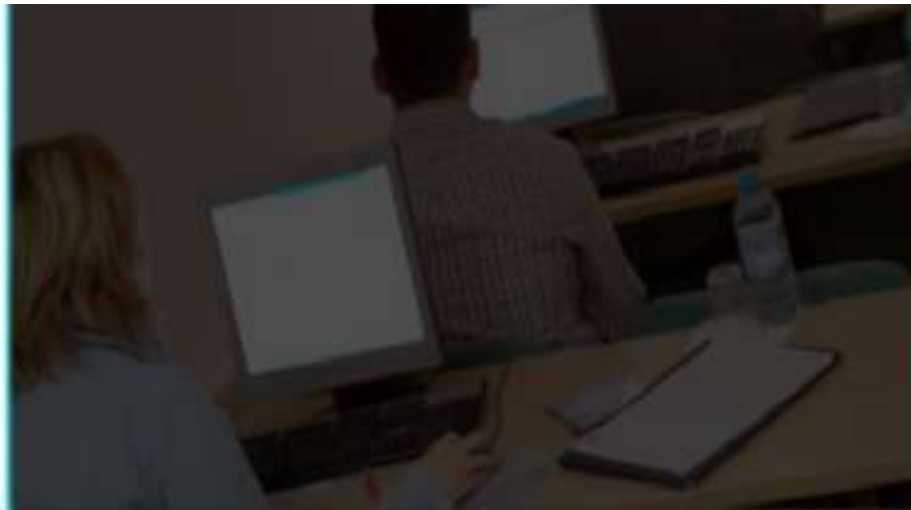
PRACTICE



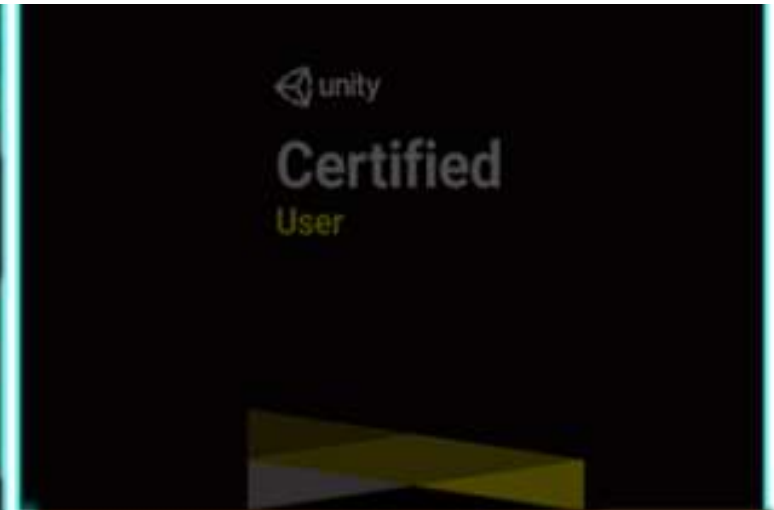
CERTIFY



LEARN



PRACTICE



CERTIFY



Aurore Dimopoulos

— Head of Learn Content Production





**Unity is the most
widely-used RT3D
development platform**

**We believe the world is
a better place with more
creators in it.**



Oddworld Soulstorm

*Coming in 2020 release , the next chapter in
the Oddworld series*

Made with



IKEA Place

Superimpose furniture before you purchase

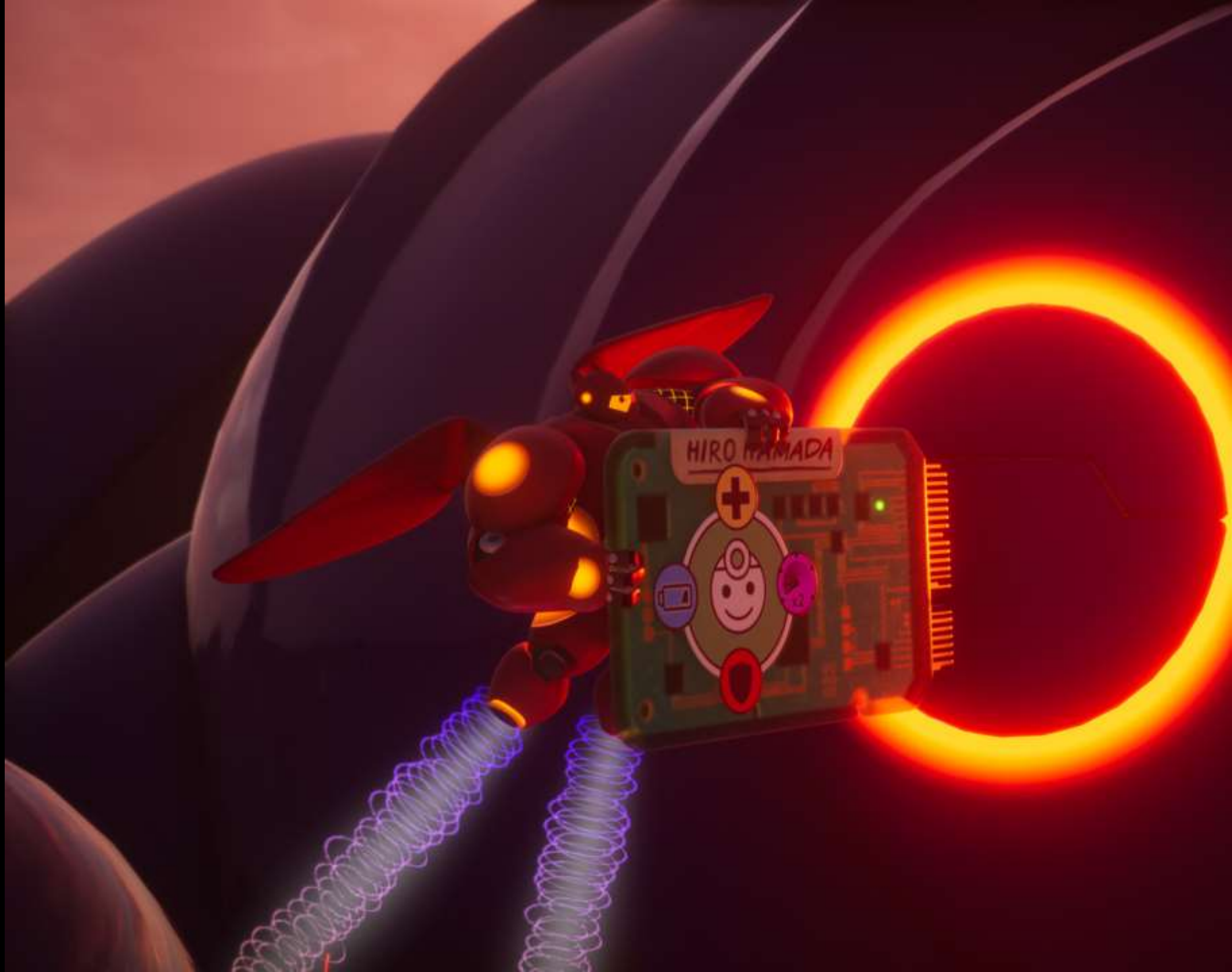
Made with



Baymax Dreams

*Partnering with Disney Television
Animation to move real-time technology
forward*

Made with



Our Creators

192

Countries with Unity developers
(that's all but 3)

2.5 Million

Active student learners
in the last 12 months



Learn



Practice



Certify



Learn



Practice



Certify

Certification

- Entry level certification
- Multi-industry interactive content creation
- Skills covered
 - Debugging, problem-solving, API integration
 - Creating code
 - Evaluating Code
 - Navigating the interface





Learn



Practice



Certify

Courseware

Unity Certified User Courseware will help prepare students to take the Certified User: Programming Exam

Course will contain videos as well as projects to help students learn Unity.



Courseware

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July 2019





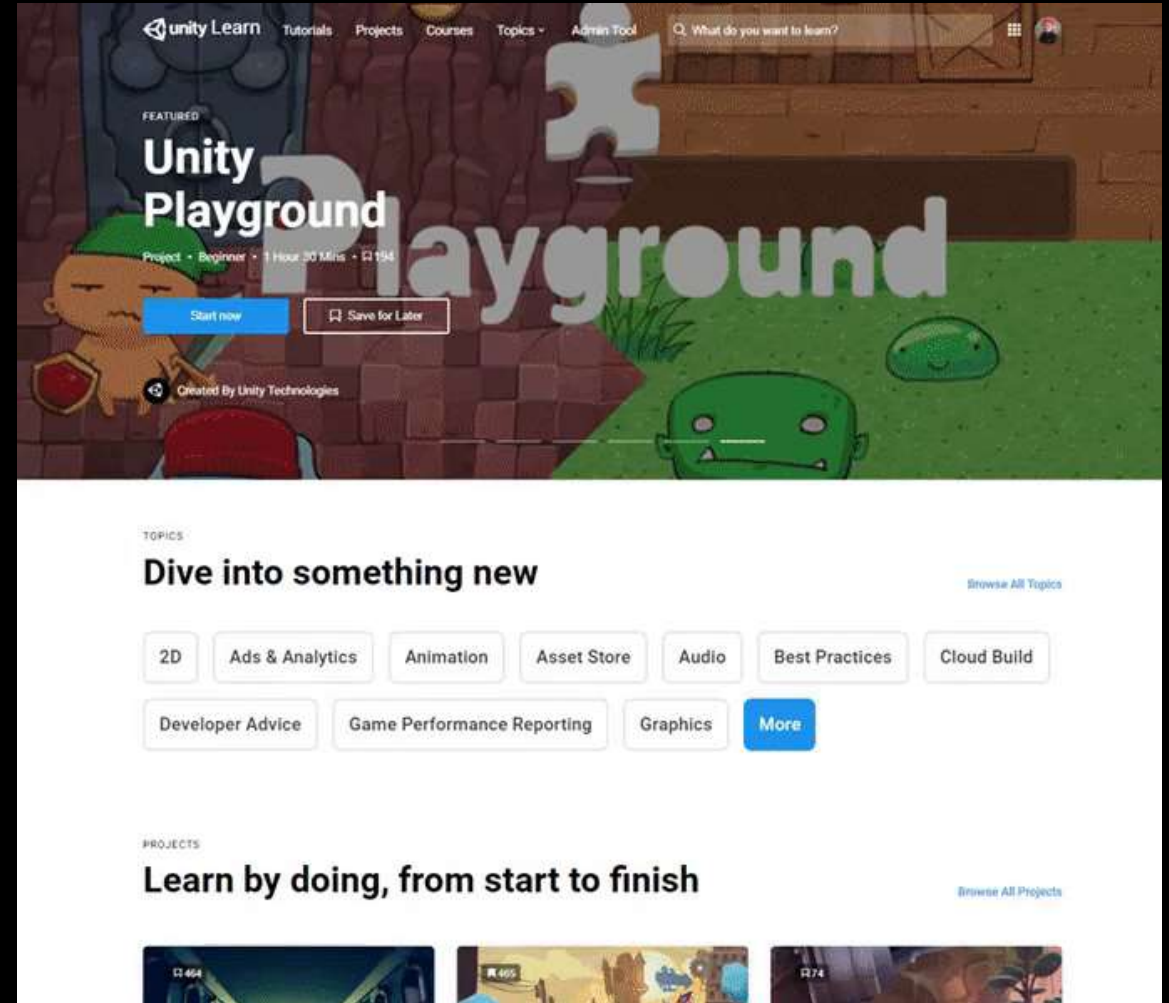
Generative Art — Made with Unity



For Learners

Unity Learn is our new platform that hosts tutorials, projects & courses.

Users can track progress and bookmark material for later.



2D & 3D from start to finish



Ruby's Adventure: 2D Beginner

Top down 2D Adventure



John Lemon's Haunted Jaunt: 3D Beginner

3D stealth game

learn.unity.com

Teach Unity

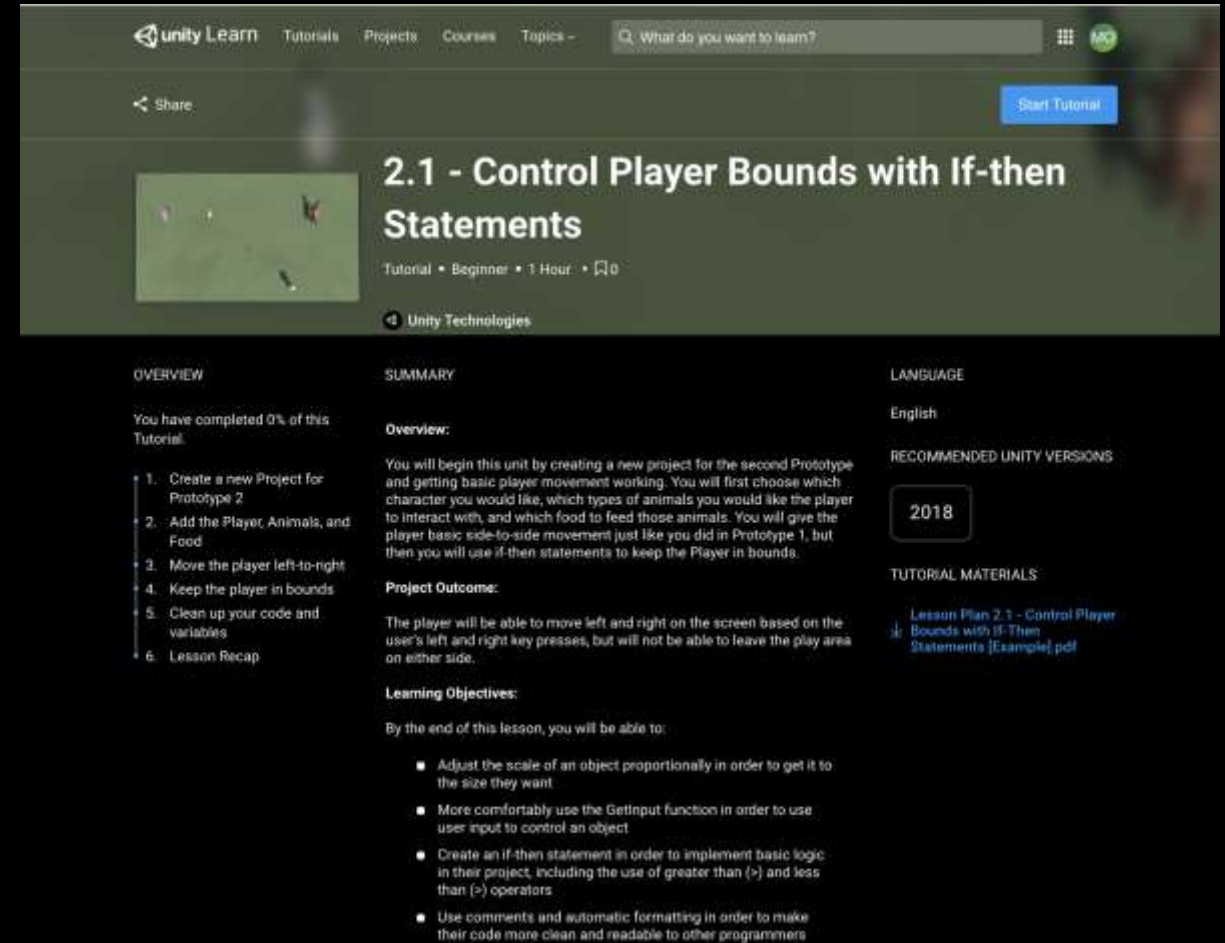
Coming soon we are adding features to the platform to enable educators to teach our material to students.

- Learner-facing content with educator accompaniment
- Assessments
- Aligned to
 - CC, NGSS, ISTE,
 - Unity Certifications



Create with Code

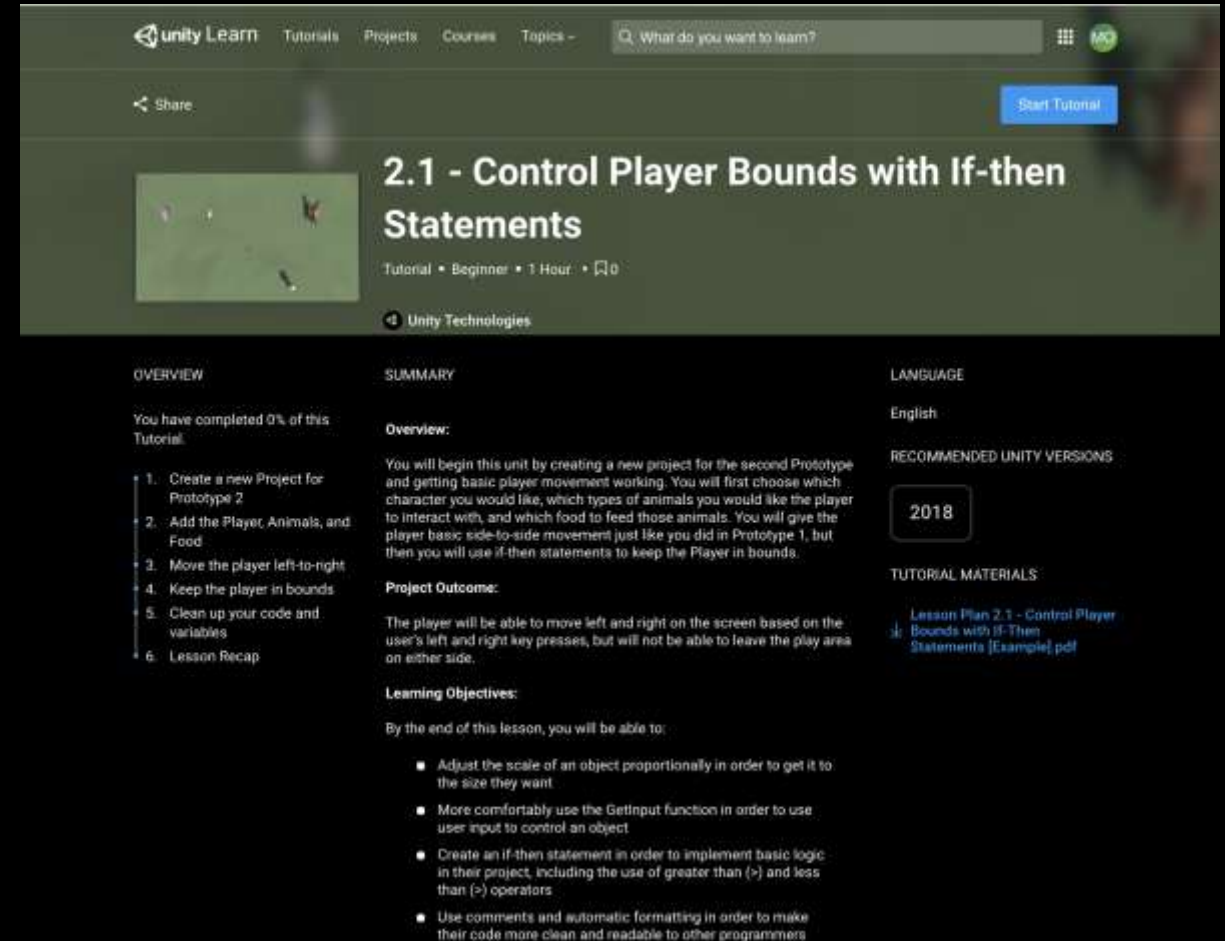
- Free
- Full Length Course, Self-Paced + Classroom, Video + Text Instruction
- Educators:
 - Full CS Curriculum
 - ISTE, CC, NGSS Aligned
 - Unit Based, Flexible
 - Assessments framework
 - Certification Readiness



Create with Code

- Bite Sized Lessons
- Focus on 1-3 topics
- Track Progress
- Guided Independent Practice
- Community

July 2019



The screenshot displays the Unity Learn interface. At the top, there's a navigation bar with 'unity Learn' and links for 'Tutorials', 'Projects', 'Courses', and 'Topics'. A search bar asks 'What do you want to learn?'. Below this, a 'Share' button and a 'Start Tutorial' button are visible. The main content area features a video thumbnail on the left and the title '2.1 - Control Player Bounds with If-then Statements' on the right. Below the title, it indicates 'Tutorial • Beginner • 1 Hour • 0' and 'Unity Technologies'. The page is divided into three columns: 'OVERVIEW' on the left, 'SUMMARY' in the center, and 'LANGUAGE' and 'RECOMMENDED UNITY VERSIONS' on the right. The 'OVERVIEW' column shows a progress bar at 0% and a list of 6 steps. The 'SUMMARY' column contains an 'Overview' paragraph, a 'Project Outcome' section, and 'Learning Objectives'. The right column shows 'English' as the language and '2018' as the recommended version. A 'TUTORIAL MATERIALS' section at the bottom right links to a PDF example.

unity Learn Tutorials Projects Courses Topics - What do you want to learn?

Share Start Tutorial

2.1 - Control Player Bounds with If-then Statements

Tutorial • Beginner • 1 Hour • 0

Unity Technologies

OVERVIEW

You have completed 0% of this Tutorial.

1. Create a new Project for Prototype 2
2. Add the Player, Animals, and Food
3. Move the player left-to-right
4. Keep the player in bounds
5. Clean up your code and variables
6. Lesson Recap

SUMMARY

Overview:

You will begin this unit by creating a new project for the second Prototype and getting basic player movement working. You will first choose which character you would like, which types of animals you would like the player to interact with, and which food to feed those animals. You will give the player basic side-to-side movement just like you did in Prototype 1, but then you will use if-then statements to keep the Player in bounds.

Project Outcome:

The player will be able to move left and right on the screen based on the user's left and right key presses, but will not be able to leave the play area on either side.

Learning Objectives:

By the end of this lesson, you will be able to:

- Adjust the scale of an object proportionally in order to get it to the size they want
- More comfortably use the GetInput function in order to use user input to control an object
- Create an if-then statement in order to implement basic logic in their project, including the use of greater than (>) and less than (<) operators
- Use comments and automatic formatting in order to make their code more clean and readable to other programmers

LANGUAGE

English

RECOMMENDED UNITY VERSIONS

2018

TUTORIAL MATERIALS

Lesson Plan 2.1 - Control Player Bounds with If-Then Statements [Example].pdf

unity.com/learn



Learn



Practice



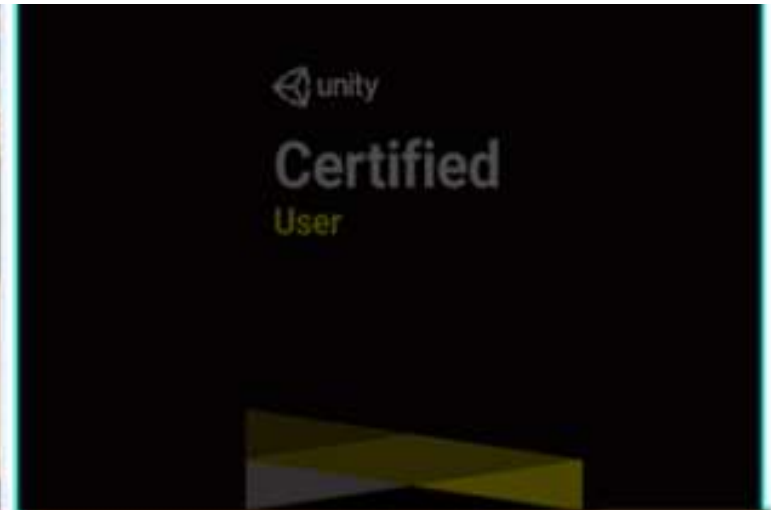
Certify



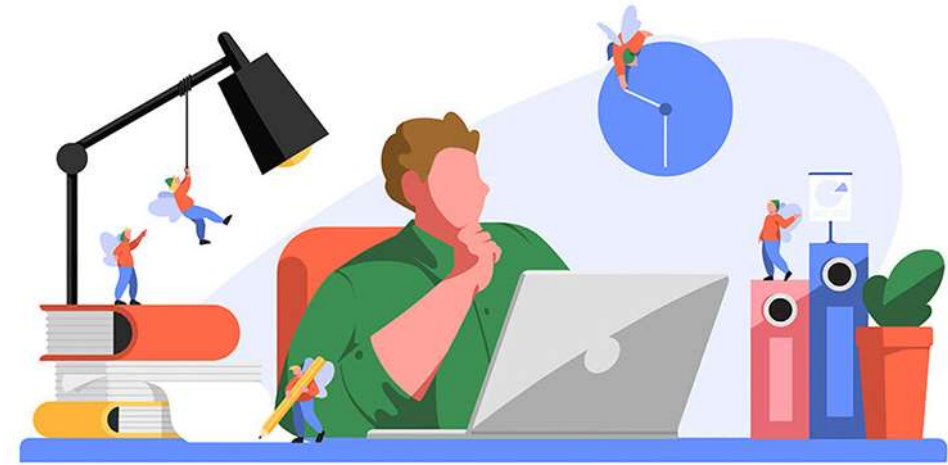
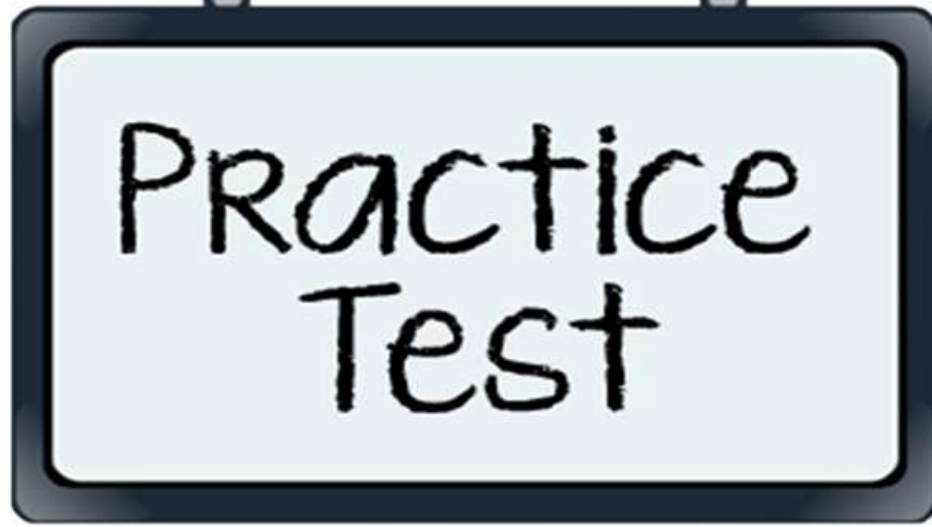
LEARN



PRACTICE



CERTIFY



- Herramienta de apoyo a la formación
- Mide el aprovechamiento de la formación del alumno
- Prepara para el examen de certificación

Practice Test

**KEEP
CALM
AND
DO THE
PRACTICE
TEST**

- ¿Cómo puedo ir practicando las lecciones impartidas?
- ¿Cómo puedo demostrar que mis alumnos han adquirido los conocimientos del curso?
- ¿Cómo puedo saber que mis alumnos están preparados para afrontar un examen de certificación?



Practice Test

Entramos a GMetrix

<https://www.gmetrix.net/Login.aspx>

G METRIX
Skills Management System

Student Login

Nombre de usuario:

Contraseña

Español

Iniciar Sesión

¿Olvidaste tu contraseña?

No account? ¡Regístrate ahora!

OR

Sign in with an existing provider.

C G

Go to Administrator Portal

Practice Test

Creamos una cuenta

User Registration

Welcome!
Please ensure that the contact information provided is correct.
Note: Your personal information will be kept confidential.



Personal Info	Account Information
Adrián *	adrian.chamorro@pue.es *
Chamorro *	Adrián *
Spain *	 *
Barcelona *	 *
Student Number: *	Who is your favorite actor? *
(Student Number - Enter if required by Instructor)	Brad Pitt *

☒ I accept the terms of the [GMetrix License Agreement](#)

* Required Information



Student Login

[Forgot your password?](#)

[No account? Sign up here!](#)

OR

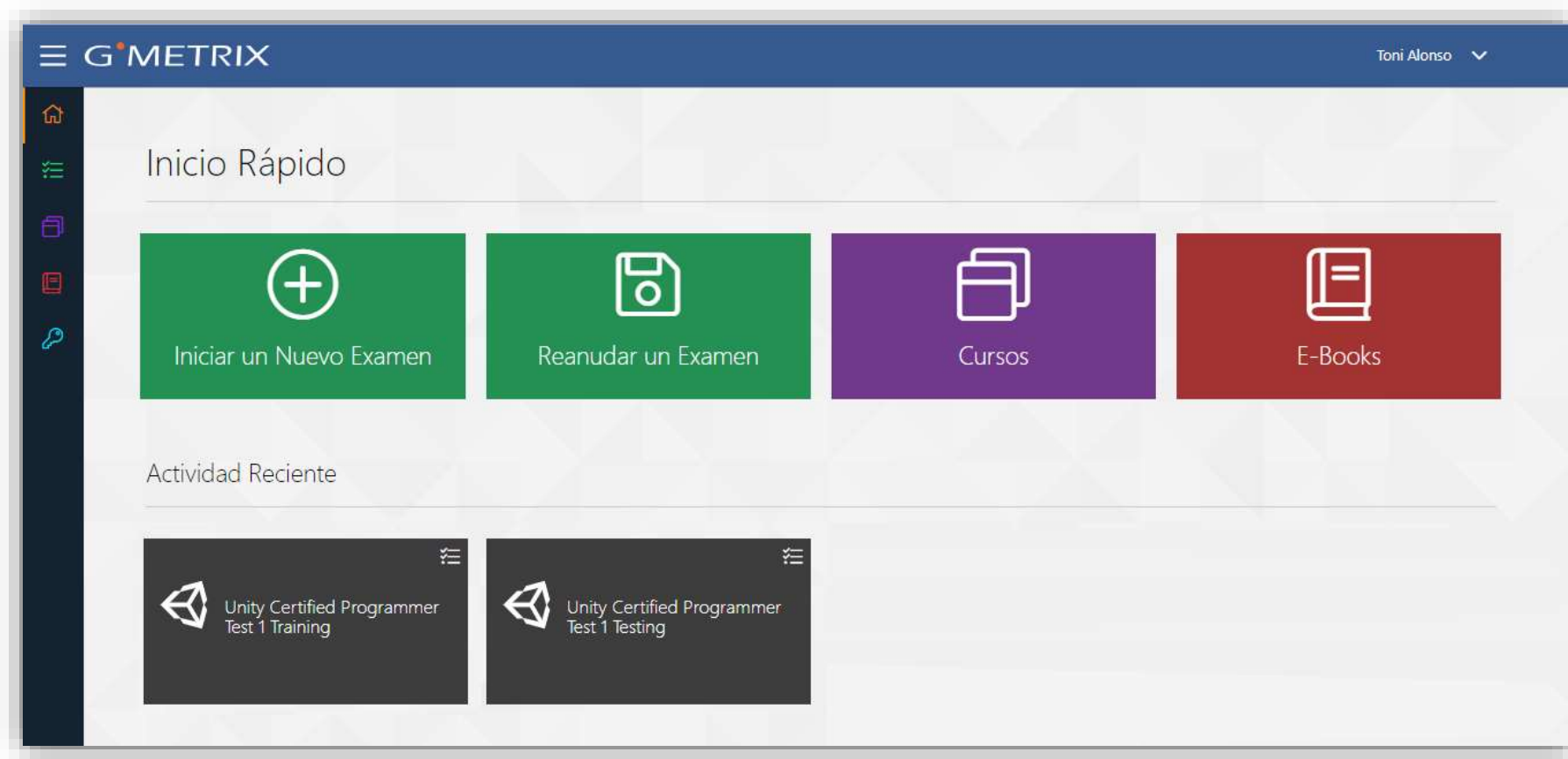
Sign in with an existing provider.

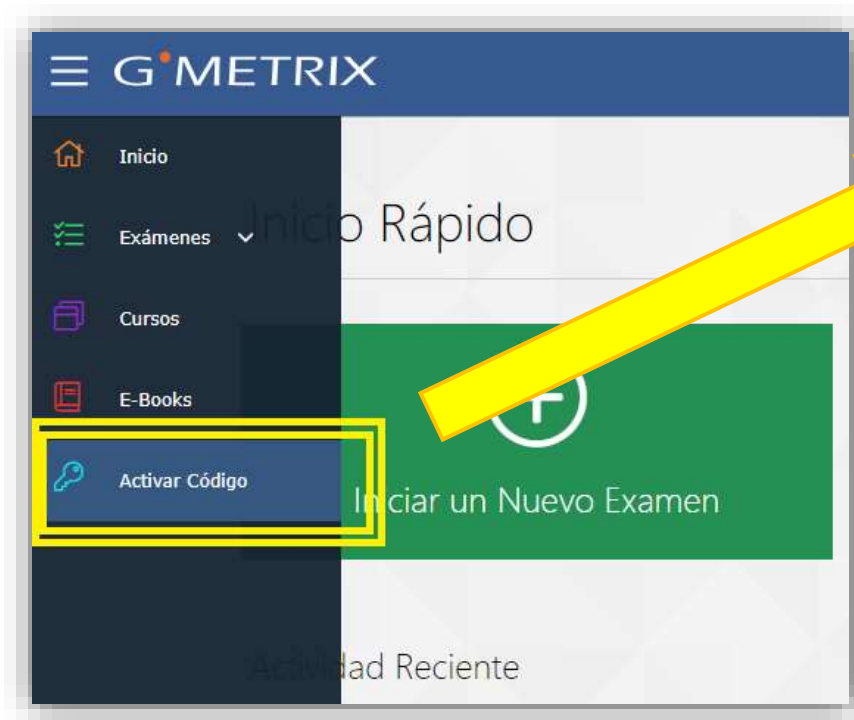
Practice Test

Menú principal



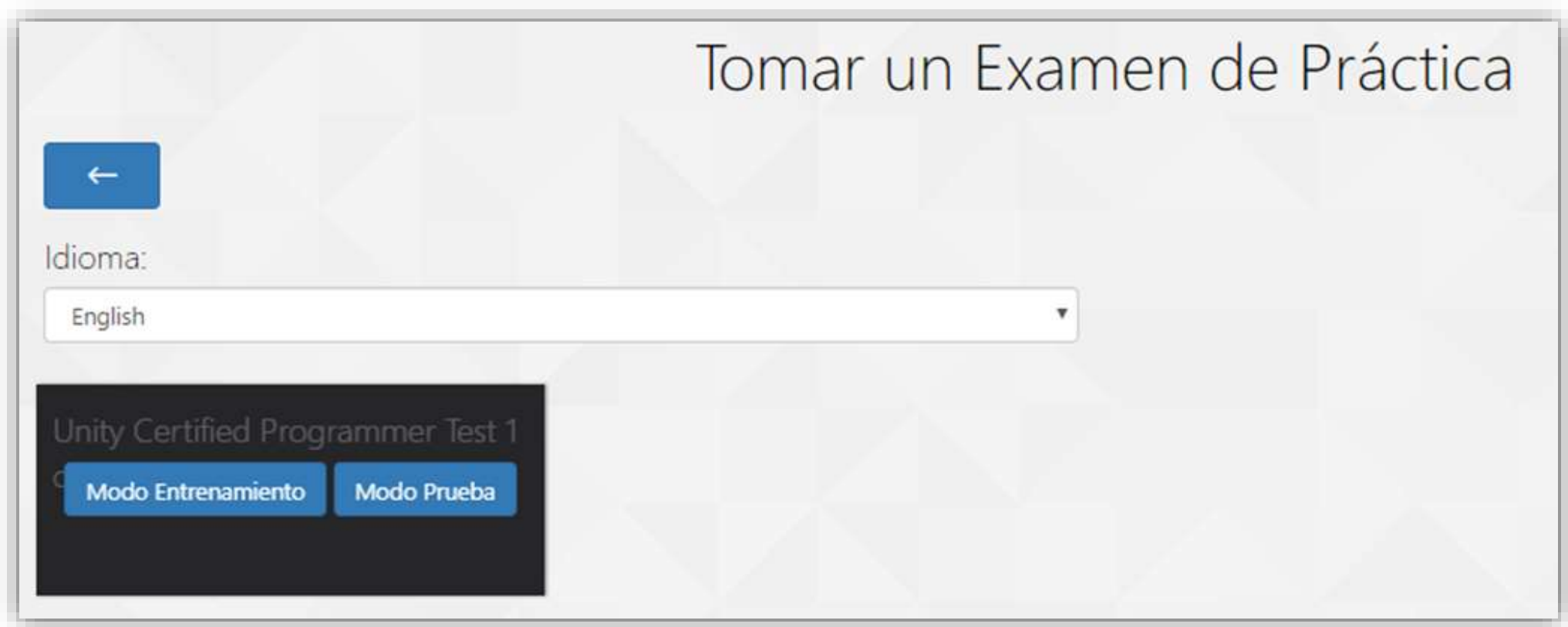
Practice Test

Canjeamos el código



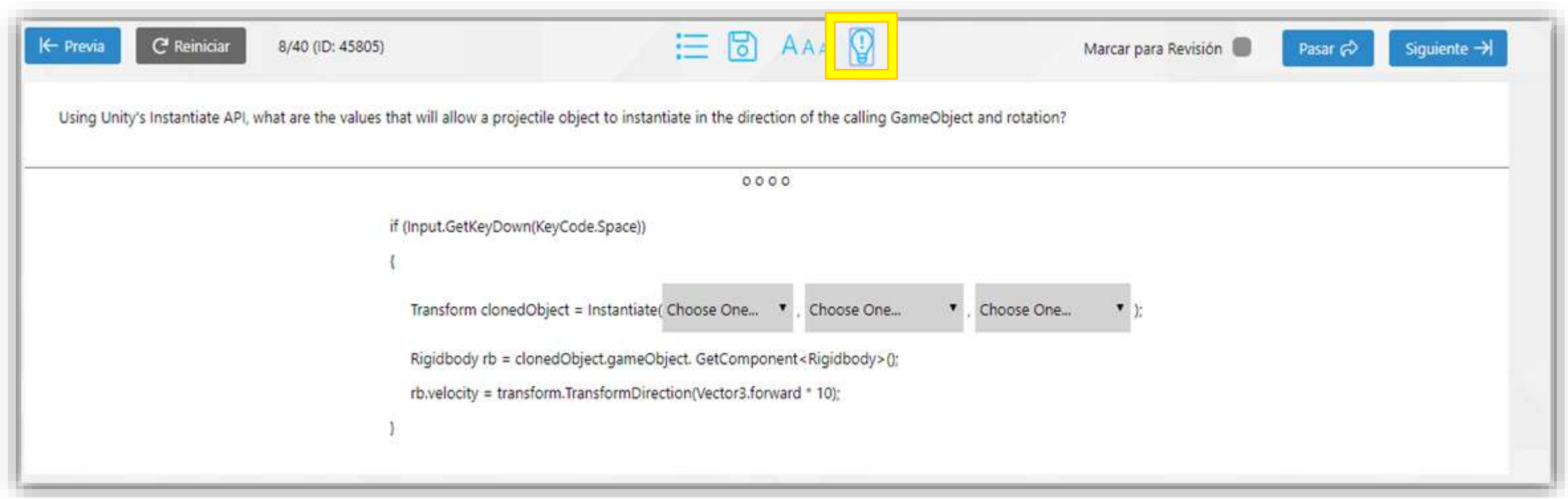
Practice Test

Idioma & Modo



Practice Test

Modo Entrenamiento



← Previa Reiniciar 8/40 (ID: 45805) [List Icon] [Save Icon] [Text Size Icon] [Help Icon] Marcar para Revisión Pasar → Siguiente →

Using Unity's Instantiate API, what are the values that will allow a projectile object to instantiate in the direction of the calling GameObject and rotation?

o o o o

```
if (Input.GetKeyDown(KeyCode.Space))  
{  
    Transform clonedObject = Instantiate( Choose One... , Choose One... , Choose One... );  
    Rigidbody rb = clonedObject.gameObject.GetComponent<Rigidbody>();  
    rb.velocity = transform.TransformDirection(Vector3.forward * 10);  
}
```

- Desplegable donde ver y acceder a las preguntas contestadas
- Guardar el examen para terminarlo en otro momento
- Cambiar el tamaño de los textos
- [Respuesta](#)

Practice Test

Modo Entrenamiento

← Previa Reiniciar 8/40 (ID: 45805) [Icons: List, Save, Font Size, Help] Marcar para Revisión Pasar → Siguiente →

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    rb.velocity = transform.TransformDirection(Vector3.forward * 10);
}
```

Ayuda:
Based on the function definition **public static Object Instantiate(Object original, Vector3 position, Quaternion rotation);**
The parameters should be **Instantiate(projectilePrefab, transform.position, Quaternion.identity);**

- Desplegable donde ver y acceder a las preguntas contestadas
- Guardar el examen para terminarlo en otro momento
- Cambiar el tamaño de los textos
- [Respuesta](#)

Practice Test

Modo Entrenamiento

G•METRIX

[< Atrás](#)[Siguiete >](#)

Retroalimentación:



¡Su respuesta es correcta!

Explicación:

Based on the function definition `public static Object Instantiate(Object original, Vector3 position, Quaternion rotation);`

The parameters should be `Instantiate(projectilePrefab, transform.position, Quaternion.identity);`

Practice Test

Modo Entrenamiento



[< Atrás](#) [Siguiete >](#)

Retroalimentación:

 ¡Su respuesta NO es correcta!

Explicación:

The code should look like the example below:

```
void Start()
{
    Vector3 randomPosition = new Vector3(Random.Range(-30, 30), 0, Random.Range(-30, 30));

    int numEnemies = 25;

    for (int i = 0; i < numEnemies; i++)
    {
        Instantiate(enemyPrefab, randomPosition, Random.rotation);
    }
}
```


Practice Test

Modo Prueba

← Previous Reset 2/40 (ID: 45845) List Save AA 48:18 Mark For Review Skip Next →

You have a state machine with a hurt animation that is triggered. What is the appropriate code to trigger the hurt animation?

o o o o

- `anim.SetTrigger( "hurt" );`
- `anim.SetTrigger( hurt );`
- `anim.Trigger( "hurt" );`
- `anim.SetTrigger( "hurt", true );`

- Desplegable donde ver y acceder a las preguntas contestadas
- Guardar el examen para terminarlo en otro momento
- Cambiar el tamaño de los textos
- Temporizador ←

Practice Test

Revisión de las preguntas

Guardar y Salir

Página de Revisión

Terminar

Unity Certified Programmer Test 1

☐ No Contestado

☒ Marcar para Revisión

☒ Contestado

#	ID	Status	Ir a una Pregunta
1	45844	☐	Ir a una Pregunta
2	45845	☐	Ir a una Pregunta
3	45810	☐	Ir a una Pregunta
4	45807	☐	Ir a una Pregunta
5	45819	☐	Ir a una Pregunta
6	45809	☐	Ir a una Pregunta
7	45833	☐	Ir a una Pregunta

Practice Test

Report final de resultados generales

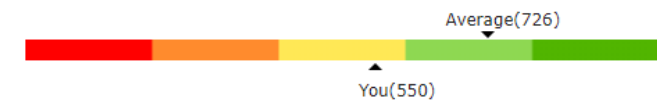
Unity Certified Programmer Test 1 Training

Toni Alonso



Categoría: Unity
Producto: Unity Certified User: Programming
Modo: Training
Date Finished: 5/6/19 9:19 a. m.
Tiempo Transcurrido: 00:51:42
Preguntas 22/40

Revisar Preguntas Omitidas



El promedio de puntos obtenido en este test es 726/1000.
Su puntaje 550/1000 en este test.

Practice Test

Report final por preguntas

Pregunta		
#	Nombre de Pregunta	Resultado
1	Adding a Comment	✓
2	State Machines	✓
3	Identify The Error	✓
4	Identifying Functions	✓
5	Identifying an Error	✓
6	Recognizing Comments	✓
7	Using Animation Functions	✓
8	C# Logic	✓

CHECK
IT OUT!



Modalidades de adhesión Unity

Asociada a la compra de **Practice Test** (no incluye figura como centro certificador)

Tipo de alta	Nº de Practice Test	Importe	Precio unitario
Básica	50	600€	12,00€
Estándar	100	950€	9,50€
Advanced	250	1.750€	7,00€
Unlimited	Ilimitado	2.250€ 1.687,50€ (promoción válida hasta el 31/07)	-



LEARN



PRACTICE



CERTIFY

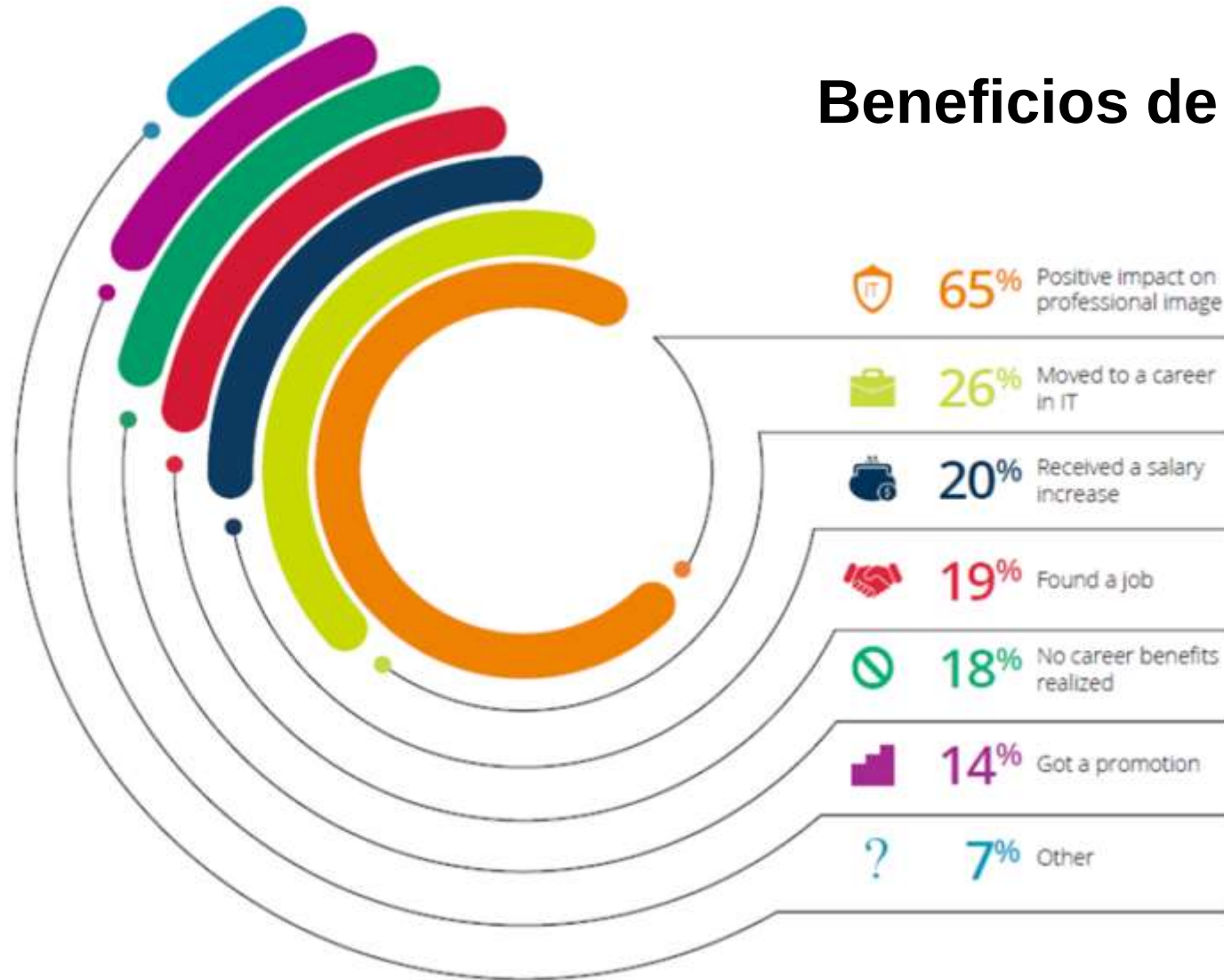
“There is a direct need in the market for the Unity Certified User certification exam because employers are specifically asking for Unity skills in job titles and descriptions”

“UCU also serves as a great way to teach basic coding in a fun environment which can be used to learn other programming languages”

Ray Murray

Vice President, Business Development, Pearson VUE.

Beneficios de la certificación



- Obtener una certificación reconocida por la industria.
- Demostrar habilidades demandadas.
- Mejorar tu imagen profesional.
- Ganar experiencia y confianza.



Impacto de la certificación

25%

experimentaron los beneficios
de la certificación
de **inmediato**

88%

recomendarían a un
compañero que se
certificara

Exam Objectives

1. Debugging, problem-solving and interpreting the API

- Create code given a debug log message
- Determine null objects given a code clip & its error msg
- Methods & Arguments

2. Creating code

- Initializing variables
- Logic & control flow operators
- Act when UI elements report changes

3. Evaluating code

- How to manage event functions
- Identify code clip errors
- Identify Unity naming standards

4. Navigating the interface

- Describe Unity IDE windows
- Create a functional state machine



Exam Tutorial

- El examen tiene 40 preguntas.
- El tiempo máximo de realización del examen son 50 minutos
- Aprobado: 700/1000



PROCESO:

1. **Tutorial.** Leerlo con detenimiento antes de comenzar el examen.
2. **Preguntas.** Se inicia el temporizador de examen y aparecen las preguntas del examen.
3. **Exam Summary.** El resumen del examen que indica las preguntas que respondidas, no contestadas, marcadas para revisión y las marcadas para dejar feedback.
4. **Feedback.** Puede dejar comentarios sobre el examen y preguntas individuales.

Exam Tutorial

INFORMACIÓN

1

Question 2 of 45

Time Remaining **00:42:52**

CONTENIDO

2

You are purchasing a new iPhone.

You need to select the phone that weighs the least.

Which model should you choose?

- ☐ iPhone X
- ☐ iPhone 8
- ☐ iPhone 7
- ☐ iPhone 6s

NAVEGACIÓN

3

[Go to Summary](#)[Mark for Review](#)[Mark for Feedback](#)[Tools ▼](#)[Back](#)[Next](#)

Exam Tutorial

Exam Summary

Time Remaining **00:20:50**

Select any category column heading or icon to return to items in that category

Question	Answered	Unanswered	Review	Leave Feedback
	27	12	5	3
1 You are creating a TouchDevelop App for a small company that wants ...	✓		✓	
2 You are creating a computer version of a touch app for a friend who d ...		☐		
3 The illustration shown below gives details about how to solve a proble ...		☐		
4 During winter break, you volunteer for a team coding competition for ...	✓			✓
5 You are writing a game that allows you to open a document that can...	✓		✓	✓
6 A coin minting agency hires you to track coinage for a vault tracking ...		☐		

Tools ▼

Finish Exam

Exam Tutorial

Question 1

00:02:25

Leave Feedback for Question 1

Comment Category ▼

Subcategory ▼

Cancel

Submit

You are purch

You need to se

Which model s

☐ iPhone X

☐ iPhone 8

☐ iPhone 7

☐ iPhone 6s

Go to Summary

Next



Conviértete en Certiport Authorized Testing Center (CATC)

BENEFICIOS DE LAS ENTIDADES EDUCATIVAS SUSCRITAS

Realizar los exámenes en las propias instalaciones del centro

Acceso a materiales de preparación para los exámenes de certificación

Acceso a packs de exámenes para instructores y alumnos

Portal web que permite la gestión de exámenes y la descarga del software necesario.

Recursos de marketing y logos oficiales

Soporte de PUE

Pasos para darse de alta

**1**

Equipar aula

Disponer de un aula equipada para poder realizar exámenes

**2**

Registrar

Crear una cuenta en Certiport

**3**

Comprar

Hacer una prevision anual de exámenes y Practice Test a realizar

**4**

Instalar

Equipar los ordenadores con el software necesario

**5**

Gestionar cuenta

Gestionar inventario, asignación de exámenes y Practice Test

**6**

Examinar

Realizar los exámenes o Practice Test para los alumnos en el centro



**CHECK
IT OUT!**

Compass

Certiport Internet-Based Testing



Modalidades de adhesión Unity

Asociada a la compra de **Exámenes** (incluye figura de Centro Certificador)

Tipo de alta	Nº de exámenes	Importe	Precio unitario
Básica	50	1.425€	28,50€
Estándar	100	2.100€	21,00€
Advanced	250	3.100€	12,40€
Premium	500	3.900€	7,80€
Unlimited (Incluye Practice Test)	Ilimitado	5.900€ 2.950€ (promoción válida hasta el 31/07)	-



+ 150 países en + 25 idiomas

+ 3M exámenes entregados anualmente a través de
+ 14,000 Certiport Authorized Testing Centers

400 expertos en 20 países alinean los objetivos del
examen con las demandas actuales

Learn



Practice



Certify



PUE 
ACADEMY Day
www.pue.es

¡Gracias!

 #PUEAcademyDay19

 pueacademy@pue.es

 BCN: 93 206 02 49

 MAD: 91 162 06 69



PROGRAMAS EDUCATIVOS



Microsoft Imagine Academy



PROGRAMAS DE CERTIFICACIÓN

