



Unity Course LMS Upload Instructions

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Canvas

1. Get to the Import Content Page

- Create an empty course and give it a name like “Unity Game Development”.
- Select **Settings** from the left sidebar, then in the right sidebar select **Import Course Content**.

The screenshot shows the Canvas LMS interface. On the left sidebar, the 'Settings' link is highlighted with a red box. The main content area is titled 'Course Details' and shows fields for 'Name' (Unity Game Development), 'Course Code' (unity-game-development), 'Time Zone' (Mountain Time (US & Canada) (-07:00/-06:00)), and 'Participation' (Term). On the right sidebar, the 'Import Course Content' link is highlighted with a red box. The 'Course Status' section shows 'Unpublished' and 'Publish' buttons.

2. Import the course content

- For the **Content Type**, select **Canvas Course Import Package** as the content type.
- For the **Source**, select **Choose File** and select the common cartridge .imscc file you downloaded earlier.
- For the **Content**, select **All content**
- Select **Import**, then wait for the entire course to import. This may take a few minutes.

Import Content

Content Type: Canvas Course Export Package

Source: Choose File unity-game-d...l-course.imscc

Content: ☒ All content ☐ Select specific content

Options: ☐ Adjust events and due dates

! Importing the same course content more than once will overwrite any existing content in the course.

Cancel Import

3. Preview your course

- Go back to the course **Home** to preview your course.
- It should look similar to the image below.

Home

Announcements

Modules

Syllabus

People

Assignments

Discussions

Quizzes

Grades

Pages

Files

Outcomes

BigBlueButton

Collaborations

Rubrics

New Analytics

Settings

Collapse All

View Progress

✓

 Publish All

+ Module

Unit 1 - Get started with Unity

✓

▼

+

Unit 1 slides

✓

Welcome to the course

✓

Install the Unity Hub and Editor

✓

Get started with the Unity Editor

✓

Assignment: Create a balanced primitive structure

0 pts

✓

Unit 1 Quiz: Unity fundamentals

11 pts

✓

Unit 2 - Make a basic game

✓

▼

+

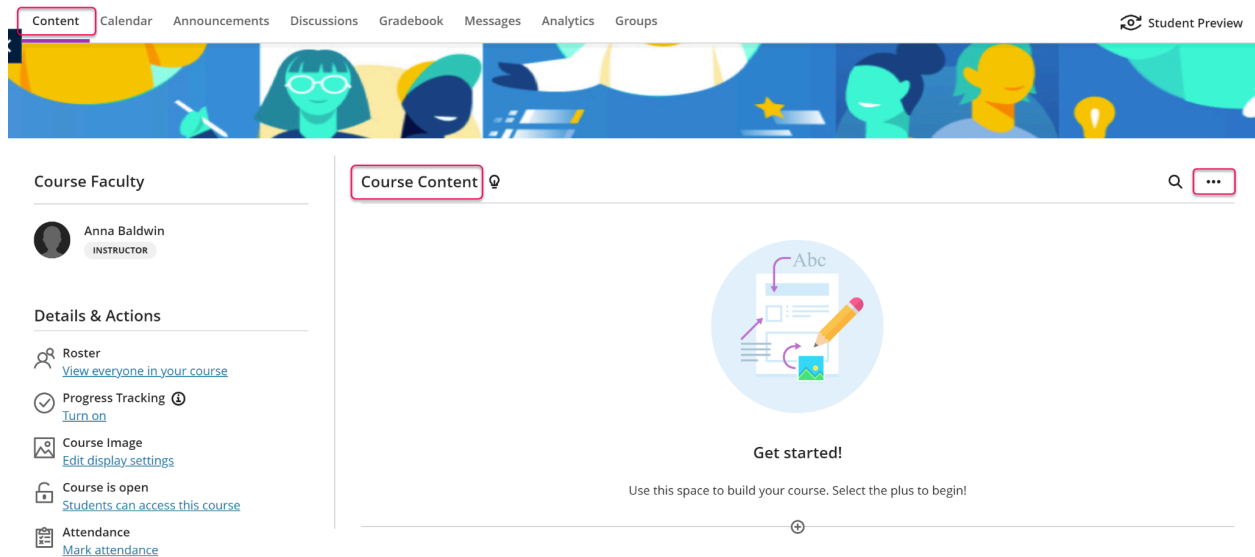
Unit 2 slides

✓

Blackboard Learn

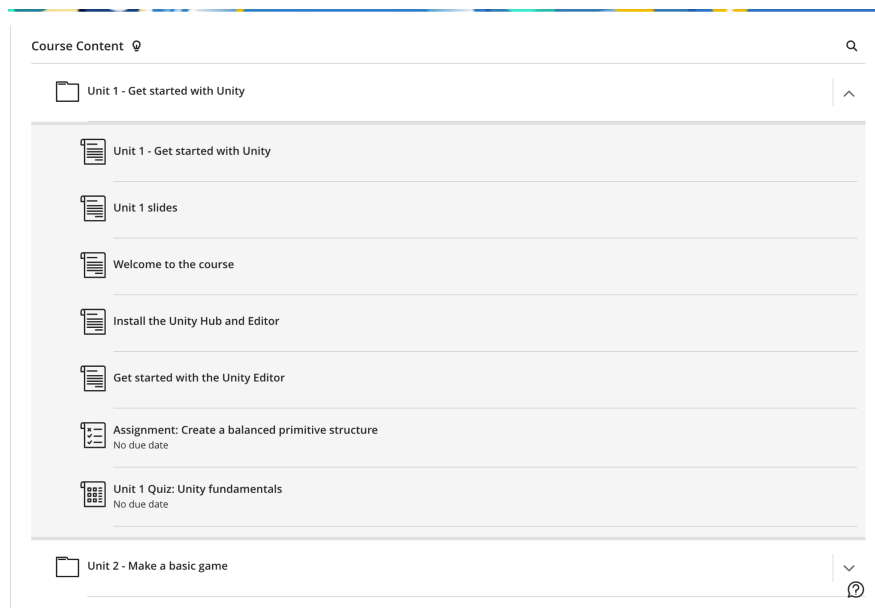
1. Import the course content

- Create an empty course and give it a name like “Unity Game Development”.
- Navigate to the **Content** tab for the course
- Click on the three dots in the upper right corner, select **Import Content**, then **Import course content**.
- When prompted, select the common cartridge .imsc file you downloaded earlier.



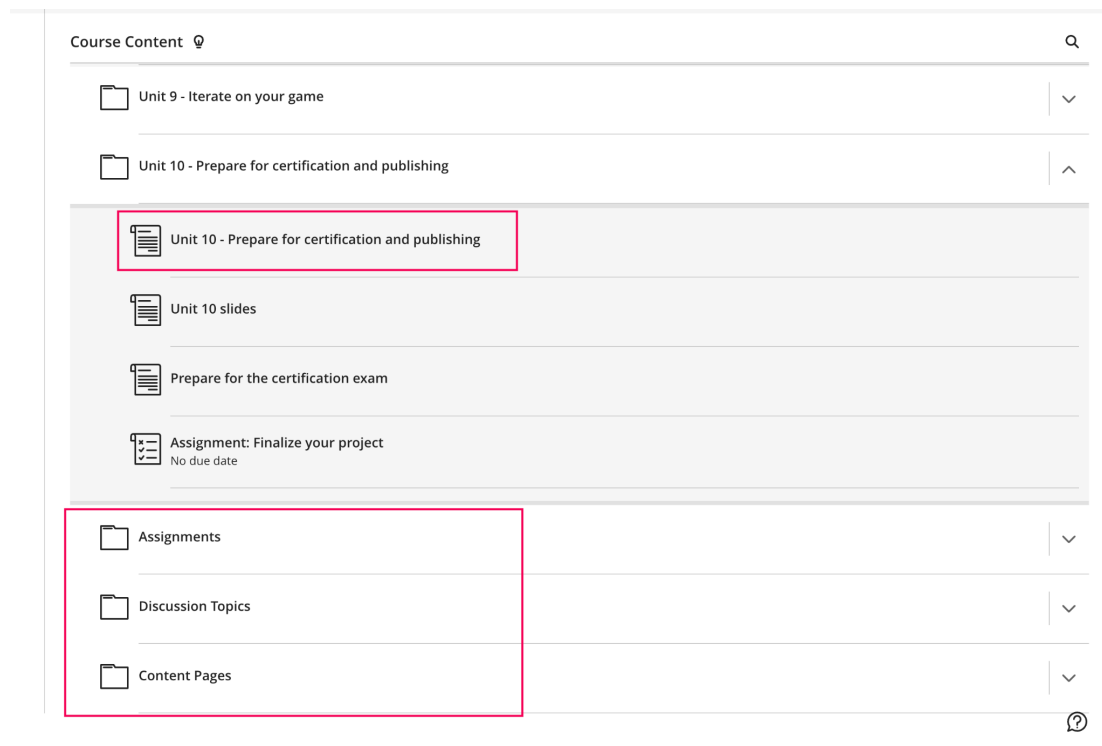
2. Wait for the content to upload

- **Note:** While the vast majority of content imports seamlessly into Blackboard, you may get a notification that there were several “exceptions” to your import. You can disregard these notifications.
- After the course finishes uploading, it should look similar to the image below.



3. Address outstanding issues

- If any images at the top of the content pages do not display, you can find a Unity banner image [here](#) to replace those.
- Blackboard includes a few extra items with its import by default that are not part of the Unity Game Developer course. We recommend hiding or deleting these:
 - The (blank) extra content page at the top of each unit
 - The Assignments folder at the end of the content list
 - The Discussion Topics folder at the end of the content list
 - The Content Pages folder at the end of the content list

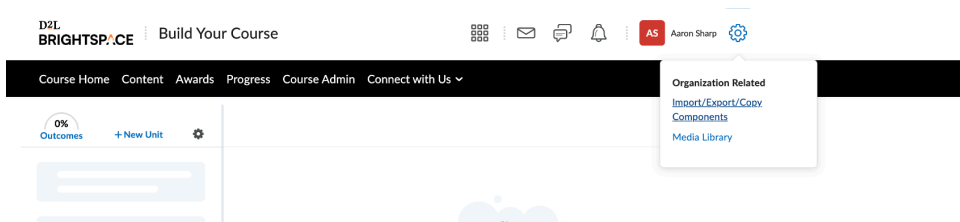


D2L Brightspace

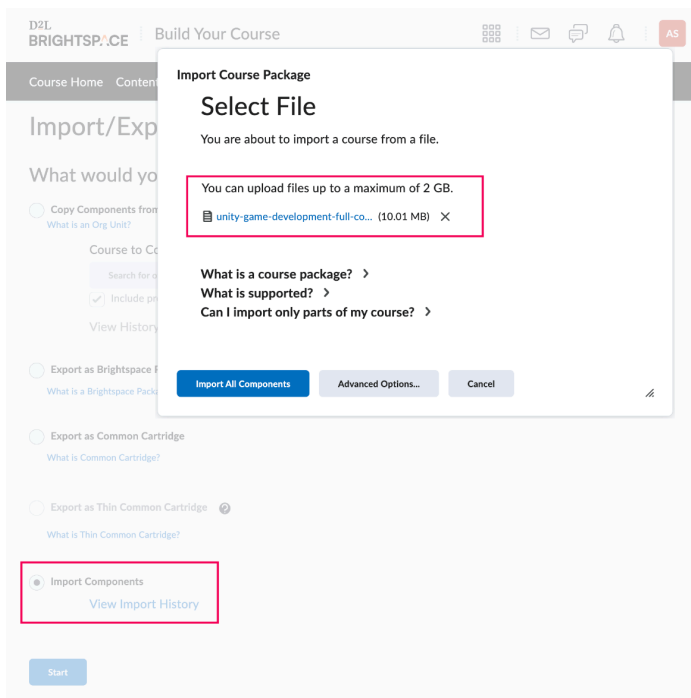
New Content Experience

The following instructions for using Brightspace's [New Content Experience](#). If you are using the old content experience, skip past these instructions.

1. Go to the Import/Export Components page
 - From the top-right corner, select the Admin Tools cog button, then select **Import/Export/Copy Components**



2. Import the common cartridge file
 - Select the **Import Components** button, upload the common cartridge .imscc file you downloaded earlier, then select **Import All Components**.



3. Follow the import wizard instructions
 - Continue through the steps to configure your import.
 - When prompted, make sure to **Select All Components**.

Customize Your Course Package (Step 3 of 5)

Select Components to Import

- ☒ Select All Components
- ☒ Content (104 item(s))
 - ☒ Import all items
 - ☐ Select individual items to import
 - ☒ Discussions (2 item(s))
 - ☒ Import all items
 - ☐ Select individual items to import
 - ☒ Assignments (12 item(s))
 - ☒ Import all items
 - ☐ Select individual items to import
 - ☒ External Links (1 item(s))
 - ☒ Import all items
 - ☐ Select individual items to import
 - ☒ Grades (22 item(s))
 - ☒ Import all items
 - ☐ Select individual items to import
 - ☒ Question Library (113 item(s))
 - ☒ Import all items
 - ☐ Select individual items to import
 - ☒ Quizzes (9 item(s))
 - ☒ Import all items
 - ☐ Select individual items to import

Continue

Go Back

Cancel

Advanced Options

4. Finalize the import

- When the process is complete, you should see a window similar to the one below, where you can select **View Content**.

Confirm Your Selections (Step 4 of 5)

Components to

Content
Import all items. M

Grades Items/Cate
Import all items. M

Question Libraries
Import all items. M

Quizzes
Import all items. M

Discussions
Import all items. M

Assignments
Import all items. M

External Links
Import all items. M

Import Course Package

Importing "unity-game-development-full-course.imsc"

✓ Uploaded > ✓ Converted > ✓ Imported

Your course package was successfully imported!

Check out the contents of your course and make sure everything is good to go.

[View Processing Logs](#)

View Content

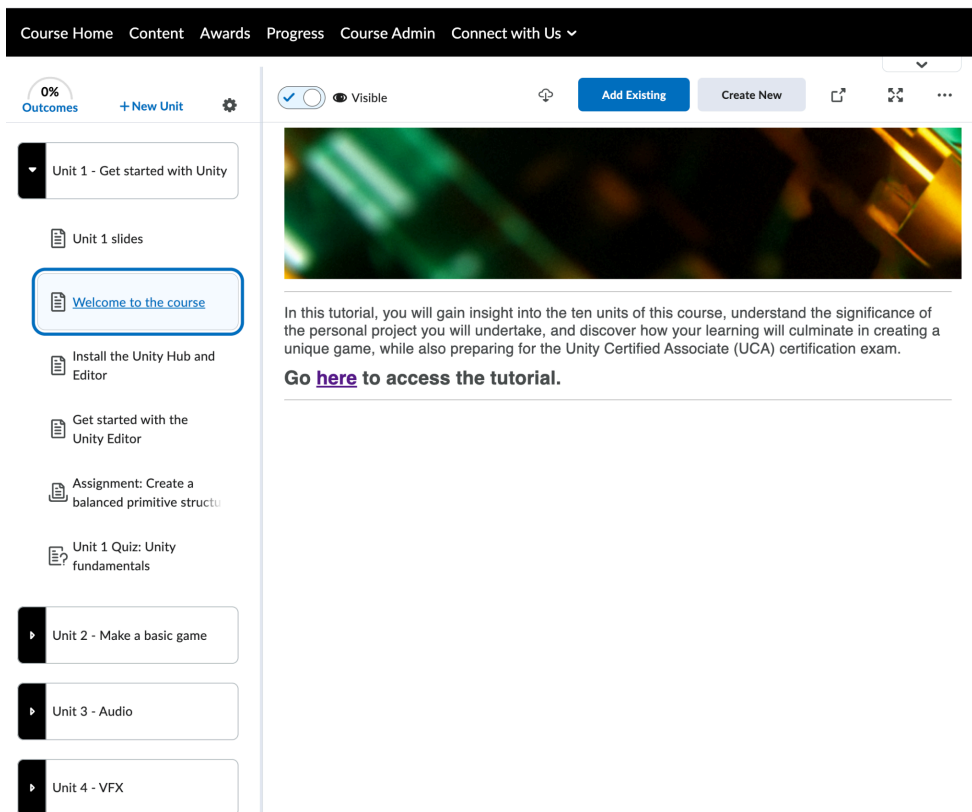
Import Another Package

Review and Manage Dates



5. Preview your course

- It should look similar to the image below.




Old Content Experience

The following are instructions for Brightspace's old content experience.

1. Create an empty course and give it a name like "Unity Game Development".
2. Navigate to the **Content** tab for the course.
3. Select the **Import Course** dropdown and select **Import Course Package**.
4. Select the file from your computer for upload and select **Import all Components**.

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