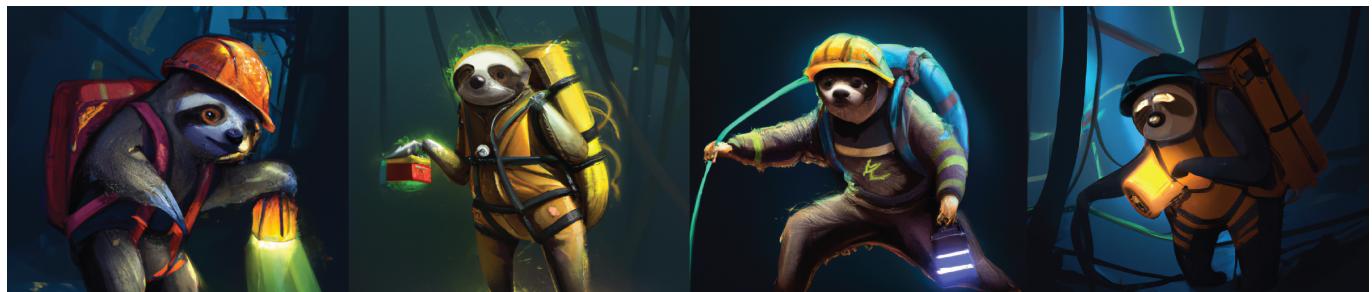
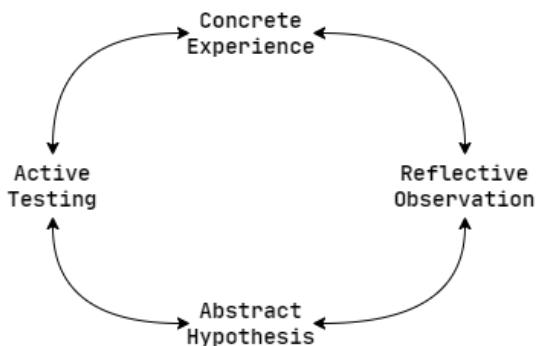


PULSE Checks



A sloth wearing a backpack and a hardhat with a light looking for the loot, digital art

Progressing Upward Learning & Self-Evaluating. This system is based around two progress check-in with ideally a 3rd check-in during the middle of the semester. It's based around a learning cycle that deals with concrete experiences, reflective observation, abstract hypothesis, and active testing¹.



PULSE Progress Cycle

- ▢ Beginning of Semester (2-3 weeks)
- ▢ Middle of Semester (7-9 weeks)
- ▢ End of Semester (14-16 weeks)

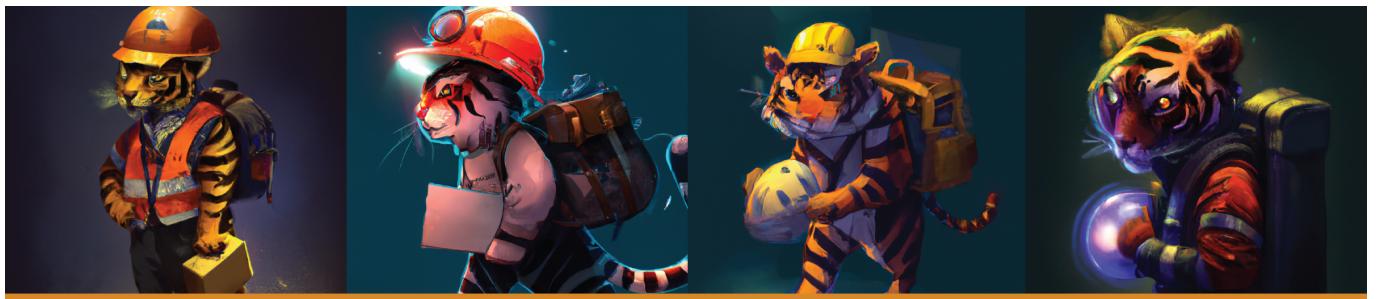
Project Idea

In our first one-on-one meeting you will spend a couple minutes explaining your project idea, we will use these few minutes to make adjustments and scope it correctly while aligning it to a Unity certificate trajectory through using Unity Learn.

PROJECT DETAILS

Details...

¹: Image recreated from the work by Paul Hanstedt in 'Creating Wicket Students'



A tiger wearing a backpack and a hardhat with a light looking for the loot, digital art

Unity Certification and Unity Learn Plan

At the end of the certification route you have training materials and ultimately a certification test. Unity breaks them up into a few different categories - for the purposes of this class we are going to look at the two high level tracks for people coming into Unity with relatively zero experience.

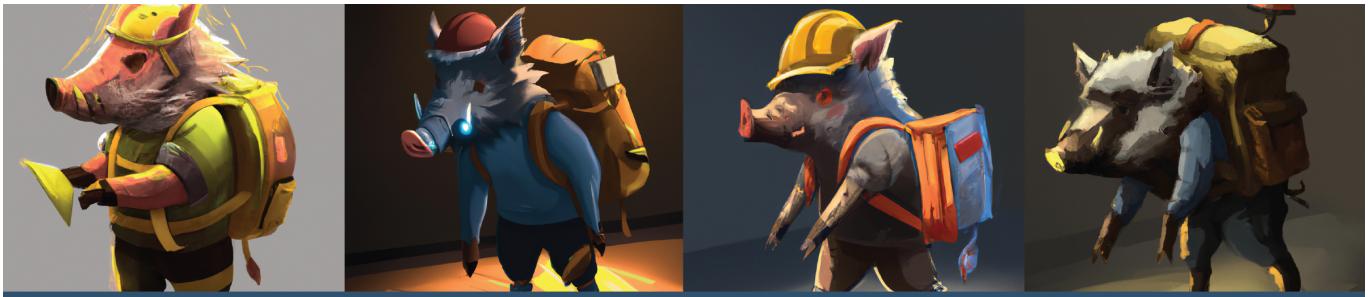
- For the **Certified User**, Unity uses a certificate portal created by [Certiport](#). Certiport is a company that helps Unity manage their Certified user trajectories. For these pathways I've included the PDF files, if you're curious you can explore details from [Certiport here](#).
- For the **Certified Associate**, Unity uses Pearson VUE Test Centers.

Unity Certified User Unity Certified Associate

-
- | | |
|---|---|
| <input type="checkbox"/> Programmer Track | <input type="checkbox"/> Game Developer Track |
| <input type="checkbox"/> Artist Track | <input type="checkbox"/> Programmer Track |
| <input type="checkbox"/> VR Developer | <input type="checkbox"/> Artist Track |
-

UNITY LEARN DETAILS

Details...



A boar wearing a backpack and a hardhat with a light looking for the loot, digital art

PULSE Basic 'B'

The basic B is broken out into the low-stake, medium-stake, and high-stake details as a list and will be customized to your project plan after our first one-on-one meeting.

Low Stake Assignments

- Weekly Exit Ticket: *Complete 9 of them*
- GitHub Profile Setup
- PULSE Agreement Check-in Num.1: *Appointment Details*
- PULSE Agreement Check-in Num.3: *Appointment Details*
- Student Questionnaire

Medium Stake Assignments

- GDD Creation
- Create your Unity3D Learning Plan and pick your Certification track
- GitHub Project Generation from John's Template
- 1. Game Design Program Patterns: *Program Pattern Details*
- 2. Game Design Program Patterns: *Program Pattern Details*
- 1. Optional Medium Stake Assignment: *OMSA Details*
- 2. Optional Medium Stake Assignment: *OMSA Details*

High Stake Assignments

- End project Presentation, experience compiles and runs on device
- Completion of your Unity Learning Plan and report on certification trajectory
- Attend One Unity Live Learning Presentation and/or Unity Unite Presentation



A giraffe wearing a backpack and a hardhat with a light looking for the loot, digital art

PULSE Advanced 'A'

Included everything from the [basic B](#) but includes the following additions

Additional Low Stake Assignments

- GitHub Training: Pick one, 1.) Extension of GitHub Pull Requests or 2.) Resolve Merge Conflicts
- Communication Training: Pick one, 1.) Markdown, 2.) GitHub Pages, 3.) GitHub Actions
- Weekly Exit Ticket: *complete 3 more for a total of 12*
- PULSE Agreement Check-in Num.2: *Appointment details*

Additional Medium Stake Assignments

- 3. Game Design Program Patterns: *Program Pattern Details*
- 4. Game Design Program Patterns: *Program Pattern Details*
- 3. Additional Optional Medium Stake Assignment: *OMSA DETAILS*
- 4. Additional Optional Medium Stake Assignment: *OMSA DETAILS*

Additional High Stake Assignments

- End project Presentation, experience compiles and runs on device, *experience aligns to your GDD*
- Create your own Unity Package and host it on GitHub