



My Unity Learning Action Plan

1. Ultimate Unity Goal

Set the goal of what you ultimately want to create and do with Unity. This can be big or small. Your goal could be to make a game, to create an application, to get a job using your Unity skills, it can be more than one goal. There is no right or wrong answer!

My Goals
I want to create Extended reality apps that are usable in the medical field, such as rehabilitation and diagnosis.

2. Self-Assessment

Before you create your plan to learn Unity so you can meet your goal, here are some questions to ask yourself as you map out your approach to learning and identifying how you will dedicate the time:

- Where do you feel your skills are at right now with Unity?
 - For now, I am just a beginner. I already have coding skills, but I want to learn how to better apply them to Unity. I consider myself to have little to no experience in 2D or 3D art.
- What Unity skills do you need to learn? It's okay if you don't know yet - that's what the Unity Learn Platform and Learning Pathways is here to help with!
 - For starters, UI/UX programming, 2D and 3D modeling. I will see for other skills I need to learn afterwards.
- How and when will you set aside time to learn Unity?
 - When I am not at either work or at school, preferably on week-ends.
- What are your strengths - for example, What advantages do you have that others don't have (for example, skills, certifications, education, or connections)? What do you do better than anyone else? What do other people see as your strengths?
 - At least for now, programming, I am certified in calculus and programming. I think I am really good at self-learning.
- Who can you connect with to get feedback on your creations and learning goals?
 - For now, I may have a teacher in my school who is overseeing the AR/VR program who can help give me feedback.

3. Action Plan to Reach Ultimate Goal

An action plan helps you identify the resources and skills you need to reach your Ultimate Goal, and to set a time frame for doing so. Answer the following questions for each time frame and add action items to get you on your way. As you fill out your plan, consider the following:

- What you can do now and what you want to be able to do in, for example, 30-60-90 days.
 - At least for now, I can create short animations with existing assets in real time and simple scripts. I want to be able to do more complex scripts and a little AI within the next 30 days, for the next 60 days I want to be able to generate my own assets and simple games, in the next 90 days I want to be able to start the VR pathway.
- The goals above and how the action items will help you meet them.
 - I will dedicate myself to completing the Unity learning pathways and start doing simple projects in dedicated time-slots. I will search for ways to start learning 2D and 3D modeling and look for new tutorials. I will start some projects that start to use VR.
- Key things you learned that you need to practice or where you want to learn more.

- I need to practice my coding skills and learn the best practices for Unity. I also need to practice my creativity.
- Any pain points or skill sets you found challenging and your plans to overcome them.
 - I find artistic creativity to be very challenging.
- Any roadblocks or risks to you successfully following your plan and ideas for how to overcome them.
 - Getting either a new job or to be stuck in mandatory projects that are not related to Unity can be harmful for my pathways.
- Remember to continuously review and iterate your action plan as you learn new skills so you can reach your Ultimate Unity Goal!

My Learning Action Plan

Milestones to reach my goal	Actions I will take to reach my goal	Timeline for each action	Outcome so I know I'm on the right path to reach my goal
1. Learn how to use Unity	Complete the Unity Essentials Pathway	4 weeks - I will spend 5 hours a week learning	I can open Unity, navigate and create projects
2. Learn the best practices of C# for Unity.	Complete the Create with Code course	6 weeks - I will spend 4 hours a week learning	I can create more things and scripts useful for my Unity projects
3. Learn how to create my own models in 3D	Complete the Creative pathway	6 weeks - I will spend 5 hours a week learning	I can model my own 3D and 2D assets and use them in my Unity projects
4. Learn how to work with VR in Unity	Complete the VR learning pathway	6 weeks - I will spend 6 hours a week learning	I will be able to create my first VR project.
5. Learn how to work with AR	Complete the AR tutorials and projects	4 weeks - I will spend 4 hours a week learning	I will be able to create my first AR project
6. Learn how to combine VR and AR to create Mixed Reality	Look for tutorials and create projects to mix AR and VR	6 weeks - I will spend at least 6 hours a week learning	I will be able to create projects that combine AR and VR in Unity
7. Apply the mixed reality to the medical field	Create a new project with MR and combine it with medical images and models	8 weeks - I will spend whatever time I can	I will be able to freely combine MR in Unity to create medical applications and projects