TALLINN UNIVERSITY
TRAINING

CERTIFICATE

No. 36755

Tallinn University
(Reg No. 74000122, notice of economic activity No 172097)
certifies that

ALPIN CAN

born 20.02.2007
has completed in full 52 academic hours
School of Digital Technologies Continuing Education Curriculum
Basics of Game Development
(No. DTC0187)
during the period of 28th July 2025 to 1st August 2025

Tõnu Viik
RECTOR

Anna Kuznetsova
SUMMER AND WINTER SCHOOL PROJECT MANAGER

Tallinn, 01.08.2025

TALLINN UNIVERSITY

ACADEMIC TRANSCRIPT TO CERTIFICATE NO. 36755

1st August 2025

Alpin Can (20.02.2007) has completed School of Digital Technologies' 2 ECTS Continuing Education Curriculum in **Basics of Game Development** - No. DTC0187 during the period of 28th July 2025 to 1st August 2025 52 academic hours, including 30 face-to-face hours, traineeship 0, and the rest being the independent study hours.

Aim of the curriculum: The objective of the course is to gain knowledge and practical skills in order to develop digital games; to   learn to use one game development environment (e.g. Unity).

Learning outcomes: can develop simple digital games, knows the basic functionalities of one game development environment (e.g. Unity).

Content: Game development process, overview of game development tools; introduction to selected environment (e.g. unity); general layout of the working area and tools; recommended workflow; creating game objects; creating gameplay; 2D game creation; animations; physics; UI.

Tutors: Mykhailo Stavrovskyi

Result awarded on completion: pass

By pass and fail assessment a level is given that is either reached or exceeded (pass) or failed (fail).
By grading assessment the following scale is used: A (excellent), B (very good), C (good), D (satisfactory), E (sufficient), F (fail).
* 1 ECTS corresponds to 26 academic hours of student work.

Anna Kuznetsova
Summer and Winter School Project Manager