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# An Introduction to Unity Reading List Cover Letter



## ✦ Rationale:

This reading list gives a highlighted introduction to the Unity Real-Time Development Platform, which is a game engine used to develop real-time 2D and 3D games and simulations. The reading list goes into descriptive depth on the dynamic uses of Unity, how the platform has grown significantly, and how it's been actively used in a variety of industries. This reading list dives into a more developed and fleshed out perspective of the game engine and how it's been chosen over other game softwares for its user friendly experience that allows for both novice and experienced game developers to create polished projects. Throughout this developed reading list, the potential of Unity being able to become a new digital technological resource to create supplementary resources for education and virtual learning is discussed in detail. Research studies point out that the elements found within games are able to foster engagement due to these aspects of design influencing a higher curiosity level, challenge, and gives users a sense of euphoric fantasy when playing games. By using Unity, educators and designers can step into the world of game development and further investigate the different options they have to exercise their skills in creating gamified learning opportunities for their students.