ilaria
Digital School



TRAINING FOR ORGANISATIONS

Game Developer Pathway

Grow your developers into game developers with Unity, C# and Blender, through one real game built unit by unit, and a regulated UK diploma.

1 stage
about 12 months, one complete diploma

Level 5
OTHM Extended Diploma, regulated by Ofqual

from €2,150
by country, for the full pathway

OTHM Level 5 Extended Diploma in Information Technology (610/2571/9), awarded by OTHM Qualifications, a UK awarding organisation regulated by Ofqual

01

WHAT'S AT STAKE

Why train your staff

Game projects need people who can design, code, connect and ship. Training a developer who already knows your projects lets you build that profile in-house.

Unit after unit, each participant builds the same game: a 3D prototype in Unity, assets from Blender, enemy AI, a database for scores, an online leaderboard with cloud saves and server-side anti-cheat, then a release with a post-mortem.

Starting level

Entry at Level 5: aged 18 or over, a relevant Level 4 qualification in IT or computing, or 21+ with relevant work experience. English at B2 level and first programming experience, in any language. From zero, Stage 1 of our Full-Stack Software Developer Pathway is the route in.

02

THE SKILLS

What your staff will be able to do

01 Design, build, test and ship a complete 3D game with Unity and C#.

02 Engineer game software: architecture, design patterns, automated tests, CI/CD.

03 Model and query SQL and NoSQL databases for scores, saves and inventory.

04 Build and secure a Node.js API with leaderboards and cloud saves protected against cheating.

05 Read players through telemetry, dashboards and playtests.

06 Run a game project like a studio, from pre-production to post-mortem.

What your organisation gets back

The same game runs through all six units. At the end, each participant delivers:

- a playable Windows and WebGL build, with a store-style page
- its game design document and connected architecture
- its online back end: API, database, leaderboard and cloud saves
- a post-mortem and a portfolio

03

THE CONTENT

Programme

Details on ilaria-academy.com/en/course/game-developer-pathway

01 Advanced Systems Analysis and Design
Game design document, scope, UI wireframes, level design, architecture, accessibility.

02 Database Systems
PostgreSQL, indexes and transactions, MongoDB, cloud saves and a ranked leaderboard.

03 Software Engineering
Unity and C#, Blender assets, physics, animation, enemy AI, design patterns, tests.

04 Network Information Systems
REST and JSON, a Node.js API, anti-cheat with JWT and OWASP, Docker and CI/CD.

05 Management Information Systems
Telemetry, player dashboards, playtests, GDPR for games.

06 IT Project Management
Backlog, Kanban and sprints, alpha, polish, release and post-mortem.

04

HOW IT RUNS

How it works

Every company project is built with you. Format, rhythm and schedule are not imposed: we can handle them all, and we adapt them to your organisation.

What we adapt to your organisation

The format

At your premises, remotely or a mix of both: we choose together, according to your staff and your sites.

The rhythm

Full days, half days, short sessions or a longer programme: the schedule follows your staff's workload, not the other way round.

The group

One employee joining an open session, or a group dedicated to your organisation.

The content

Examples, exercises and a running project built on your tools, your data and your challenges.

The steps of a project

1

Scoping

We define the objectives, format, rhythm and schedule with you.

2

Positioning

Each participant takes a positioning interview and test, so the pathway matches their level.

3

Training

Short inputs, hands-on practice and a running project based on your organisation's case.

4

Follow-up

Progress reviews throughout the course, shared with the sponsor.

5

Qualification

Every unit assessed on the work delivered, then the OTHM qualification is awarded.

What HR keeps track of

- Progress reviews throughout the course
- Quote, training agreement, attendance and completion certificates
- Each participant's OTHM results, e-certificate and transcript

Assessment: no exams. Each unit is assessed through its official OTHM assignment, written and practical work based on professional scenarios, marked by the tutor, quality assured internally, then externally verified. One resubmission per assignment as of right.

Our open intakes

Our open intakes run 100% online on Microsoft Teams, live in English: half-day classes Monday to Thursday mornings, Fridays dedicated to coaching.

The stage takes about 12 months over three terms. Every session is recorded, and each participant has individual coaching every week.

05

THE OFFER

Formats and fees

Open enrolment

Your developers join an open intake.

By country

see the grid below

In-company

An intake dedicated to your organisation.

On request

depending on group and format

Tailored

A pathway adapted to your projects.

On request

depending on the programme

Fees by country

Our fees are adjusted to each country, so that the same programme, the same live classes and the same weekly coaching stay within reach wherever you live.

	Zone A Western Europe, North America, the Gulf, Australia, Japan	**Zone B** South Africa, Algeria, Brazil, China, Türkiye, the Balkans	**Zone C** West and East Africa, Morocco, Tunisia, South Asia
The full pathway	**€3,900**	**€2,900**	**€2,150**

All-inclusive: tuition, live classes, weekly coaching, assessments, awarding body registration and e-certificate. No hidden fees. Pay in full, or in several instalments over your course. Payment in your own currency is possible. Prices in euros, taxes included where applicable.

Next intakes · open sessions

Three intakes a year (January, May, September), next date on request.

Apply at any time and join the next intake: free English placement test, admission interview, then a positioning test that confirms the entry level.

Payment

As of 31 October 2026

Payment plans Pay in full or in several instalments over the course, in your own currency if needed.

Our admissions team goes through fees and payment plans with you, with no obligation.

06

BEFORE YOU START

Questions to ask yourself

Which game or interactive projects do you want to staff in-house?

Which developer already has first programming experience and a Level 4 base?

Does anyone need Stage 1 of the Full-Stack pathway first?

How much time a week can they give to the course over a year?

Who will review their game builds inside your organisation?

Next steps

01

A 30-minute call

The target role, the employee's profile, the right rhythm.

02

Placement test, interview and quote

English check and admission interview for each participant.

03

Intake

Start at the next intake: January, May or September.

ilaria
Digital School

GAME DEVELOPER PATHWAY

Let's talk about your project

formations@ilaria-academy.com