

SCHOOL OF IT INTERNATIONAL

Game Development Courses Brochure

Live, 1-on-1 online training in game development — Unity & C#, Unreal Engine & C++, and Pygame & Python, starting from an entry-level programming foundation.

Entry-Level Programmer

Unity & C#

Unreal & C++

Pygame & Python

School of IT International (Pty) Ltd

Somerset West, Cape Town, South Africa · schoolofit.co.za

Entry-Level Programmer

A foundational programming course — choose one language (Java, Python, or C++) as your entry point. Ideal for aspiring programmers, and for team leads, product managers and project managers who want to understand development terminology and processes. 1-on-1 online training with a real lecturer.

● Flexible hours

● Commence anytime

● 1-on-1 online with a real lecturer

Learning Objectives

Covered over 10 hours.

- 1 Understand fundamental terms and definitions
- 2 Understand programming logic and structure
- 3 Introduce literals and variables into code and use different numeral systems
- 4 Choose operators and data types adequate to the problem
- 5 Perform Input/Output console operations
- 6 Control Flow — conditional blocks, loops, iterations and data collections

Pricing

COURSE PRICE

R13,900

Full payment before commencement (no payment plan)

Course Duration & Format



Duration

10 hours — maximum completion time



Payment

Full payment only (no payment plan)



Mode

1-on-1 online, real lecturer, flexible scheduling



Certificate

Certificate of Completion included

Career Prospects

◆ Junior Software Developer

◆ Data Analyst (entry)

◆ QA Tester (entry)

◆ Technical Product Manager

◆ Development Team Lead

Typical entry-level programming salary (South Africa)

R180k – R380k / yr



International exam(s) (optional, ~1): contact us to confirm current fee. School of IT handles booking & admin if you choose to sit one.

 Get job-ready skills — start your Entry-Level Programmer course today.

Enrol Now →

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Somerset West, Cape Town, South Africa

Game Development: Unity & C#

Unity is a tool that allows you to accomplish different types of tasks related to the game production process, providing a 2D and 3D platform to create video games. Unity's ease of use means you don't need to start from scratch. 1-on-1 online training with a real lecturer.

● Flexible hours

● Commence anytime

● 1-on-1 online with a real lecturer

Prerequisite: Intro C# course (or the Entry-Level Programmer course with C#).

🎓 Learning Objectives

Covered over 120 hours (~6 months).

- 1 Build your own projects using C# in Unity
- 2 Navigate the Unity interface and interpret the basics of the API
- 3 Iterate with prototypes, debugging, and solving programming challenges
- 4 Create and program a finite state machine
- 5 Build complex games using C# in Unity
- 6 Build a game for publication, with a solid understanding of end-to-end game production

💰 Pricing

COURSE PRICE

R65,400

Payment plan: 6 payments of R10,900 per 20 hours

📚 Course Duration & Format



Duration

120 hours (~6 months) – maximum completion time



Payment

Payment plan available: R10,900 × 6 payments



Mode

1-on-1 online, real lecturer, flexible scheduling



Certificate

Certificate of Completion included

💼 Career Prospects

◆ **Unity Game Developer**

◆ **C# Games Programmer**

◆ **Game Designer**

◆ **Interactive Media Developer**

◆ **Mobile Game Developer**

Typical Unity Developer salary (South Africa)

R320k – R650k / yr



International exam(s) (optional, ~6): contact us to confirm current fee. School of IT handles booking & admin if you choose to sit one.

🚀 Get job-ready skills — start your Game Development: Unity & C# course today.

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Game Development: Unreal & C++

Unreal Engine is a C++ video game engine based on the Unreal Tournament game series. Game engines like Unreal take the 'grunt work' out of developing a video game — established tools for lighting, physics, and modelling let developers focus on graphics and gameplay. 1-on-1 online training with a real lecturer.

● Flexible hours

● Commence anytime

● 1-on-1 online with a real lecturer

Prerequisite: Intro C++ course (or the Entry-Level Programmer course with C++).

🎓 Learning Objectives

Covered over 120 hours (~6 months).

- 1 Recreate the process for blocking out a 3D environment
- 2 Edit a blocked-out scene based on testing of pacing and flow
- 3 Use best practices to light a scene to create a believable mood
- 4 Apply post-processing volumes to modify the colour grading and atmosphere of a scene
- 5 Import custom assets into Unreal Engine

💰 Pricing

COURSE PRICE

R65,400

Payment plan: 6 payments of R10,900 per 20 hours

📚 Course Duration & Format



Duration

120 hours (~6 months) — maximum completion time



Payment

Payment plan available: R10,900 × 6 payments



Mode

1-on-1 online, real lecturer, flexible scheduling



Certificate

Certificate of Completion included

💼 Career Prospects

◆ Unreal Engine Developer

◆ C++ Games Programmer

◆ Technical Artist

◆ Level Designer

◆ 3D Environment Artist

Typical Unreal Developer salary (South Africa)

R350k – R700k / yr



International exam(s) (optional, ~2): contact us to confirm current fee. School of IT handles booking & admin if you choose to sit one.

 Get job-ready skills — start your Game Development: Unreal & C++ course today.

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Game Development: Pygame & Python

Pygame is a cross-platform set of Python modules designed for writing video games, including computer graphics and sound libraries built for use with Python. 1-on-1 online training with a real lecturer.

● Flexible hours

● Commence anytime

● 1-on-1 online with a real lecturer

Learning Objectives

Covered over 60 hours (~3 months).

- 1 **Module 1: Introduction to Python — Python overview, application of Python, installation**
- 2 **Module 2: Basics of Python — variables, data types, lists and loops, conditional statements, tuples, object-oriented concepts**
- 3 **Module 3: Introduction to Pygame — overview, installing Pygame, events in Pygame, display, font module**
- 4 **Module 4: Creating Visuals — working with pixels and colour, images in Pygame, drawing objects**
- 5 **Module 5: Moving Objects — frame rate, moving in a straight line, exploring vectors**
- 6 **Module 6: User Inputs — keyboard, mouse and joystick control, moving in a straight line**
- 7 **Module 7: Sound Interaction — storing sound, creating sound effects, playing sounds and music with Pygame**

Pricing

COURSE PRICE

R47,700

Payment plan: 3 payments of R15,900 per 20 hours

Course Duration & Format



Duration

60 hours (~3 months) — maximum completion time



Payment

Payment plan available: R15,900 × 3 payments



Mode

1-on-1 online, real lecturer, flexible scheduling



Certificate

Certificate of Completion included

Career Prospects

◆ Python Game Developer

◆ Indie Game Developer

◆ Educational Software Developer

◆ Junior Games Programmer

◆ Creative Coder

Typical Pygame Developer salary (South Africa)

R260k – R520k / yr



International exam(s) (optional, ~2): contact us to confirm current fee. School of IT handles booking & admin if you choose to sit one.



Get job-ready skills — start your Game Development: Pygame & Python course today.

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