Propel STEAM learning through real-time 3D development

Creators, ranging from game developers to artists, architects, automotive designers, filmmakers, and others, are using real-time 3D to realize their visions. Now, **Unity EdLab** makes it easier than ever to bring this technology into your classroom.

With Unity EdLab, you can align to your STEAM learning objectives and teach your high school students how to build their own 3D innovations with Unity – the leading real-time development platform across a breadth of industries.

Unity EdLab features:

→ **Fun, project-based learning**

Students engage in enriching STEAM learning experiences, building their own exciting gaming innovations and more.

→ **A cloud-based platform**

Students and educators can access the Unity platform remotely on most computers with an internet connection, no installation or high-performance hardware required.

→ **Standards-aligned instruction**

Educators can access all of the tools needed to teach Unity with confidence, including computer science and game development lesson plans, tutorials, and student activities.
→ Aligned to ISTE standards and AP Computer Science Principles.

→ **Preparation for high-demand careers**

Keep up with Unity developments and exchange best practices with your Unity school innovator community.

"I'm teaching 21st-century skills including creativity and critical thinking. With Unity, my students can manifest their world with a huge range and breadth in what they can build."

— Yvie Raij, Teacher, Balboa High School

See how Unity is [inspiring the next generation of creators and changemakers.](#)
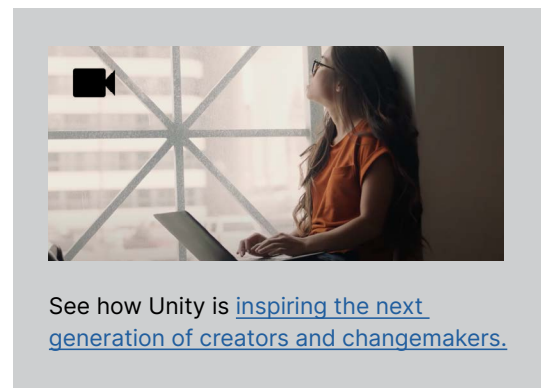
To learn more, visit **unity.com/products/unity-edlab** or contact your local sales representative today.

About Unity Technologies

Unity is the world's leading platform for creating and operating interactive, real-time 3D content. Our platform provides a comprehensive set of software solutions to create and operate interactive, real-time 2D and 3D content for mobile phones, tablets, PCs, consoles, and augmented and virtual reality devices.