



# Unreal Academic Partner Program Overview





Courtesy of BVN REAL

## Introduction

The demand for real-time 3D skills is skyrocketing around the globe, growing over six times faster than the job market overall according to a [2019 report by Burning Glass Technologies](#). As the application of real-time 3D technology expands beyond traditional video game design and development into disciplines like architecture, engineering, and construction (AEC), automotive and industrial design, broadcast, film, live events, simulation, training, and visual effects; more and more employers are seeking designers, developers, and artists with these skills.

Across the world, passionate and experienced educators have brought these skills into structured learning environments, helping students to enter the next-generation workforce. Epic Games recognizes, promotes, and empowers these educators and their institutions through the **Unreal Academic Partner Program**.

## Purpose

The Unreal Academic Partner Program recognizes universities and schools that have committed to providing high-quality educational opportunities with an experienced faculty, proven curricula, sufficient facilities, and resources to create positive outcomes for students with a variety of personal growth and career objectives. Being an Unreal Academic Partner means that Epic will empower you, so you can ensure your students are prepared for an evolving and highly competitive job market with transferable skills that increase their potential in a globalized economy.

# Benefits

## Benefits\* for Unreal Academic Partners:

- Use of the Unreal Academic Partner designation and logo
- Inclusion on our Academic Partner page, including your school's logo, location, a description of your related educational offering, and link to your program's website

### You may also receive:

- Advanced registration opportunities for limited-availability educational events and training
- Advanced information on internships and hiring events
- Featured promotion through Epic online channels

# Eligibility Criteria

## To become an Unreal Academic Partner, you must meet these minimum requirements:

- Accredited academic institution or approved school
- Unreal Engine and/or Twinmotion have been a part of your structured curriculum for a minimum of one year
- Courses using Unreal Engine/Twinmotion are led by an experienced faculty
- Educational offerings exhibit quality and effectiveness
- Comply with Epic's requests for information concerning your related educational offerings
- Provide Epic feedback on our products, instructional resources, and learning content
- Maintain faculty expertise for Unreal Engine/Twinmotion-related courses, and sufficient facilities and resources to support quality academic outcomes and your students' future success

# Application Process

If you meet the minimum requirements, we invite you to fill out this [online form](#). We will review your submission and if notified, we will contact you to complete your application.

We hope to have the pleasure of partnering with you in the future, and we wish you the best throughout the application process!