{EPITECH}

WINTER SCHOOL 2026

<2026/>

<FROM 5TH TO 16TH JANUARY 2026
CREATE YOUR DREAM GAME !/>

<10 DAYS
1 PROJECT
6 ECTS>

Game Development with Unreal Engine 5

Application deadline: November 14th

ARE YOU PASSIONATE ABOUT VIDEO GAMES? WANT TO BECOME A GAME DEVELOPER?

Immerse yourself in the exciting world of game development and build your very own from scratch, at Epitech in Berlin!

Join the Epitech Winter School 2026 and dive into an intensive 2-week journey where you'll learn how to create your own video game from scratch.

Hosted at Epitech's Berlin campus, this hands-on program is designed for international students who are passionate about technology, creativity and innovation.

Through project-based learning, you'll develop technical and teamwork skills while experiencing Epitech's unique approach to computer science education.

Whether you're a beginner or have some coding experience, this program will empower you to explore game development in a dynamic and international environment — all while discovering one of Europe's most vibrant tech hubs.

General Information

Language of Instruction: English
Duration: 10 days (6 working days, 4 rest/cultural/free days)
Who should apply: Beginners in Unreal Engine, basic programming knowledge recommended
Software and tools: Unreal Engine 5, Blueprint Visual Scripting, Quixel Megascans, Starter Content

AGENDA

<Step 1: Introduction to Unreal Engine 5/>

- Launching and navigating the UE5 interface
- Understanding the World Outliner, Content Browser, and Viewport
- Creating a new third-person project from template
- Importing and organizing assets
- Introduction to Blueprint scripting: Creating and connecting Blueprints, Variables, Events, and Functions
- Creating first interactive actor (e.g., light that turns on with key press)

<Step 2: Character & Environment Logic/>

- Player controller customization (walk speed, jump height, sprint toggle)
- Camera setup (third person vs top-down variations)
- Creating a basic level with modular assets
- Collision and trigger volumes
- Interacting with the world: Opening a door with a switch , Picking up an object
- Blueprint communication (Level Blueprint vs Actor Blueprint)

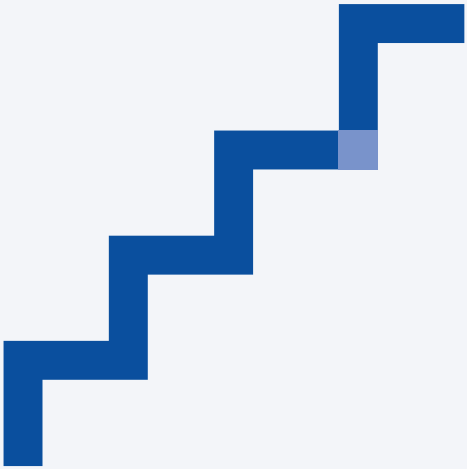
<Step 3: User Interface and Game Feedback/>

- Introduction to UMG (Unreal Motion Graphics)
- Creating and displaying: Health bar, Interaction prompts , Score counter or collectible UI
- Event-driven UI updates
- Adding audio feedback: Background music,Sound cues on interaction
- Creating a main menu with Start/Quit options

<Step 4: Project Design & Production Start/>

- Short game design lecture: scope, pacing, feedback loop
- Teams form and pitch their mini-game concepts
- Defining core mechanics and milestones
- Start of actual development: Building layout , Implementing base movement and camera logic , Placing interactive Blueprints in the level

OUTLINE:



<Step 5: Development Sprint 1/>

- Completing core gameplay loop: Objective system (e.g., collect all tokens to open exit)
- Win/Lose conditions
- Adding intermediate features: Timed challenges or light puzzle logic, Opening gates with a sequence of switches
- Sound and UI polish
- Light debugging and peer test
- Material instances and decals
- Sound design tips with MetaSounds

<Step 6: Development Sprint 2/>

- Finalizing level layout and visual polish
- Adding: Lighting setup (directional + point/spot lights) , Post-process volumes, Polish on animation (Blendspaces, Montages if needed)
- Scripting transitions (title screen, level loading, game over)

<Step 7: Testing and Finalization/>

- Peer testing rotation: students play and give feedback
- Bug fixing and final UI/sound polishing
- Creating an end screen and credits
- Packaging the project for Windows (Shipping configuration)
- Preparing a short presentation of the project

<Step 8: Demo Day/>

- Public presentation (in small groups)
- Pitch + live demo per team

PRACTICAL INFORMATION

ADMISSION REQUIREMENTS

Computer Science or Information Technology Background: Applicants should possess a background in Computer Science or Information Technology. Ideally, candidates should have basic programming skills, with a minimum of one year of experience in programming.

English Proficiency: Acceptable English proficiency levels include CEFR B2, IELTS 5.5/6, TOEIC 600, or TOEFL IBT 65 or attestation from their home university validating their proficiency in English.

Participants must bring a laptop – all other devices and software will be provided by Epitech.

WHEN?

From January 5th to January 16th, 2026 (2-week program).
Application deadline – November 14th 2025

HOW MUCH?

- Standard fee (non-partner universities): €2,300
- Affiliated Students: €2,100
- Local students (no accommodation, no German classes): €1,300

If you're studying at one of Epitech's 128 partner institutions, check with your international office to see if a collaboration with Epitech already exists and whether you're eligible for the discounted rate.

WHAT YOU GET?

Certificate: Students will receive a certificate granting them the equivalent of 6 ECTS

All-inclusive Program: The fee covers all courses, housing, breakfast and lunch on weekdays, German language courses, all cultural activities & trips, a farewell party, a 2-week Berlin transport pass and more!

WANT TO KNOW MORE?

Visit and apply below

Find us online

PROGRAM LOCATION:

Fasanenstraße 86, 10623 Berlin, Germany

CONTACT:

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