

Unreal Engine Taxonomy for Learning Paths



Purpose

The demand for 3D graphics skills is growing rapidly across industries such as construction, film, and auto. New roles related to these skills are emerging all the time.

As the roles of Unreal Engine learners increasingly diversify, so do their particular information needs.

To meet those needs, Unreal Engine is building out Learning Paths to guide these users through learning materials.



Approach

A taxonomy for Unreal Engine components and processes is the basis for unifying materials across sources.

Relating this taxonomy with learning skills through ontology strengthens paths, and connects users in emerging roles with the learning materials they need.



Value

- 107 Learning Skills defined
- 847 pages of documentation from 31 areas reviewed
- 375 documentation pages identified as Beginner
- 625 terms for Unreal Engine Taxonomy built in Pool Party
- 16 proposed ontology classes for the Unreal Engine

