INVENTATEQ
LEARN SKILLS • GET PLACED

# MASTER VIRTUAL REALITY GAME DEVELOPMENT FOR KIDS
## COURSE With Placement

Build In-Demand Professional Expertise with Real-Time Hands-on Virtual Reality Game Development For Kids Training

**BEST RATED ON TOP PLATFORMS**

Google Reviews ★★★★★ · Trustpilot ★★★★★ · Sulekha ★★★★★

**COURSE BENEFITS**

- 100% Practical & Real-Time Hands-on Labs
- End-to-End Capstone Implementation Projects
- Industry Recognized Certification Preparation
- 100% Dedicated Placement Support in MNC's & Mock

| 15+ | 500+ | 25K | 15K |
|---|---|---|---|
| YEARS OF EXCELLENCE | HIRING PARTNERS | STUDENTS TRAINED | STUDENTS PLACED |

Chat on WhatsApp
**FREE** Career Counselling
+91 85500 00909

YOUR FUTURE
**STARTS HERE !**

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## ARE YOU FACING THESE CHALLENGES ?

TOO MUCH THEORY
NO PROJECTS
SKILL GAP
NO GUIDANCE
?

- Still searching for your first job after graduation?
- Worried about the Gap? And don't know how to start your career?
- Stuck in a low-salary job? and seeking for better growth opportunities?
- Fear of switching to an IT career from a non-IT background
- Not getting interview calls despite applying to 100+ jobs?

### How Inventateq Helps You

**Waiting Ends. Careers Begin.**
Build job-ready skills. Start applying with confidence.

**Turns Gaps into Comebacks**
Close skill gaps. Rebuild your career

**Break Free. Move Forward**
Learn in-demand skills. Take your next career step.

**Doubt Out. Confidence In.**
Practice real skills. Walk into interviews prepared.

**Turn Rejections into Chances**
Turn every setback into skills employers value.

**Be Smart Learn AI**
Learn AI tools. Work smarter. Stay updated

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## ABOUT INVENTATEQ

Inventateq is a leading IT training and placement company committed to transforming learners into Industry ready professionals

**Our Mission**
To deliver high-quality education, practical slots and career opportunities that empower individuals to achieve their dreams

**Our Vision**
To be a globally recognised training company known for innovation, quality and impactful learner outcomes.

### Why Thousands Choose Inventateq?

| 15+ | 500+ | 25,000+ | 15,000+ |
|---|---|---|---|
| Years of Excellence | Hiring Partners | Students Trained | Students Placed |

### We Collaborate With

Deloitte. · Capgemini · amazon · HCL · Tech Mahindra

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## WHY LEARN VIRTUAL REALITY GAME DEVELOPMENT FOR KIDS ?

Enterprises worldwide are actively hiring certified Virtual Reality Game Development For Kids professionals to drive critical business operations, digital transformation, and modernization.

**CAREER SCOPE OF VIRTUAL REALITY GAME DEVELOPMENT FOR KIDS**

**Exponential Industry Demand**
Rapid enterprise adoption across global IT firms, MNCs, and technology centers

**Premium Salary Compensation**
Command competitive compensation packages with rapid growth milestones

**Cross-Industry Opportunities**
Versatile skill set applicable across technology, consulting, finance, and core sectors

**Future-Proof Career Growth**
Long-term job security supported by ongoing digital modernization and tooling investment

**Global Certification Pathways**
Direct alignment with recognized industry certifications to validate your competence

**Worldwide Job Prospects**
Open doors to roles in major Indian tech hubs as well as international remote positions

INDUSTRY-RECOGNIZED CERTIFICATION

INVENTATEQ
CERTIFICATE
OF ACHIEVEMENT
Gaurang Ahirwar
ISO
SIGNATURE

QR Verified · Globally Valid · ISO 9001:2015

**Early Technology Foundations. Creative Problem-Solving. Future-Proof Skills.**

Average Junior VR Developer Salary in India

**₹4.5 LPA – ₹12 LPA**

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## WHY INVENTATEQ ?

Because we have placed over 15,000+ students and we can place you as well

**STUDENT PLACEMENTS**

- 100% Placement Assurance Support
- 500+ Top Tech Hiring Partners
- Resume & LinkedIn Optimization
- Industry Mock Technical Interviews
- Unlimited Interview Calls Until Placed

**COURSE & PLACEMENT VIDEOS**

**Student Genuine Feedback**
Inventateq Reviews & Student Genuine Feed...
Inventateq Bangalore Reviews
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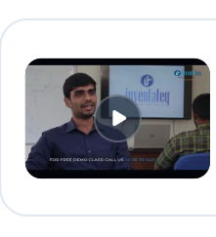
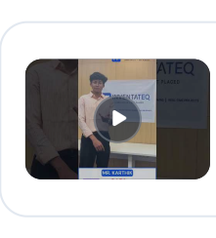


**Practical Training Success**
Web Development Training in Bangalore, UI UX...
Industry Tech Career
Watch Video



**Placement Story**
A degree can open doors. But the right skills...
Campus to MNC Offer
Watch Video

**Interview Skills & Growth**
Free Interview Skills Development Classes for...
Free Student Masterclass
Watch Video

> **At Inventateq, Your Success is Our Mission !**

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## GUARANTEED PLACEMENT SUPPORT

We don't just teach, we prepare you for the real world!

- Aptitude Training
- Technical Training
- Mock Interviews
- HR Interview Preparation
- Resume Preparation
- Cover Letter Preparation
- LinkedIn Profile Optimisation
- Job Portal Access
- Placement Drives & Hiring Events

**OUR RECRUITMENT PARTNERS**

TATA · Infosys · wipro · Capgemini · Tech Mahindra · LARSEN & TOUBRO · HCL TECH · accenture

### OUR PLACEMENT STATS

Our placement record reflects consistent growth, with students securing opportunities across leading companies in diverse industries.

| 15,000+ | 500+ | 95% | 6 LPA |
|---|---|---|---|
| Students Placed | Companies Hired | Placement Ratio | Average Package |

Check Most Recent Placements

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## CAREER PROGRESSION

Job responsibilities, technical competency and portfolio evidence for each role.

| ROLE PATHWAY | TYPICAL RESPONSIBILITIES | PORTFOLIO PROOF |
|---|---|---|
| **Junior Virtual Coder** | Manage core Virtual Reality tasks, configure tooling, and support delivery. | Practical Virtual Reality setup files, exercise scripts, and documentation. |
| **Creative Virtual Builder** | Build practical Unity workflows, implement features, and resolve issues. | Functional Unity modules, workflow configs, and practical deliverables. |
| **Young Virtual Innovator** | Lead VR Development technical delivery, design solutions, and set standards. | Complete VR Development capstone artifacts, technical blueprints, and reports. |

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## SKILLS ROADMAP

Progress from core foundations to production-ready enterprise workflows.

| MILESTONE | PRACTICAL OUTPUT | REVIEW EVIDENCE |
|---|---|---|
| **Milestone 1 (Foundations)** | Master fundamental Virtual Reality concepts, environment setup, and tools. | Configured Virtual Reality workspace and verified practice exercises. |
| **Milestone 2 (Implementation)** | Develop practical Unity workflows and functional domain modules. | Working Unity project modules and validated practice outputs. |
| **Milestone 3 (Advanced Workflows)** | Implement advanced VR Interactions features, integrations, and optimizations. | Validated VR Interactions configurations and technical review outputs. |
| **Milestone 4 (Production Capstone)** | Deliver an end-to-end VR Development capstone project and technical review. | Complete VR Development project portfolio artifact and defense. |

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## DETAILED MODULE PLAN

8 in-depth modules • 3 Months Duration • Hands-on practical training

### 1 Session 1: Introduction to Virtual Reality

- What is Virtual Reality (VR)?
- How VR Games Work
- Exploring Popular VR Games
- VR Safety Guidelines
- Getting Started with VR Development

**GUIDED LAB**
Log in to the system, practice basic navigation, and complete your first Virtual Reality (VR) exercise.

**INTERVIEW & ASSESSMENT**
Explain what Virtual Reality (VR) is used for and why many companies choose it in simple words.

### 2 Session 2: Game Design Basics

- What Makes a Fun Game?
- Storytelling and Game Ideas
- Characters and Environments
- Game Rules and Objectives
- Designing Simple Game Levels

**GUIDED LAB**
Build a simple decision script that checks user input and repeats actions automatically.

**INTERVIEW & ASSESSMENT**
Explain when to use loops versus if-else conditions in simple words.

### 3 Session 3: Introduction to Unity

- Unity Interface
- Creating a New Project
- Navigating the Scene View
- Adding Game Objects
- Basic Project Organization

**GUIDED LAB**
Build a simple decision script that checks user input and repeats actions automatically.

**INTERVIEW & ASSESSMENT**
Explain when to use loops versus if-else conditions in simple words.

### 4 Session 4: Building a VR World

- Creating 3D Environments
- Adding Objects and Assets
- Lighting and Materials
- Simple Physics
- Player Movement

**GUIDED LAB**
Build a simple decision script that checks user input and repeats actions automatically.

**INTERVIEW & ASSESSMENT**
Explain when to use loops versus if-else conditions in simple words.

### 5 Session 5: VR Interactions

- Object Selection
- Picking Up and Dropping Objects
- Buttons and Interactive Elements
- Scoring System
- Basic Animations

**GUIDED LAB**
Build a simple decision script that checks user input and repeats actions automatically.

**INTERVIEW & ASSESSMENT**
Explain when to use loops versus if-else conditions in simple words.

### 6 Session 6: Coding for Kids

- Introduction to C# Basics
- Variables and Simple Logic
- Conditions and Loops
- Simple Scripts in Unity
- Making Objects Interactive

**GUIDED LAB**
Build a simple decision script that checks user input and repeats actions automatically.

**INTERVIEW & ASSESSMENT**
Explain when to use loops versus if-else conditions in simple words.

### 7 Session 7: Sound & Effects

- Adding Background Music
- Sound Effects
- Particle Effects
- UI Elements
- Game Polish

**GUIDED LAB**
Build a simple decision script that checks user input and repeats actions automatically.

**INTERVIEW & ASSESSMENT**
Explain when to use loops versus if-else conditions in simple words.

### 8 Session 8: Create Your Own VR Game

- Build a Mini VR Game
- Testing and Debugging
- Improve Gameplay
- Present Your Project
- Certificate Project Showcase
- Tools Covered
- Unity
- Unity XR Toolkit

**GUIDED LAB**
Build a simple decision script that checks user input and repeats actions automatically.

**INTERVIEW & ASSESSMENT**
Explain when to use loops versus if-else conditions in simple words.

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## REAL-WORLD PORTFOLIO PROJECTS

Practical industry scenarios, tools applied, and demonstrable project outcomes.

### Project 1: Build a Mini VR Game

**What it is:** Set up the core Virtual Reality environment and configure essential business settings.

**What you do:** Initialize base configurations, create clean templates, and verify workflow controls.

**Tools used:** VR Development, Virtual Reality, Virtual Reality VR

**Project outcome:** Working project foundation configured and tested according to best practices.

### Project 2: Testing and Debugging

**What it is:** Build practical Unity modules to handle everyday business operations.

**What you do:** Create core functional components, validate input data, and prevent common errors.

**Tools used:** VR Development, Unity, Unity Interface

**Project outcome:** Functional business module ready to run and demo with zero manual errors.

### Project 3: Improve Gameplay

**What it is:** Connect VR Interactions with Object Selection to automate data and team workflows.

**What you do:** Set up automated pipelines, link required services, and run end-to-end tests.

**Tools used:** VR Development, VR Interactions, Object Selection

**Project outcome:** Live automated workflow pipeline documented with clear usage guides.

### Project 4: VR Development End-to-End Capstone

**What it is:** Build a complete, production-ready VR Development project bringing all skills together.

**What you do:** Design, code, test, and document a full project workflow from scratch to launch.

**Tools used:** VR Development, Sound Effects, Adding Background Music

**Project outcome:** Verified capstone project ready to showcase on your resume and interview calls.

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## ASSESSMENT FRAMEWORK

Module tests, practical evaluations, capstone and completion criteria.

| COMPONENT | ASSESSMENT FOCUS | PASS EVIDENCE |
|---|---|---|
| **Module Knowledge Quizzes** | Core Virtual Reality principles, industry terminology, and workflow concepts | Consistent passing score across syllabus unit evaluation tests |
| **Lab Submissions & Practice Reviews** | Hands-on Unity implementation, configuration, and practical exercises | Working lab deliverables satisfying practical evaluation rubrics |
| **Hands-On Mini Projects** | Independent problem-solving using intermediate VR Interactions techniques | Functional project artifacts addressing realistic domain scenarios |
| **Final Production Capstone** | End-to-end VR Development implementation, quality review, and delivery | Complete capstone submission with technical walkthrough review |
| **Technical Mock Viva** | Technical reasoning, troubleshooting approaches, and communication | Successfully defending project decisions in structured mock panels |

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## RESUME, GITHUB & LINKEDIN

Evidence-based resume writing and professional project presentation.

- Creative project gallery of interactive VR Development games, mini-apps, and animations.
- Detailed Virtual Reality diagrams, component specifications, and end-to-end workflows.
- Visual project sheets, live demonstration walkthroughs, and verified functional outputs.
- Project documentation covering Unity setup, configuration steps, and test notes.
- Direct resume bullet points highlighting hands-on VR Development tools and technical outcomes.
- Structured practice for technical interview pitches, walkthroughs, and viva defense.

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## OUR STUDENT

Meet the learners who turned their goals into successful careers through dedication, skill, and continuous growth.

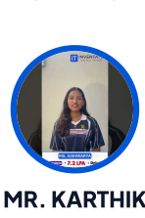
### READ REVIEWS

**MS. SNEHA**
Placed at Wipro (9.5 LPA)

*"The hands-on practical training at Inventateq gave me the exact skills needed to advance my career. The mentors were always available to guide me through complex topics!"*
Course Completed : **Virtual Reality Game Development For Kids Specialist** ★★★★★

**MR. HARSHIT**
Placed at Accenture (11.2 LPA)

*"Inventateq's industry-aligned curriculum and capstone projects set them apart. The mock interviews and placement assistance helped me land my dream offer."*
Course Completed : **Virtual Reality Game Development For Kids Specialist** ★★★★★



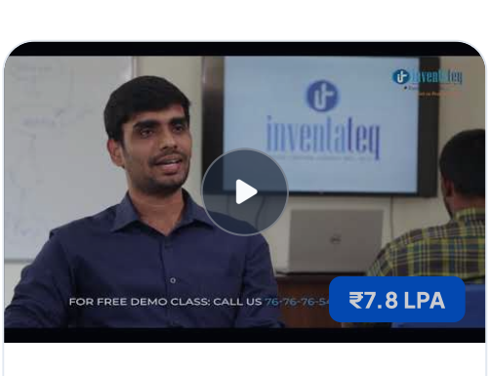
**MR. KARTHIK**
Placed at Capgemini (10.5 LPA)

*"Learning practical enterprise tools with 1-on-1 guidance made all the difference. Having a polished portfolio gave me immense confidence in interviews!"*
Course Completed : **Virtual Reality Game Development For Kids Specialist** ★★★★★

### WATCH VIDEOS

Watch real stories from our students as they talk about their journey, growth, and placement success.

**Inventateq Reviews & Student Genuine Feedback Bangalore**
Course Video 1 • Student Feedback
Watch Story



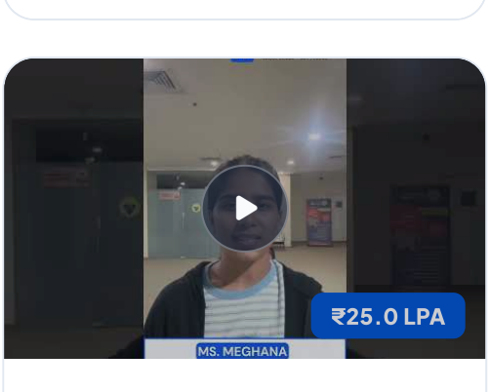
**Web Development Training in Bangalore, UI UX Design Courses with Job Support**
Course Video 2 • Student Feedback
Watch Story

₹9.2 LPA
MR. KARTHIK

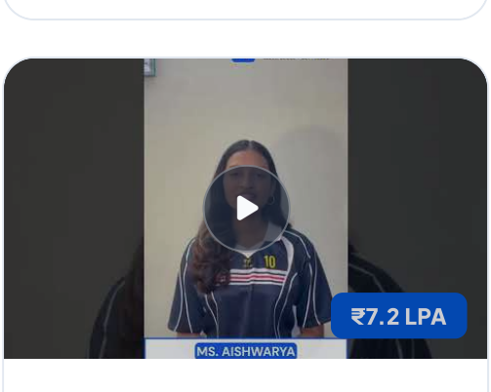
**A degree can open doors. But the right skills can take you further | Inventateq Placement Story**
Course Video 3 • Student Feedback
Watch Story

Classes @ INVENTATEQ.COM
₹6.8 LPA

**Free Interview Skills Development Classes for Freshers & College Students**
Course Video 4 • Student Feedback
Watch Story



**Ms. Meghana Upskilled & Placed at 25 LPA**
Top Offer • Enterprise Consultant
Watch Story



**Ms. Aishwarya Placed for 7.2 LPA Package**
Verified Offer • Software Dev
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## CONTACT US

### JOB HUNTING ENDS HERE

Start your career with **Virtual Reality Game Development For Kids** course that gets your **Dream Job!**

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