

Forum:[Hack Forums](#)

Thread: [Unity/C# question](#)

'Ben - September 9, 2016, 4:18 am

Looking at a course on U-demy which is currently on sale. It's learning to make games in Unity. In the process you learn C#

Say I finish the course, ill be able to make games but is the information I learn transferable to things like applications, site development etc..
or that completely different?

Course is on sale with thousands of reviews from £200 to £20. Might be worth just picking it up for future use

Cammy - September 9, 2016, 4:20 am

(Sep 9, 2016 04:18 AM)Ben??? Wrote: [\[CITE\]](#) is the information I learn transferable to things like applications, site development etc..
or that completely different?

It's focused on Unity so I guess you're going to have to work with maths in C# a lot as well. I'm pretty confident you'll have to follow another course for C# to learn how to write actual applications

'Ben - September 9, 2016, 4:27 am

(Sep 9, 2016 04:20 AM)Cammy. Wrote: [\[CITE\]](#) It's focused on Unity so I guess you're going to have to work with maths in C# a lot as well. I'm pretty confident you'll have to follow another course for C# to learn how to write actual applications

ah ok. I didn't know if what you learned could be used elsewhere

Cammy - September 9, 2016, 4:28 am

(Sep 9, 2016 04:27 AM)Ben??? Wrote: [\[CITE\]](#) ah ok. I didn't know if what you learned could be used elsewhere

Well there are probably some elements that will come back when programming 'normal' applications in C# but if I were you I'd just follow a course that's fully dedicated to C# itself as a language instead of one that is about C# & Unity together.

'Ben - September 9, 2016, 4:41 am

Yeah makes sense. Maybe Ill check it out another time once I know/have a good understanding of C#

Carlsson94 - September 9, 2016, 11:28 am

from my experince the courses on Udemy (warez disallowed) are not worth it.

You can find a lot of good tutorial on unity with C# on their forums and on youtube.

This guy have some good videos: <https://www.youtube.com/user/Cercopithecian>

I'm not a Robot - September 9, 2016, 11:40 am

I wouldn't pay for it either if you want to learn C# I recommend

<http://www.sololearn.com/Course/CSharp/>

It's free and they have brilliant mobile apps for each course they do,

If you want to go down the road of game development I suggest starting with

<https://unity3d.com/learn>

Again it's free and they have loads of tutorials to help get started.

0xBB - September 9, 2016, 3:59 pm

Check out unreal engine 4 's blueprint if coding is an issue.

severos - September 10, 2016, 2:59 am

(Sep 9, 2016 04:28 AM)Cammy. Wrote: [\[CITE\]](#) Well there are probably some elements that will come back when programming 'normal' applications in C# but if I were you I'd just follow a course that's fully dedicated to C# itself as a language instead of one that is about C# & Unity together.

Learning c# from Unity isn't the best idea, they'll teach you very basics and you'll be using Unity stuff only, when you go for real applications there are tons of stuff that are basic but you didn't hear about because they're not Unity stuff.