

AWS Ramp-Up Guide: AWS for Games

For game developers, architects, DevOps administrators, and producers

These are the most salient learning resources from our digital curricula and AWS Lab Environment that that support AWS for Games. This guide is not intended to be consumed entirely. Different sections tackle different objectives. Some resources will be less relevant to you today. The guide will help you decide where you want to start your learning journey, and which step should be your next.

Share your opinion of this Ramp-Up Guide with us!

Learn the Fundamentals of the AWS Cloud			
Learning Resource		Duration (hrs)	Туре
AWS Ramp-Up Guide: Cloud Essentials			Ramp-Up Guide
Getting Started with AWS for Games – Part I	Fundamental	0.9	<u>Digital Training</u>
Getting Started with AWS for Games – Part II	Fundamental	0.5	<u>Digital Training</u>

Game Servers			
Learning Resource		Duration (hrs)	Туре
Game Server Hosting on AWS	Intermediate	1.3	<u>Digital Training</u>
Using Amazon GameLift FleetIQ for Game Servers	Intermediate	1.5	<u>Digital Training</u>
AWS for Games Container Principles	Intermediate	3.9	<u>Digital Training</u>

Cloud Game Development			
Learning Resource		Duration (hrs)	Туре
Introduction to AWS Cloud Game Development	Fundamental	1.0	<u>Digital Training</u>
Amazon EC2 Basics	Fundamental	0.8	<u>Digital Training</u>
Introduction to Serverless Development	Fundamental	0.4	<u>Digital Training</u>
AWS Lambda Foundations	Fundamental	2.0	Digital Training
Getting Started with .NET on AWS	Fundamental	1.5	<u>Digital Training</u>
Getting Started with AWS CloudFormation	Fundamental	0.3	<u>Digital Training</u>
AWS Cloud Development Kit Primer	Intermediate	1.5	<u>Digital Training</u>
Deploying Serverless Applications	Intermediate	1.5	Digital Training
Earn a Cloud Development Learning Badge			Learning Plan

Databases



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Learning Resource		Duration (hrs)	Туре
AWS for Games - Databases	Intermediate	2.0	Digital Training
Introduction to Building with AWS Databases	Fundamental	3.0	Digital Training
Getting Started with Amazon DocumentDB (with MongoDB capability)	Fundamental	1.0	<u>Digital Training</u>
Amazon DynamoDB for Serverless Architectures	Intermediate	2.0	Digital Training
Getting Started with Amazon ElastiCache	Fundamental	1.0	<u>Digital Training</u>
Getting Started with Amazon MemoryDB for Redis	Fundamental	1.0	Digital Training
Getting Started with Amazon Neptune	Fundamental	1.0	<u>Digital Training</u>
Getting Started with Amazon Timestream	Fundamental	1.0	<u>Digital Training</u>
Amazon Aurora MySQL and Amazon RDS MySQL	Intermediate	8.0	<u>Digital Training</u>

Al and Machine Learning			
Learning Resource		Duration (hrs)	Туре
Introduction to Amazon Rekognition	Fundamental	1.2	<u>Digital Training</u>
Machine Learning Terminology and Process	Fundamental	1.0	Digital Training
Introduction to Amazon SageMaker	Fundamental	0.2	<u>Digital Training</u>
AWS Foundations: How Amazon SageMaker Can Help	Fundamental	0.5	<u>Digital Training</u>
\$ Use Amazon SageMaker Canvas to make your first ML Model	Fundamental	1.3	<u>Lab</u>

Additional Resources		
Learning Resource		Туре
Twitch Series: AWS Power Hour Machine Learning	8.0	On-demand Broadcast
Challenge AWS Game Skills: Basic	4+	Game-based Learning
AWS for Games		<u>Webpage</u>
Game Developer Resources		<u>Webpage</u>
Introduction to Scalable Game Development Patterns on AWS		Whitepaper
Serverless Real-Time Analytics for Mobile Gaming		Architecture Diagram
Serverless Notifications for Mobile Games		Architecture Diagram
Build a real-time leaderboard with Amazon Aurora Serverless and Amazon ElastiCache		<u>Tutorial</u>
Build a turn-based game with Amazon DynamoDB and Amazon SNS		<u>Tutorial</u>



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Modeling Game Player Data with Amazon DynamoDB <u>Tutorial</u>

Amazon GameLift <u>Documentation</u>

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