

Game Tech Learning Path

 = self-paced lab


 = intermediate

 = foundational

 = advanced


Optional:


 **AWS Lumberyard Primer**

 **Getting Started with AWS Game Tech**

Compute

 **Game Server Hosting on AWS**

 **Amazon GameLift Primer**

 **Using Amazon GameLift FleetIQ for Game Servers**

  **Game Hosting with Amazon GameLift**

Analytics

 **Data Analytics Fundamentals**

 **Why Analytics for Games**

 **Building an Analytics Pipeline for Games**

