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*)**	**Type**
AWS Ramp-Up Guide: Cloud Essentials		Ramp-Up Guide
Getting Started with AWS for Games – Part I	0.9	Digital Training
Getting Started with AWS for Games – Part II	0.5	Digital Training

Game Servers		
Learning Resource	**Duration (*hrs*)**	**Type**
Game Server Hosting on AWS	1.3	Digital Training
Game Server Hosting on AWS with Amazon EC2	1.2	Digital Training
Amazon GameLift Primer	2.0	Digital Training
Using Amazon GameLift FleetIQ for Game Servers	1.5	Digital Training
AWS for Games Container Principles	3.9	Digital Training

Cloud Game Development		
Learning Resource	**Duration (*hrs*)**	**Type**
Introduction to AWS Cloud Game Development	1.0	Digital Training
Amazon EC2 Basics	0.8	Digital Training
Introduction to Serverless Development	0.4	Digital Training
AWS Lambda Foundations	2.0	Digital Training
Getting Started with .NET on AWS	1.5	Digital Training
Getting Started with AWS CloudFormation	0.3	Digital Training
AWS Cloud Development Kit Primer	1.5	Digital Training
Deploying Serverless Applications	1.5	Digital Training
Introduction to AWS CodePipeline	1.2	Digital Training

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Earn a Cloud Development Learning Badge	[Learning Plan](#)

Analytics

Learning Resource	Duration (*hrs*)	Type
Data Analytics Fundamentals	3.5	[Digital Training](#)
Why Analytics for Games	1.0	[Digital Training](#)
Building an Analytics Pipeline for Games	1.5	[Digital Training](#)
Detect Anomalies in Game Transactions with ML and Sagemaker	0.5	[Digital Training](#)
Introduction to Amazon Elastic MapReduce	0.3	[Digital Training](#)

Databases

Learning Resource	Duration (*hrs*)	Type
AWS for Games - Databases	2.0	[Digital Training](#)
Introduction to Building with AWS Databases	3.0	[Digital Training](#)
Getting Started with Amazon DocumentDB (with MongoDB capability)	1.0	[Digital Training](#)
Amazon DynamoDB for Serverless Architectures	2.0	[Digital Training](#)
Getting Started with Amazon ElastiCache	1.0	[Digital Training](#)
Getting Started with Amazon MemoryDB for Redis	1.0	[Digital Training](#)
Getting Started with Amazon Neptune	1.0	[Digital Training](#)
Getting Started with Amazon Timestream	1.0	[Digital Training](#)
Amazon Aurora MySQL and Amazon RDS MySQL	8.0	[Digital Training](#)

AI and Machine Learning

Learning Resource	Duration (*hrs*)	Type
Twitch Series: AWS Power Hour Machine Learning	8.0	[Digital Training](#)
Introduction to Amazon Rekognition	1.2	[Digital Training](#)
Machine Learning Terminology and Process	1.0	[Digital Training](#)
Introduction to Amazon SageMaker	0.2	[Digital Training](#)
AWS Foundations: How Amazon SageMaker Can Help	0.5	[Digital Training](#)
Detect Anomalies in Game Transactions with ML and Sagemaker	0.5	[Digital Training](#)

$	Use Amazon SageMaker Canvas to make your first ML Model	1.3	[Lab](#)

Additional Resources

Learning Resource		Type
Challenge AWS Game Skills: Basic	4+	[Game-based Learning](#)
AWS for Games		[Webpage](#)
Game Developer Resources		[Webpage](#)
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		[Tutorial](#)
Build a turn-based game with Amazon DynamoDB and Amazon SNS		[Tutorial](#)
Modeling Game Player Data with Amazon DynamoDB		[Tutorial](#)
Amazon GameLift		[Documentation](#)
Game Tech Newsletter		[Explore](#)