Unity Course LMS Upload Instructions

Canvas

1. **Get to the Import Content Page**
    - Create an empty course and give it a name like "Unity Game Development".
    - Select **Settings** from the left sidebar, then in the right sidebar select **Import Course Content**.

2. **Import the course content**
    - For the **Content Type**, select **Canvas Course Import Package** as the content type.
    - For the **Source**, select **Choose File** and select the common cartridge .imscc file you downloaded earlier.
    - For the **Content**, select **All content**
    - Select **Import,** then wait for the entire course to import. This may take a few minutes.

3. Preview your course
- Go back to the course **Home** to preview your course.
- It should look similar to the image below.

Blackboard Learn

1. **Import the course content**
   - Create an empty course and give it a name like "Unity Game Development".
   - Navigate to the **Content** tab for the course
   - Click on the three dots in the upper right corner, select **Import Content**, then **Import course content**.
   - When prompted, select the common cartridge .imscc file you downloaded earlier.
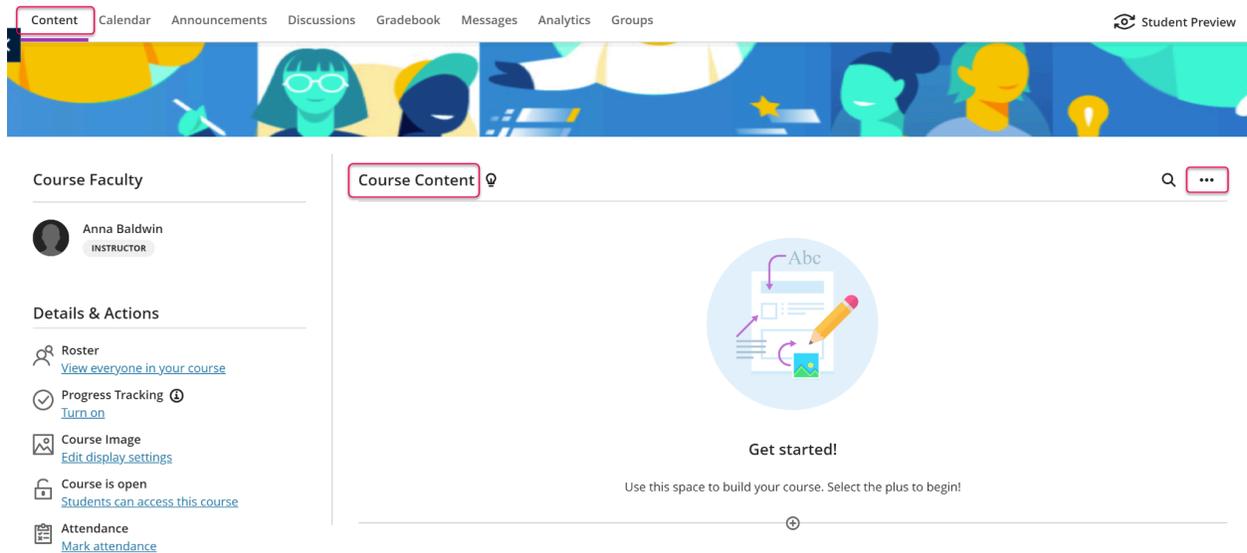
2. **Wait for the content to upload**
   - **Note:** While the vast majority of content imports seamlessly into Blackboard, you may get a notification that there were several "exceptions" to your import. You can disregard these notifications.
   - After the course finishes uploading, it should look similar to the image below.
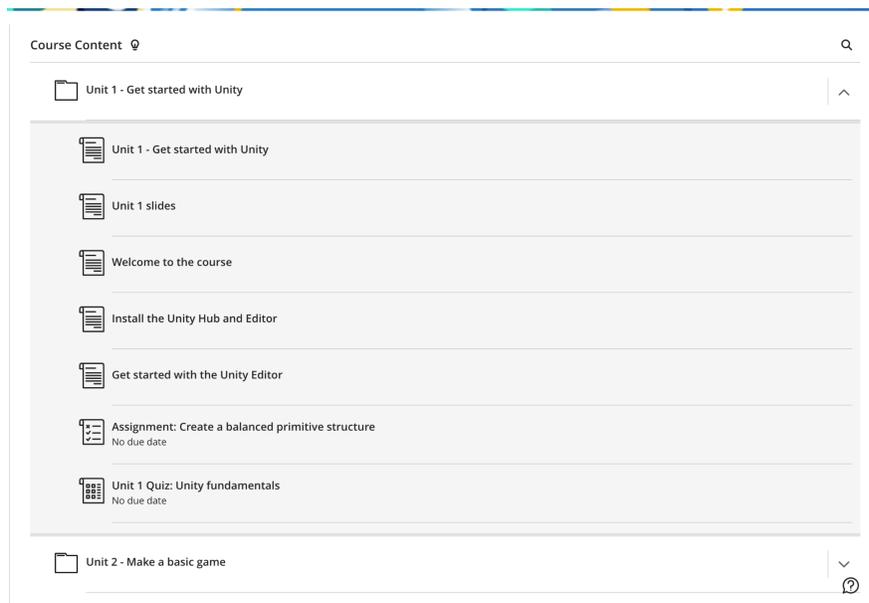
3. **Address outstanding issues**
   - If any images at the top of the content pages do not display, you can find a Unity banner image [here](#) to replace those.
   - Blackboard includes a few extra items with its import by default that are not part of the Unity Game Developer course. We recommend hiding or deleting these:
     - The (blank) extra content page at the top of each unit
     - The Assignments folder at the end of the content list
     - The Discussion Topics folder at the end of the content list
     - The Content Pages folder at the end of the content list
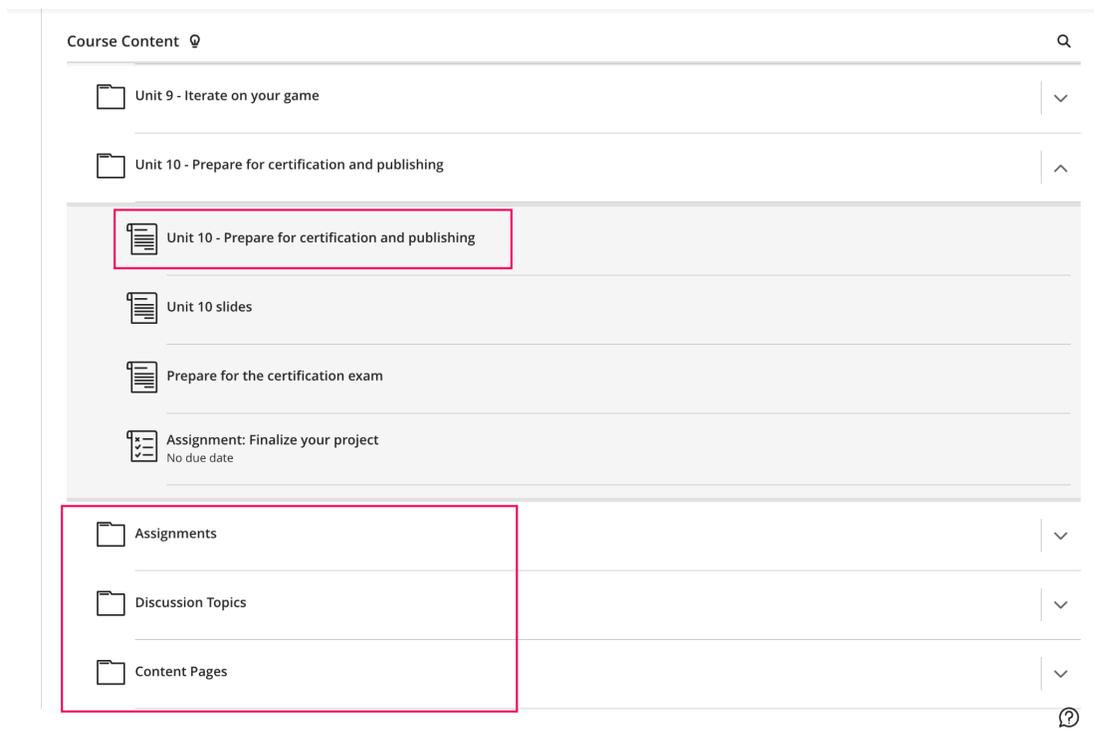
D2L Brightspace

New Content Experience

The following instructions for using Brightspace's [New Content Experience](#). If you are using the old content experience, skip past these instructions.

1. Go to the Import/Export Components page
   - From the top-right corner, select the Admin Tools cog button, then select **Import/Export/Copy Components**
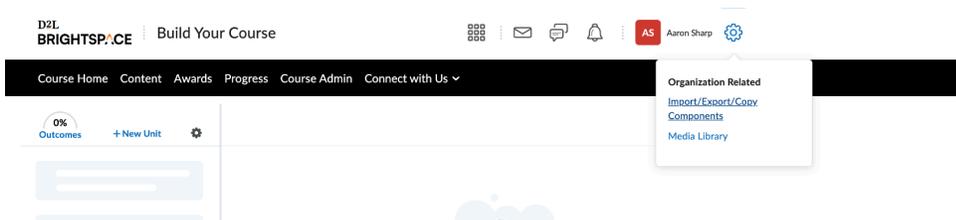
2. Import the common cartridge file
   - Select the **Import Components** button, upload the common cartridge .imscc file you downloaded earlier, then select **Import All Components.**
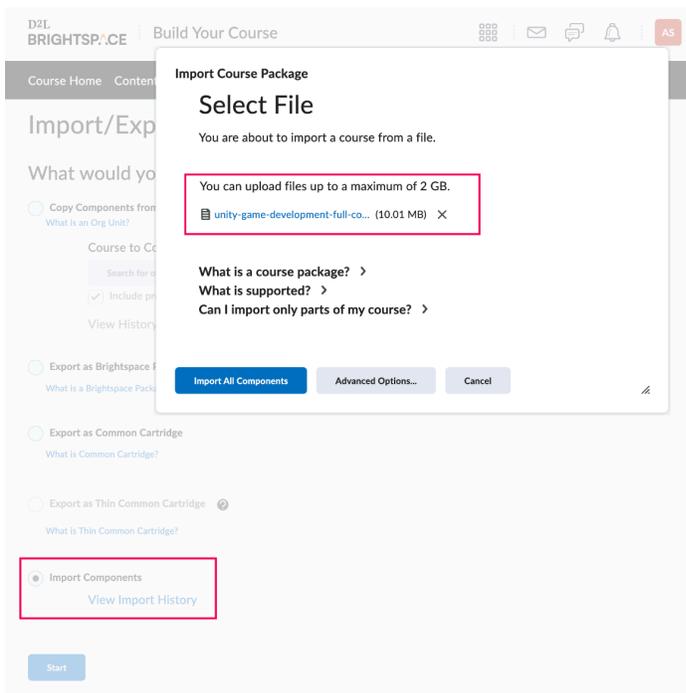
3. Follow the import wizard instructions
   - Continue through the steps to configure your import.
   - When prompted, make sure to **Select All Components.**

Customize Your Course Package (Step 3 of 5)

Select Components to Import

- ☑ Select All Components
  - ☑ **Content** (104 item(s))
    - ⦿ Import all items
    - ○ Select individual items to import
  - ☑ **Discussions** (2 item(s))
    - ⦿ Import all items
    - ○ Select individual items to import
  - ☑ **Assignments** (12 item(s))
    - ⦿ Import all items
    - ○ Select individual items to import
  - ☑ **External Links** (1 item(s))
    - ⦿ Import all items
    - ○ Select individual items to import
  - ☑ **Grades** (22 item(s))
    - ⦿ Import all items
    - ○ Select individual items to import
  - ☑ **Question Library** (113 item(s))
    - ⦿ Import all items
    - ○ Select individual items to import
  - ☑ **Quizzes** (9 item(s))
    - ⦿ Import all items
    - ○ Select individual items to import

Continue   Go Back   Cancel

Advanced Options

4. **Finalize the import**
   - When the process is complete, you should see a window similar to the one below, where you can select **View Content**.

Confirm Your Selections (Step 4 of 5)

Components to

Import Course Package

Importing "unity-game-development-full-course.imscc"

✓ Uploaded → ✓ Converted → ✓ Imported

Your course package was successfully imported!

Check out the contents of your course and make sure everything is good to go.

View Processing Logs

View Content   Import Another Package   Review and Manage Dates

5. **Preview your course**
   ○ It should look similar to the image below.
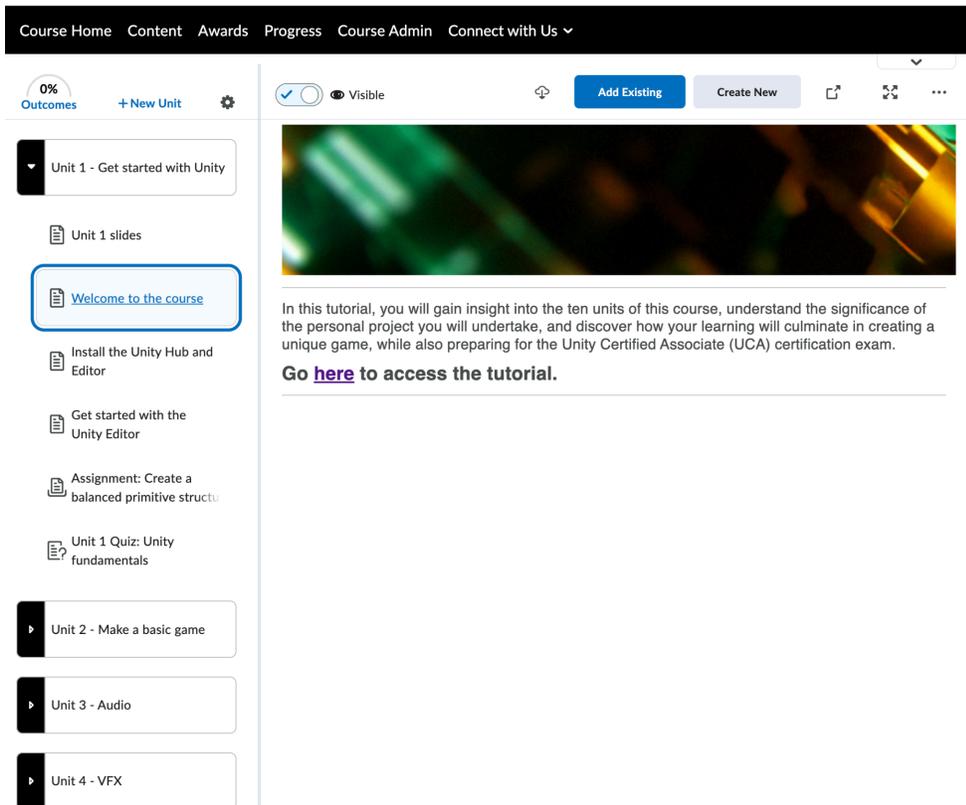

Old Content Experience

The following are instructions for Brightspace's old content experience.

1. Create an empty course and give it a name like "Unity Game Development".
2. Navigate to the **Content** tab for the course.
3. Select the **Import Course** dropdown and select **Import Course Package.**
4. Select the file from your computer for upload and select **Import all Components**.