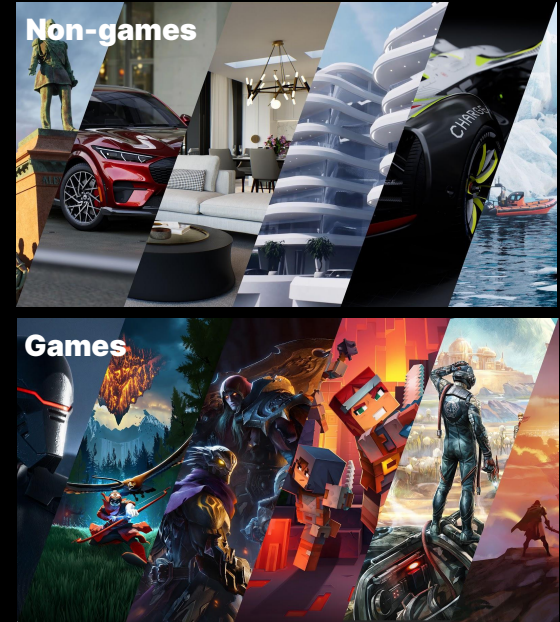# The Future of Fortnite

(in Education)

Steve Isaacs | Senior Manager, Programs and Partnerships, Epic Games
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https://www.linkedin.com/in/steve-isaacs/
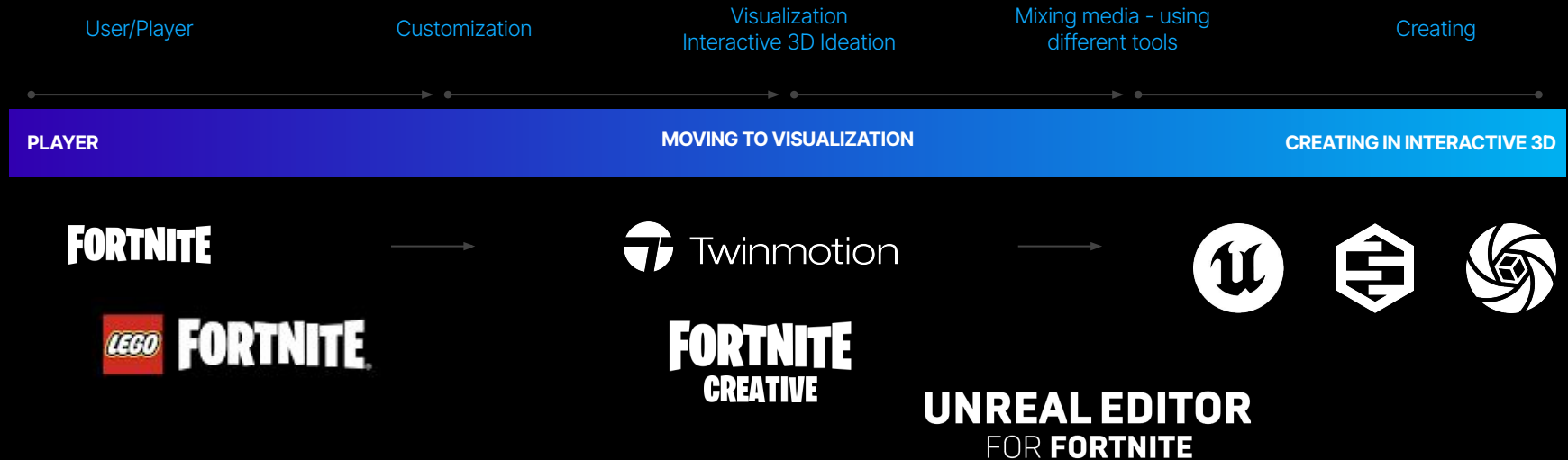
What does Epic Games do?

Game technology is powering **the future** and many industries

Gaming Growth

- **2.7 billion** gamers worldwide (2020, newzoo)

- **83% of female** and **97% of male** US youth between the ages of 13-17 play video games regularly

- Video Game Market will surpass **$200 billion USD** by 2023 (newzoo)

- Gaming Industry is now bigger than the movie and music industries combined

Pathways from player to creator

User/Player — Customization — Visualization / Interactive 3D Ideation — Mixing media - using different tools — Creating

PLAYER — **MOVING TO VISUALIZATION** — **CREATING IN INTERACTIVE 3D**

FORTNITE

LEGO FORTNITE

Twinmotion

FORTNITE CREATIVE

UNREAL EDITOR FOR FORTNITE

Sandbox games in learning

- Freedom to Create

- Cross Curricular

- Student Agency / Expertise

- Low Floor / High Ceiling

- Real Time Collaboration
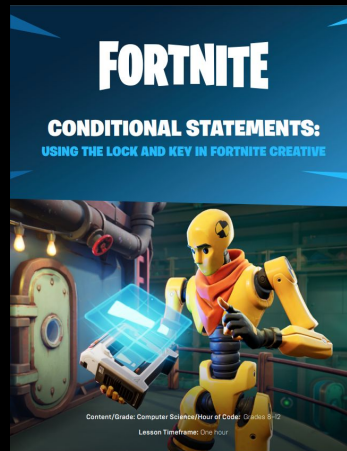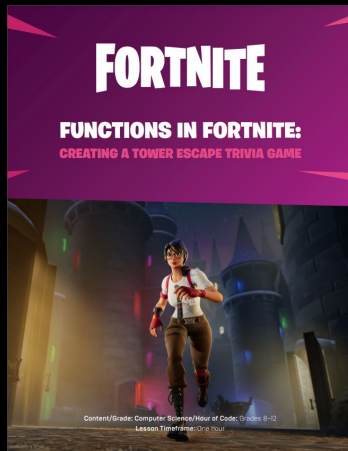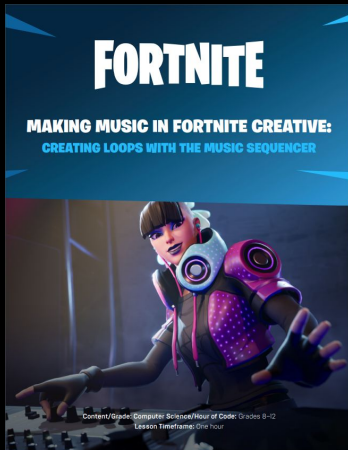
- Build Immersive Experiences

- Platform vs. Game

F

FORTNITE

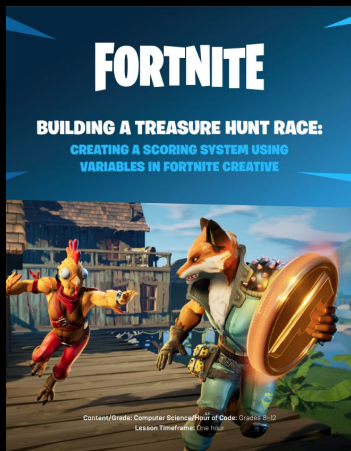CREATIVE

Fortnite and Fortnite Creative Stats

- Over 500 million registered users

- 2.9 to 4 million concurrent players in Fortnite at any one time

- Fortnite Ch2: S4 finale event had 15.3 million concurrent players

- 3.8 billion cumulative days played (most played video game on the planet!)

- Over 50% of all in-game playtime comes from user-generated content

- Creative mode is viewed as a development platform

Computer science lessons

BUILDING A TREASURE HUNT RACE:
CREATING A SCORING SYSTEM USING VARIABLES IN FORTNITE CREATIVE

Content/Grade: Computer Science/Hour of Code: Grades 8–12
Lesson Timeframe: One hour

MAKING MUSIC IN FORTNITE CREATIVE:
CREATING LOOPS WITH THE MUSIC SEQUENCER

Content/Grade: Computer Science/Hour of Code: Grades 8–12
Lesson Timeframe: One hour

FUNCTIONS IN FORTNITE:
CREATING A TOWER ESCAPE TRIVIA GAME

Content/Grade: Computer Science/Hour of Code: Grades 8–12
Lesson Timeframe: One hour

CONDITIONAL STATEMENTS:
USING THE LOCK AND KEY IN FORTNITE CREATIVE

Content/Grade: Computer Science/Hour of Code: Grades 8–12
Lesson Timeframe: One hour

BUILDING AN OBSTACLE COURSE:
COLLISION DETECTION, TRIGGERS, AND EVENTS IN FORTNITE CREATIVE

Content/Grade: Computer Science/Hour of Code: Grades 8–12
Lesson Timeframe: One hour

Interdisciplinary lessons

COUNTERFACTUALS: THEIR STORY, YOUR WORLD

Have you ever thought about what would happen if different choices or actions occurred with regards to historical events? In this lesson, students will be asked to present a counterfactual history in Fortnite Creative.

CREATE A RUBE GOLDBERG MACHINE IN FORTNITE CREATIVE

Full of humor, wit, and based on simple machines, Rube Goldberg inventions are described as overly complex machines comprised of a number of automated actions to solve a simple problem. Students will learn about the exciting world of physics by creating their own Rube Goldberg Machine in Fortnite Creative mode.

FORTNITE LITERATURE MACHINIMA: THE ALTERNATE ENDING

Did the novel have to end that way? If you were the author, is that the ending you would have written? In this lesson, students will have the opportunity to reimagine and rewrite the ending to a novel. They will be creating a machinima (video) in Fortnite Creative mode to share their alternate conclusion.

THINK BEFORE YOU SPEND!

Create a fun and challenging game for your classmates in Fortnite Creative without breaking the bank! In this lesson, students will learn how to make important decisions regarding resources, structures, and game elements in order to keep their game under budget.
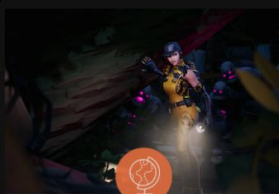
SITE AND SITUATION: WHERE WOULD YOU SETTLE?

Have you ever thought about how the geography of where you settle could impact your life? In this activity, students will determine where to build a settlement by analyzing the pros and cons of each location.

THEME PARK OF THE FUTURE

Ready to take a thrilling ride? Roller coasters have been entertaining thrill seekers for hundreds of years. It's hard to think of a better way to explore physics. In this lesson, students will use their knowledge of physics to build theme park rides in Fortnite Creative.

JUST A MATTER OF TIME

Let's get visual! Breaking down historical events and understanding how history plays out can be complicated. By creating a timeline and laying out events as they happened, students will learn how to make understanding history a lot easier—and more fun tool

MAKING CHOICES

Have you ever thought about how geography impacts your gaming experience? In this lesson, students will learn how the geography of a location and a player's preferences can affect the outcome of their experience. They'll also learn how to prioritize their wants while creating a game that is entertaining to their peers.
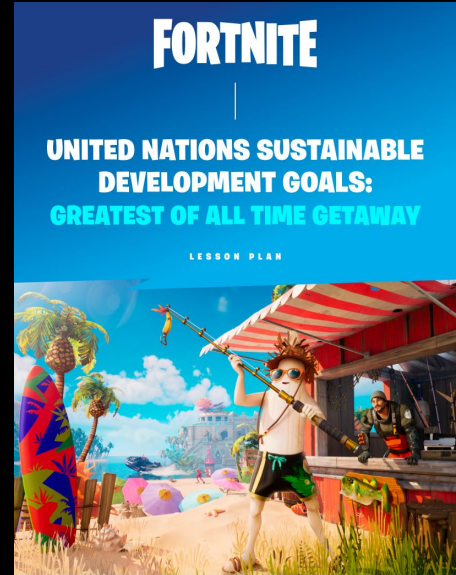
UN Sustainable Development Goals

SDG 13: Climate Action
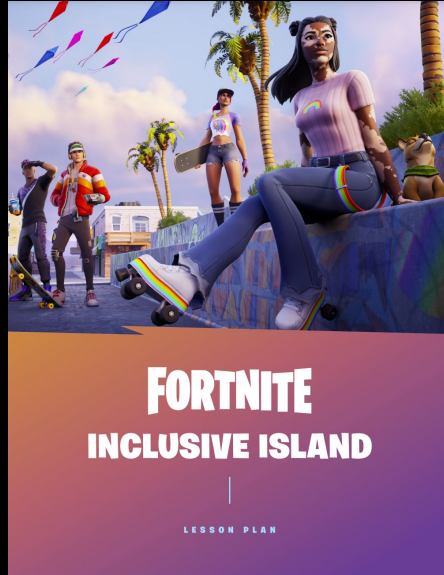
SDG 10: Reduce Inequality

SDG 8: Employment and Economic Growth

UNREAL ENGINE

Learning Experiences in Existing Games
Designed in Fortnite

March Through Time
Fortnite Code: **1234-3815-8892**

🔗 GQuanoe

UNREAL EDITOR
FOR **FORTNITE**

UNREAL ENGINE

Unreal Editor for Fortnite
Overview

- Build on FN Creative with your console

- Build on UEFN with your PC

- Advanced creative controls

- Cinematic shots

- VFX

- Animation

- Terrain building

- Bring original content into Fortnite

- Real Time Collaboration to make and test games

- Verse Programming Language

MyProject

Selection Mode   Project   Verse   Launch Session

Perspective   Lit   Show   Time of Day   Scalability: High

Content Drawer   Output Log

Unreal Editor for Fortnite

Features Overview

Unreal Editor for Fortnite

Wonders: Pyramids of Giza

Learning Experiences in Existing Games

Voices of the Forgotten Museum

Fortnite Code: **1511-8598-6202**
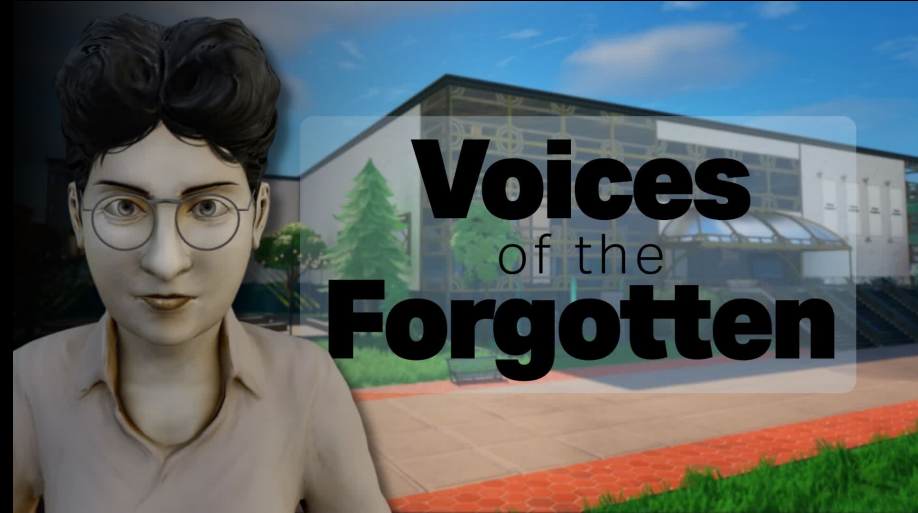
Virtual Exhibit Learning Kit
Overview

- Communicating Information

- Importing 3D Models

- Adding Signage

- Using Images

- Including Custom Narration

- Building and Sharing

UNCG UEFN
Game Jam

March 15 - 17 - UNCG Esports Arena

https://forms.office.com/r/GJJGS6B3vF

Cinematic Trailer

LEGO Fortnite Gameplay Trailer

LEGO Fortnite

New **survival** crafting adventure (survival mode)

- Harvest **LEGO** resources to build an immersive world, farm, advance technology, etc

Virtual **sandbox** (sandbox mode)

- Create anything you can imagine
- **ALL** game assets available to populate your world

How to access
LEGO Fortnite

- PC

- Playstation 4/5

- Xbox Series X/S | Xbox One

- Nintendo Switch

- Android

AND Cloud Streaming
(with a controller)

- Xbox Cloud Gaming

- Nvidia GeForce Now

- Amazon Luna

CROSS PLATFORM! EVERYONE CAN PLAY WITH **EVERYONE** WITH **ANY** DEVICE!

LEGO Fortnite in the Classroom
Lesson Ideas

UN SDG Goals

Digital Storytelling

Community

Immersive presentations

21st Century Skills

Physics

and... ?

LEGO Islands in Fortnite - LEGO Obby Fun

LEGO Islands in Fortnite - LEGO Raft Survival

The Evolution of Fortnite

Rocket Racing Trailer

Fortnite Festival Trailer

New (and Coming Soon) to
Unreal Editor for Fortnite

- Rocket Racing

- LEGO Fortnite

- Fall Guys (coming soon)

Fortnite continues to evolve from a game into an ecosystem

We are here

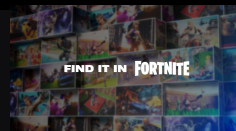| December | **Broadening the Metaverse** | | **Music \| Lego \| Racing** |
March 2023	**UEFN & Creator Economy 2.0 Launch**		**UEFN Experiences**
2022	**Find it in Fortnite**		**Creator-made Experiences**
2020-2021	**New Gameplay Experiences**		**Music, Art, Fashion, Entertainment**
2018	**Fortnite Creative**		**Creative Toolset**
2017	**Battle Royale**		**Battle Royale**
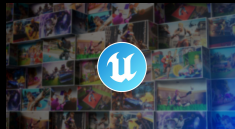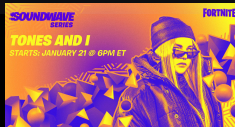
Fortnite Creator Economy

40% of revenue brought into Fortnite is distributed to the creator economy in the form of payouts

Let's get a glimpse of **the future** of Fortnite...

The freedom to create, innovate, and collaborate like **never before**

Our students are living in the prototype of the metaverse.

They will be **instrumental in building it**.

It is our responsibility and opportunity to nurture the next generation of creators

Our future is in their hands

The Future of Fortnite

"But what's more interesting is what Fortnite could yet become and how the game could shape the internet as we know it."

Teddy Amenabar and Jonathan Lee, Washington Post

Epic Secondary Educator Accelerator

Jul 22-26, 2024 AMER
Aug 19-23, 2024 EMEA

Image courtesy of Nicole Jansen

Thank you

Let's stay in touch

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