



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 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.

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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	Fundamental	0.9	Digital Training
Getting Started with AWS for Games – Part II	Fundamental	0.5	Digital Training

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

Cloud Game Development			
Learning Resource		Duration (hrs)	Type
Introduction to AWS Cloud Game Development	Fundamental	1.0	Digital Training
Amazon EC2 Basics	Fundamental	0.8	Digital Training
Introduction to Serverless Development	Fundamental	0.4	Digital Training
AWS Lambda Foundations	Fundamental	2.0	Digital Training
Getting Started with .NET on AWS	Fundamental	1.5	Digital Training
Getting Started with AWS CloudFormation	Fundamental	0.3	Digital Training
AWS Cloud Development Kit Primer	Intermediate	1.5	Digital Training
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)	Type
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	Digital Training
Amazon DynamoDB for Serverless Architectures	Intermediate	2.0	Digital Training
Getting Started with Amazon ElastiCache	Fundamental	1.0	Digital Training
Getting Started with Amazon MemoryDB for Redis	Fundamental	1.0	Digital Training
Getting Started with Amazon Neptune	Fundamental	1.0	Digital Training
Getting Started with Amazon Timestream	Fundamental	1.0	Digital Training
Amazon Aurora MySQL and Amazon RDS MySQL	Intermediate	8.0	Digital Training

AI and Machine Learning

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

Additional Resources

Learning Resource			Type
Twitch Series: AWS Power Hour Machine Learning		8.0	On-demand Broadcast
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



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Modeling Game Player Data with Amazon DynamoDB

[Tutorial](#)

Amazon GameLift

[Documentation](#)

Game Tech Newsletter

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