

This guide helps game developers, architects, DevOps administrators, and producers increase proficiency in cloud game development, game servers, analytics, and databases. Track your progress on Skill Builder with [AWS for Games Learning Plans](#). To provide suggestions on Ramp-Up Guides, please contact rampupguides@amazon.com.

Fundamentals		
Learning Resource	Duration	Type
AWS Ramp-Up Guide: Cloud Essentials		Ramp-Up Guide
Getting Started with AWS for Games – Part I	55 minutes	Digital Training
Getting Started with AWS for Games – Part II	30 minutes	Digital Training
Game Servers		
Learning Resource	Duration	Type
Game Server Hosting on AWS	1 hour 15 minutes	Digital Training
Game Server Hosting on AWS with Amazon EC2	1 hour 10 minutes	Digital Training
Amazon GameLift Primer	2 hours	Digital Training
Using Amazon GameLift FleetIQ for Game Servers	1 hour 30 minutes	Digital Training
AWS for Games Container Principles	3 hours 55 minutes	Digital Training
Cloud Game Development		
Learning Resource	Duration	Type
Introduction to AWS Cloud Game Development	1 hour	Digital Training
Amazon EC2 Basics	50 minutes	Digital Training
Introduction to Serverless Development	25 minutes	Digital Training
AWS Lambda Foundations	2 hours	Digital Training
Getting Started with .NET on AWS	1 hour 30 minutes	Digital Training
Getting Started with AWS CloudFormation	20 minutes	Digital Training
AWS Cloud Development Kit Primer	1 hour 30 minutes	Digital Training
Deploying Serverless Applications	1 hour 30 minutes	Digital Training
Introduction to AWS CodePipeline	1 hour 10 minutes	Digital Training

Analytics

Learning Resource	Duration	Type
Data Analytics Fundamentals	3.5 hours	Digital Training
Why Analytics for Games	1 hour	Digital Training
Building an Analytics Pipeline for Games	90 minutes	Digital Training
Detect Anomalies in Game Transactions with ML and Sagemaker	30 minutes	Digital Training

Databases

Learning Resource	Duration	Type
AWS for Games - Databases	2 hours	Digital Training
Introduction to Building with AWS Databases	3 hours	Digital Training
Getting Started with Amazon DocumentDB (with MongoDB capability)	1 hour	Digital Training
Amazon DynamoDB for Serverless Architectures	2 hours	Digital Training
Getting Started with Amazon ElastiCache	1 hour	Digital Training
Getting Started with Amazon MemoryDB for Redis	1 hour	Digital Training
Getting Started with Amazon Neptune	1 hour	Digital Training
Amazon Aurora MySQL and Amazon RDS MySQL	8 hours	Digital Training

AI and Machine Learning

Learning Resource	Duration	Type
Detect Anomalies in Game Transactions with ML and Sagemaker	30 minutes	Digital Training

Explore additional resources

Learning Resource	Type
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

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For a training plan customized for your requirements, contact your AWS Account Manager or contact us [here](#)

We would love to hear from you.

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