Description

This introductory half-day course presents a curated list of technical solutions based on AWS services. While deeply immersed in a 3D first-person game, as a player you learn to design and build various AWS architectures. To finish the game, you must solve puzzles using the AWS Management Console to escape from locked rooms in the 3D game. Each puzzle represents a new learning experience, and you unlock new challenges by going through guided labs. At the end of the session, you will have gained real-world experience with AWS solutions that increase knowledge of AWS best practices, services, and key features.

Want to take a sneak peek? Here you go: https://youtu.be/Ie8REiBUtAc

Intended Audience

This course is intended for:
- Solutions architects
- Developers
- Data engineers
- Anyone who wants to have fun while learning AWS services and solutions

Course Objectives

In this course, you will learn how to:
- Use AWS key features and services
- Design and build modern solutions using AWS services
- Initiate a cost-effective data lake
- Leverage AI services to add intelligence to your applications
- Apply common and best practices for security on AWS

Delivery Method

This course is delivered through:
- 3D Escape Room Game running in a modern web browser (support for WebGL)
- Presentation and guidance during the training session

Note: A laptop is required to complete labs; tablets are not appropriate.

Duration

0.5 day

Course Outline

This course covers the following concepts:
- AWS key features and services
- Solutions and modern architectures

- Integrating AI services into applications
- Storing and querying large-scale datasets
- Managing access to AWS services and resources securely