

Simulating some traffic situations for children on Unity 3D and using the C# programming language

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Abstract: In this project, the main objective is to design and implement simulations of common traffic situations for children to enhance traffic safety awareness. By combining traffic theory with experimentation on the Unity 3D platform and the C# programming language, this topic not only provides an effective educational solution but also contributes to research on traffic safety for children. The expected outcome is the creation of a learning tool for safe traffic skills, suitable for children's age.

Keywords: Traffic for children, Unity 3D, C#, simulation, safety education