# Wwise Student Game Demo(s)

The **Wwise Demo** is a Unity project purposed towards demonstrating some of Wwise's capabilities. It is recommended you play through this experience before reading the page.

To determine version compatibility between Wwise and Unity, visit the Release Notes Page on AudioKinetic's website.

You can access the doc made to compliment this experience, linked **here**.

DICTIONARY

Profiling a game containing Wwise

Profiling a game in Wwise is a useful way to debug the audio events in your project. Profilers let you see how events are being communicated between the sound and game engine, providing many useful insights.
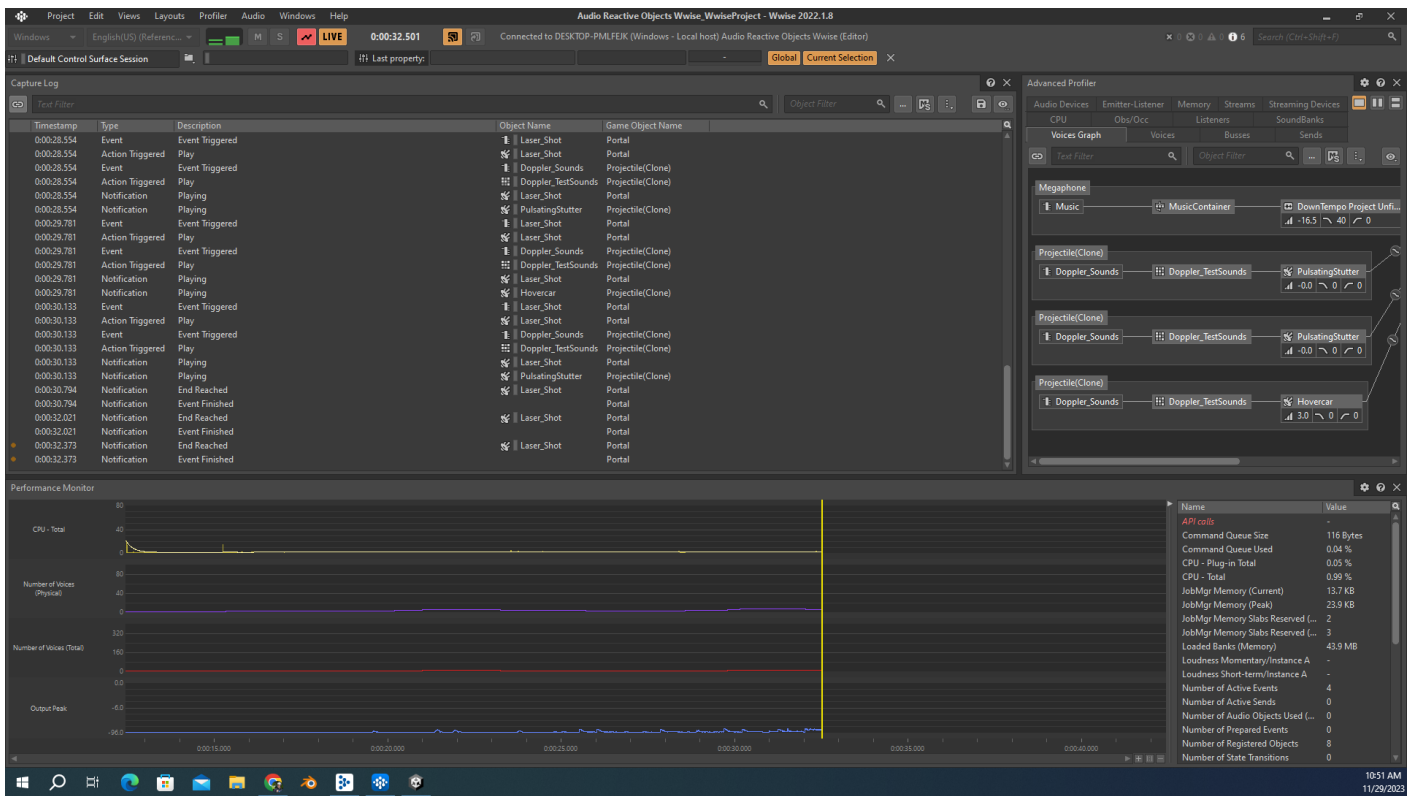
In this tutorial, we will be exploring different ways to use a profiler. Each method will be split into categories that can be navigated through the table of contents.

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