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These tutorials assume you have some prior experience with Java and Eclipse and each part assumes you have read the prior parts. If you prefer video format tutorials, we also have a LibGDX Video

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I've read that Libgdx allows you to interface directly with their classes and is more developer centric, while Unity is geared towards a person that is less skilled at coding. Barrier to entry is much lower with Unity because it has an editor, but I

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wouldn't say it's geared towards people less skilled at programming. Unity have been moving toward C# only for awhile now, so it has gotten away from Boo and UnityScript (both have now been removed from the engine).

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