

Postgraduate Certificate Video Game Design



Postgraduate Certificate Video Game Design

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/design/postgraduate-certificate/video-game-design

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Certificate

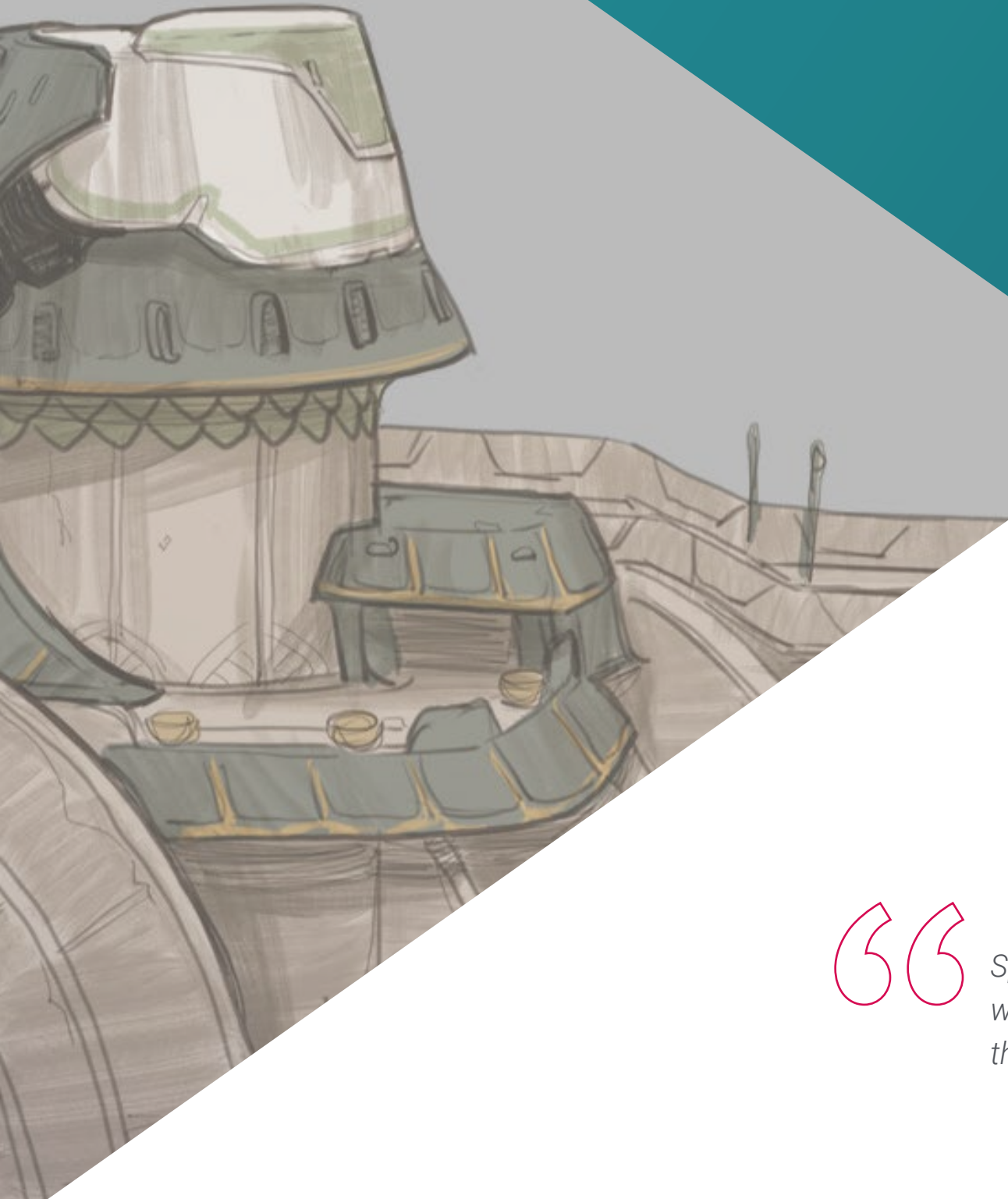
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01

Introduction

Video games have become an art form, allowing storytelling and introducing players to worlds never seen before. All of this has evolved along with technology, moving from mere pixels to augmented reality in a matter of a few years. That is why companies are looking for professionals who are capable of spearheading innovation and, above all, who are passionate about this world. With this in mind, the program will help students prepare for the challenge of being part of one of the world's most profitable businesses.





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*Specialize in Video Game Design
with a program designed to meet
the current demand of the sector”*

Video games have become the favorite leisure activity for the majority of the population. There are very few people who have not played titles such as Pac-Man, Super Mario or FIFA at some point. The constant evolution of this sector has allowed it to become more widespread, requiring more professionals passionate about this industry. To meet this demand, companies in charge of creating video games require designers who can bring fresh and innovative ideas to the development of new releases.

With this in mind, the Postgraduate Certificate in Video Game Design focuses on specializing students in the field, providing them with a different perspective that will motivate them to make the next globally successful game for a company. To do this, they must know the player and the various puzzles and challenges that keep the user's attention.

With all the information provided in this program, students will be able to start making a name for themselves in the industry. Additionally, thanks to its online modality and direct qualification, students can learn from anywhere in the world, whenever they want, without having to submit a final assignment to start working as a video game designer.

This **Postgraduate Certificate in Video Game Design** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ Broad and specific content that is focused on the video game industry
- ◆ New and innovative knowledge in Video Game Design so that students can join the labor market immediately
- ◆ Practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Access to content from any fixed or portable device with an Internet connection



A 100% online program that will allow you to continue with your daily activities while you learn"

“

This program will be available to you at all times. Sign up now to access and turn your career as a designer around”

The program's teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersion training programmed to train in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Advance your career path and make a name for yourself to work on par with Hideo Kojima.

Video games are still the future, bet on them and specialize now.



02 Objectives

The objectives of this program are focused on offering students the opportunity to improve their skills and abilities in video game design and development. To this end, you will have the most complete and up-to-date content on the market, taught online and with the ease of receiving a direct qualification, i.e., you will not have to submit final assignment to practice the profession.





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You can go at your own pace. You will not have to put your life on hold to take this Postgraduate Certificate"



General Objectives

- ◆ Know the different genres of video games, the concept of gameplay and features in order to apply them in the analysis of video games and in the creation of the design of the video game
- ◆ Deepen understanding of the production of video games and in the SCRUM methodology for project production
- ◆ Learn the fundamentals of video game design and the theoretical knowledge that a video game designer should know
- ◆ Generate ideas and create entertaining stories, plots and scripts for video games
- ◆ Know the theoretical and practical foundations of the artistic design of a video game
- ◆ Be able to create an independent digital entertainment startup





Specific Objectives

- ◆ Understand the theory of video game design
- ◆ In-depth study of the elements of design and gamification
- ◆ Learn about the types of players, their motivations and characteristics
- ◆ Learn about game mechanics, MDA and other game design theories
- ◆ Learn the critical foundations for video game analysis with theory and examples
- ◆ Learn about game level design, how to create puzzles within these levels and how to place the design elements in the environment

“

Don't get left behind and enroll in this program to start growing professionally today"



03

Course Management

The teaching staff in charge of delivering the contents of the program have extensive experience in the sector. Their years of academic and work preparation qualify them to lead students' careers to excellence. Among their many achievements are the founding of video game companies and participation in design projects of major national importance. Therefore, students are guaranteed to receive the best preparation for their entry into the working world.





“

You will quickly identify with this teaching team, enabling you to move toward excellence”

Management



Mr. Blasco Vilches, Luis Felipe

- ♦ Narrative designer at Stage Clear Studios, developing a confidential product
- ♦ Narrative designer at HeYou Games in the “Youturbo” project
- ♦ E-learning and serious games product designer and scriptwriter for Telefónica Learning Services, TAK and Bizpills
- ♦ Level designer at Indigo for the “Meatball Marathon” project
- ♦ Screenwriting teacher in the Master’s Degree in Video Game Creation at the University of Malaga
- ♦ Lecturer in Video Game Narrative Design and Production at the TAI Film Department, Madrid
- ♦ Narrative Design and Script Workshops teacher, and in the Video Game Design Degree at ESCAV, Granada
- ♦ Degree in Hispanic Studies from the University of Granada, Spain
- ♦ Master’s Degree in Creativity and Television Screenwriting, Rey Juan Carlos University



Professors

Ms. Molas, Alba

- ◆ Video Game Design
- ◆ Graduate in Film and Media Film School of Catalunya
- ◆ Student of 3D animation, video games and interactive environments. Curnet – CEV
- ◆ Specialized training in Children's Animation Scriptwriting. Showrunners BCN
- ◆ Member of the association Women in Games
- ◆ Member of the FemDevs Association of Teachers

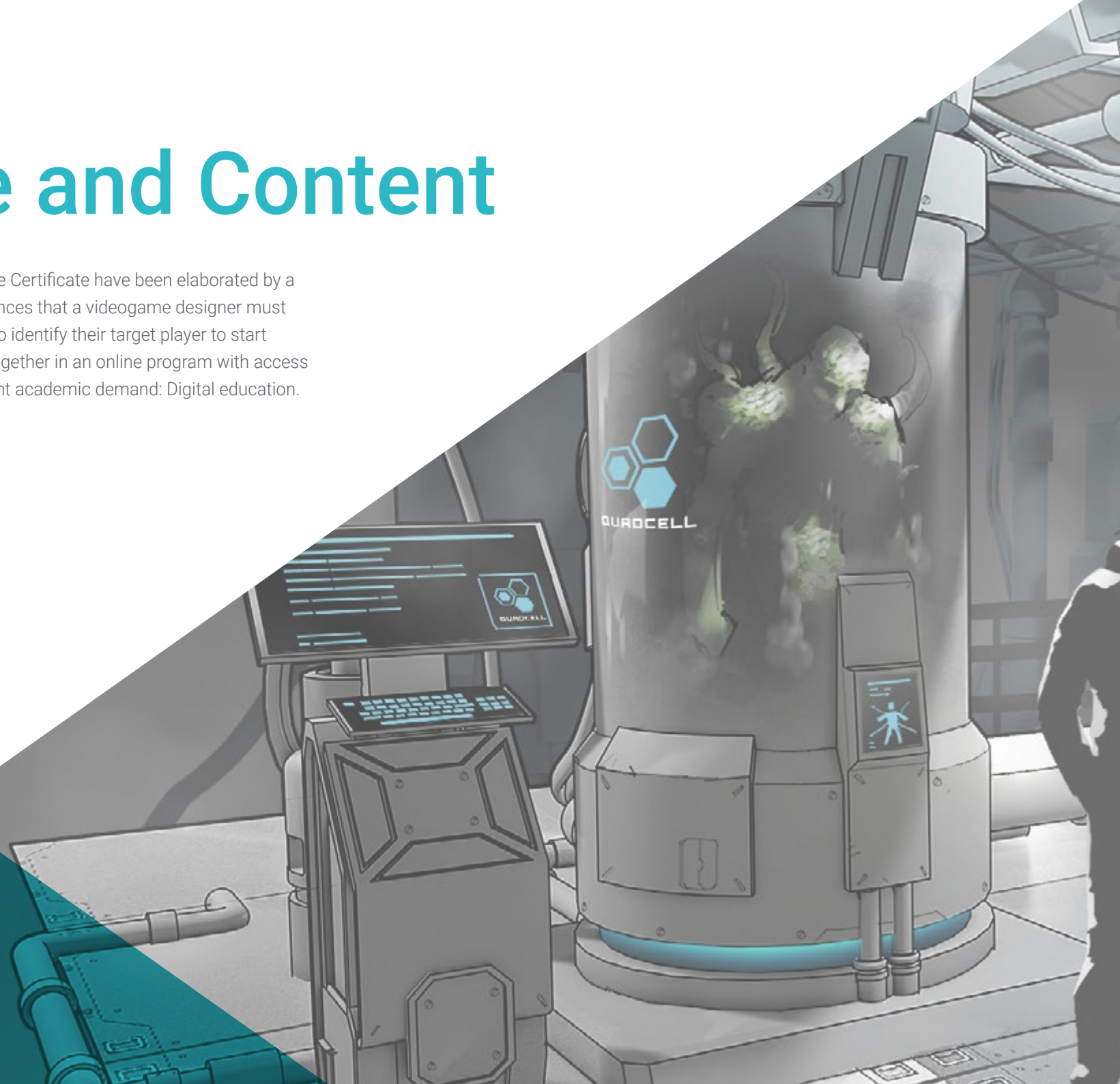
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Our teachers are fully committed to helping you succeed in the workplace”

04

Structure and Content

The contents designed for this Postgraduate Certificate have been elaborated by a group of experts who know all the competences that a videogame designer must have. Therefore, the student will learn how to identify their target player to start designing a new game. All of this brought together in an online program with access from anywhere; at the forefront of the current academic demand: Digital education.





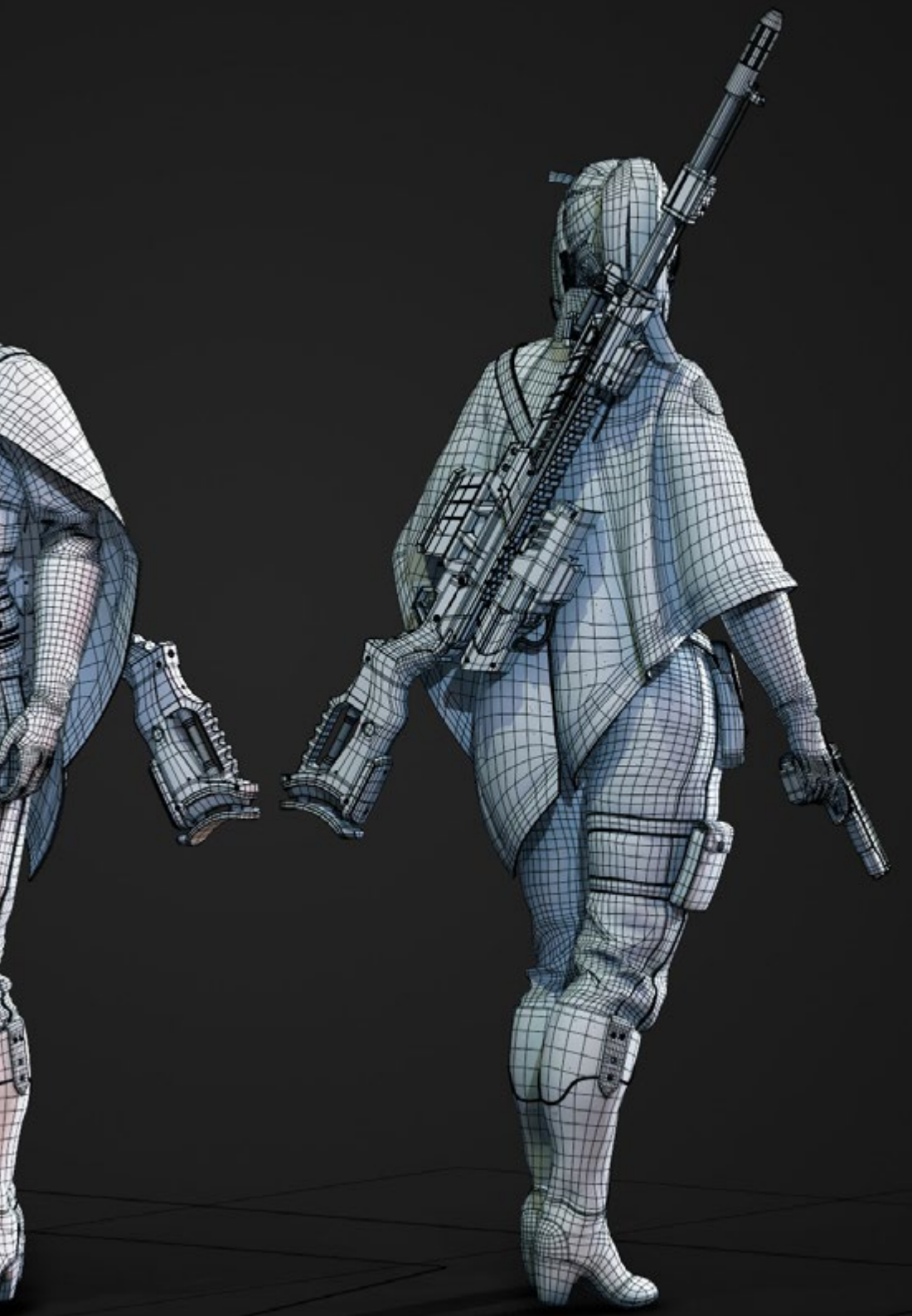
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At TECH, you will find a program at the forefront of the industry, allowing you to design the best video game in history"

Module 1. Video Game Design

- 1.1. The Design
 - 1.1.1. Design
 - 1.1.2. Types of Design
 - 1.1.3. Design Process
- 1.2. Design Elements
 - 1.2.1. Rules
 - 1.2.2. Balance
 - 1.2.3. Fun
- 1.3. Types of Players
 - 1.3.1. Explorer and Social
 - 1.3.2. Killer and Achievers
 - 1.3.3. Differences
- 1.4. Player Skills
 - 1.4.1. Role Skills
 - 1.4.2. Action Skills
 - 1.4.3. Platform Skills
- 1.5. Game Mechanics I
 - 1.5.1. Components
 - 1.5.2. Physical
 - 1.5.3. Items
- 1.6. Game Mechanics II
 - 1.6.1. Keys
 - 1.6.2. Platforms
 - 1.6.3. Enemies





- 1.7. Other Elements
 - 1.7.1. Mechanisms
 - 1.7.2. Dynamics
 - 1.7.3. Esthetics
- 1.8. Video Game Analysis
 - 1.8.1. Analysis of Gameplay
 - 1.8.2. Artistic Analysis
 - 1.8.3. Style Analysis
- 1.9. Video Level Design
 - 1.9.1. Designing Interior Levels
 - 1.9.2. Designing Exterior Levels
 - 1.9.3. Designing Mixed Levels
- 1.10. Advanced-Level Design
 - 1.10.1. Puzzles
 - 1.10.2. Enemies
 - 1.10.3. Environment

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Capcom, Blizzard or Sony, are looking for professionals with passion and love for video games”

05 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning.**

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

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At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“ *Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method is the most widely used learning system in the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

With this methodology we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

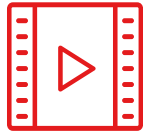
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



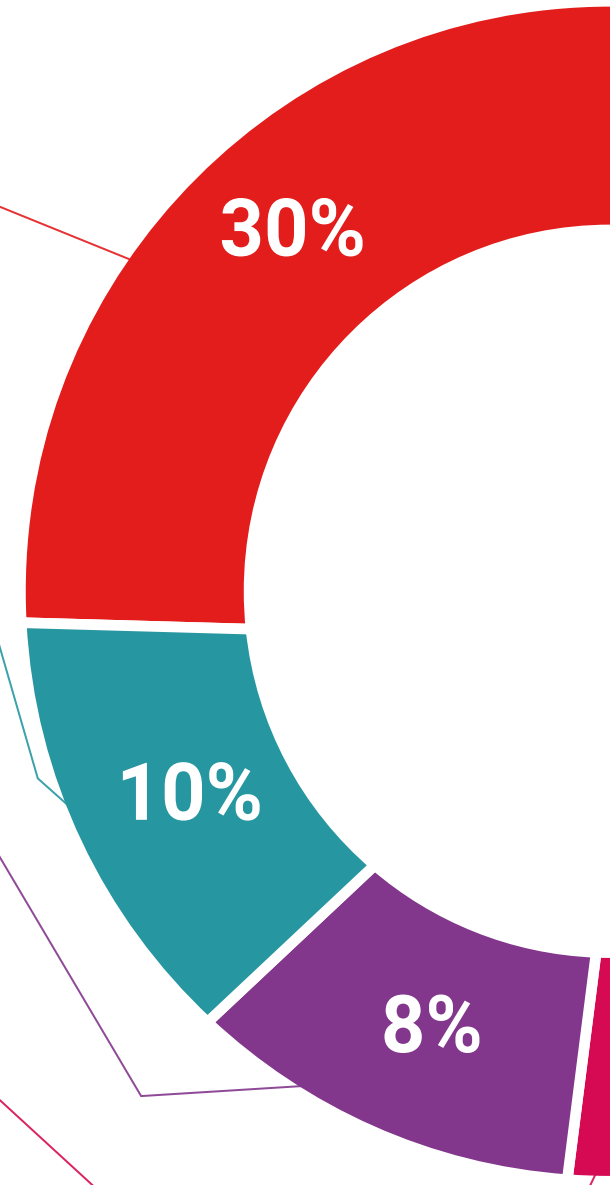
Practising Skills and Abilities

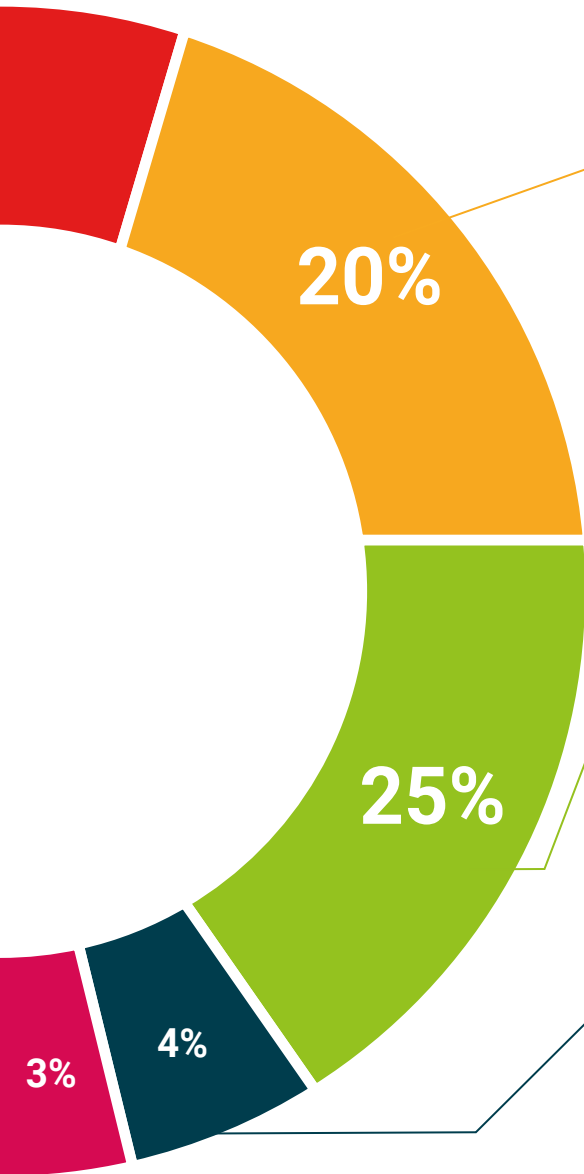
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



06 Certificate

The Postgraduate Certificate in Video Game Design guarantees students, in addition to the most rigorous and up-to-date education, access to a qualification issued by TECH Global University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This program will allow you to obtain your **Postgraduate Certificate in Video Game Design** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Video Game Design**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present quality
development language
classroom



Postgraduate Certificate Video Game Design

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

Postgraduate Certificate Video Game Design