



Postgraduate Certificate Advanced Video Game Programming

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

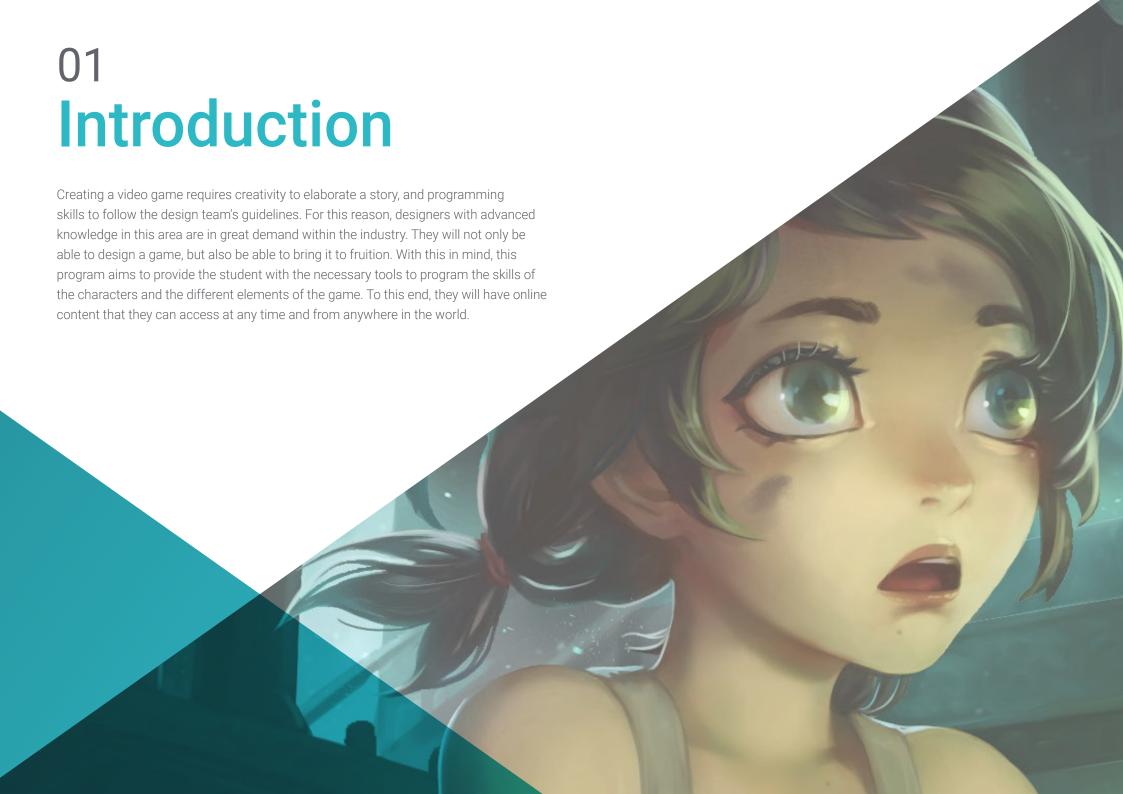
We b site: www.techtitute.com/pk/design/postgraduate-certificate/advanced-video-game-programming

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tech 06 | Introduction

There are different teams involved in the design of a videogame. Each of them specializes in one area. The art team oversees the aesthetics and visibility of the environments; the sound team is in charge of the soundtrack and effects; the creative team is in charge of the story and script. They all work on tangible aspects of video games, but it is thanks to developers that all these areas can be integrated into a solid scene or novel gameplay.

Video game programming is, therefore, a complex field that requires advanced skills and knowledge to ensure excellence in the work. That is why companies in the industry are always looking for professionals in the field. As such, this Postgraduate Certificate has all the tools that the student may require to specialize in the sector.

So, the concepts presented go far beyond knowing how to program in Unity 3D or how to create characters and animations. With this program, advanced knowledge is provided, whereby students can program the artificial intelligence of opponents and NPCs so that they learn and respond according to the player's decisions.

All this will be available from anywhere in the world, thanks to the online modality of the Postgraduate Certificate. In addition, there is a direct qualification, and therefore no final project must be presented to obtain the qualification, thereby allowing students to start implementing what they have learned immediately.

This **Postgraduate Certificate in Advanced Video Game Programming** contains a complete educational program especially designed for those students who want to dedicate themselves to the development of video games. Its most notable features are:

- The practical exercises, with which students can learn advanced programming for video games
- A high-level teaching staff ready to offer their best tricks to the students
- The dynamic and flexible approach, with which learners will be able to carry out a process of self-evaluation to improve their learning
- Access to content from any fixed or portable device with an Internet connection





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.

Programming a video game as a designer will allow you to attract new professional opportunities.

Want to enter the world of video games? This degree will help you achieve it.







tech 10 | Objectives



General Objectives

- Perform professional programming with the Unity 3D engine
- 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





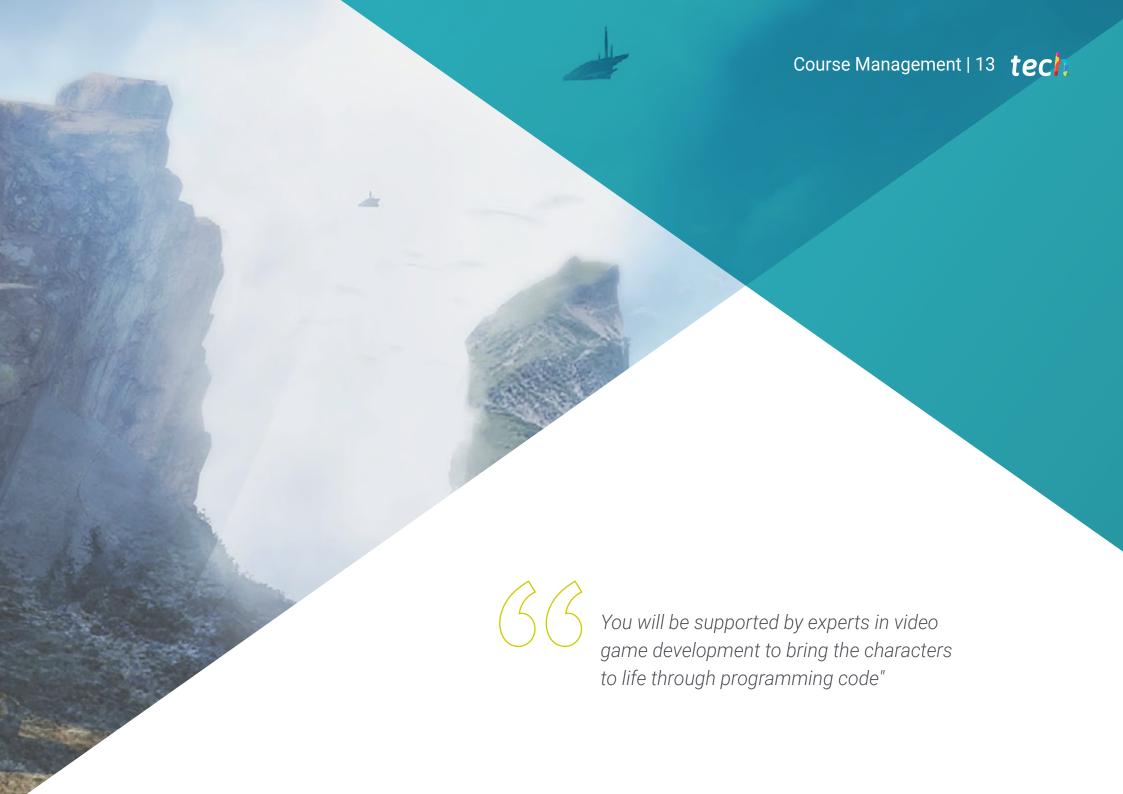


Specific Objectives

- Learn how to perform advanced programming
- Design 3D characters and environments
- Program different Gameplays, environment puzzles and level objects
- Create different game elements and program player skills such as jump, run, shoot or hide
- Create a computer game

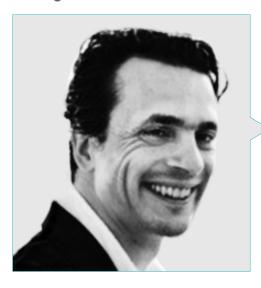






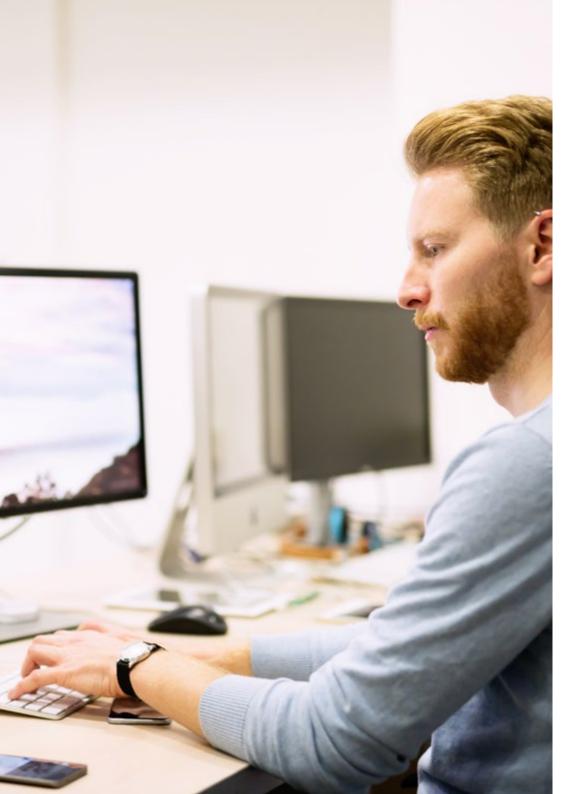
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Management



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, Madric
- 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, Rev Juan Carlos University



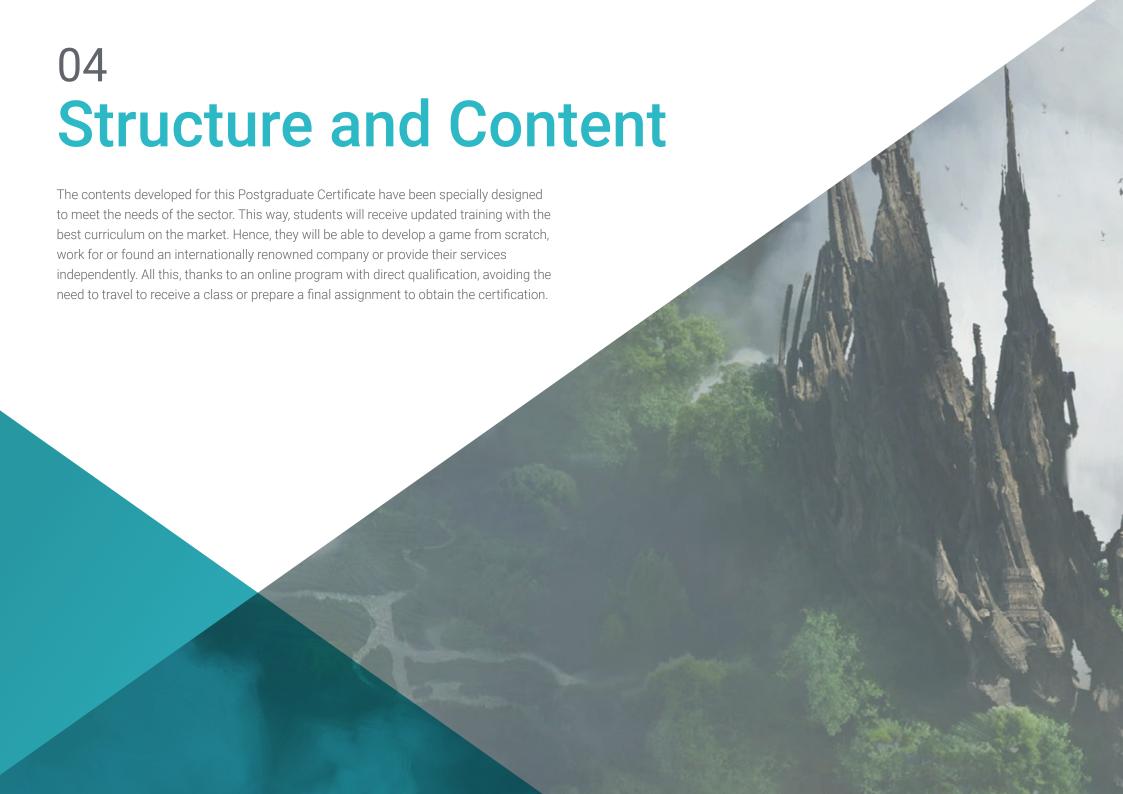
Course Management | 15 tech

Professors

Mr. Carpintero Rodríguez, Eduardo

- Developer of video games and interactive environments
- Master's Degree in Video Game Development IVisual
- Degree in Web Application Development IES Ribera de Castilla
- Degree in Multiplatform Application Development IES Ribera de Castilla
- Course in Video Game Development for Mobile Phones Camilo José Cela University







tech 18 | Structure and Content

Module 1. Advanced Programming

- 1.1. Unity 3D Programming
 - 1.1.1. 3D and Scene Creation
 - 1.1.2. Software Architecture
 - 1.1.3. Game Manager
- 1.2. 3D Character Creation
 - 1.2.1. Movement
 - 1.2.2. Jump
 - 1.2.3. Attack
- 1.3. 3D Character Animation
 - 1.3.1. Animation Types
 - 1.3.2. Programming Animations
 - 1.3.3. Advanced Animation Programming
- 1.4. Artificial Intelligence, NPCs and Enemies
 - 1.4.1. AI
 - 1.4.2. NPC
 - 1.4.3. Enemies
- 1.5. Physical
 - 1.5.1. Physical Materials
 - 1.5.2. Hinge Joint/Sprint Joint
 - 1.5.3. Distance Joint/Wheel Joint
- 1.6. Physics II
 - 1.6.1. Platform Effector I
 - 1.6.2. Platform Effector II
 - 1.6.3. Surface Effector





Structure and Content | 19 tech

- 1.7. Sound
 - 1.7.1. Music
 - 1.7.2. Sound Effects
 - 1.7.3. Advanced SFX and music Programming
- 1.8. Level Programming
 - 1.8.1. Raycast
 - 1.8.2. Pathfinding
 - 1.8.3. Trigger on the Level
- 1.9. Particles and FX
 - 1.9.1. Particle Creation I
 - 1.9.2. Particle Creation II
 - 1.9.3. Color and Effects
- 1.10. Options
 - 1.10.1. Sound
 - 1.10.2. Saved
 - 1.10.3. AutoSave



You will be able to make any video game you can imagine come true.
Enroll now to achieve this"





tech 22 | Methodology

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.



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.



Methodology | 25 tech

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.



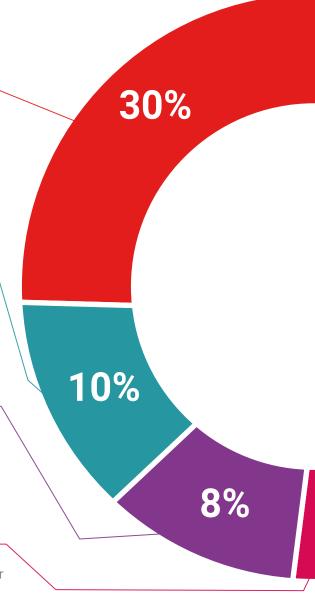
Practising Skills and Abilities

They will carry out activities to develop specific competencies and skills in each thematic 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.



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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.



25%

20%





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This **Postgraduate Certificate in Advanced Video Game Programming** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained though the Postgraduate Certificate and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: Postgraduate Certificate in Advanced Video Game Programming Official N° of hours: 150 h.



health confidence people
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education information tutors
guarantee accreditation teaching
institutions technology learning



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- » Dedication: 16h/week
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- » Exams: online

