

Postgraduate Certificate Sound and Music Design for Video Games





Postgraduate Certificate Sound and Music Design for Video Games

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/design/postgraduate-certificate/sound-music-design-video-games

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01

Introduction

Cinema and video games have many things in common: they make use of photography and narrative, fictional and realistic worlds, actors and, above all, soundtracks to evoke emotion. Therefore, in recent years, music and sound in video games have become increasingly important, leading companies to look for specialists in the area. That is why this program seeks to help students complete their profiles as designers, providing them with the tools they need to create musical pieces that leave a mark on the players.



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Video game music is already considered an artistic expression. Learn how to compose it by enrolling in this program"

Music in video games has become a means to evoke emotions in players. With it, a scene can be set in such a way that users can identify if an enemy is approaching or if a cinematic has concluded. This resource is widely used in the industry, allowing for different titles to be perpetuated over time, such as *Pac-Man* and the iconic "waka-waka" of the "little ghosts".

A game's sound is, therefore, vital to its success. For this reason, large companies are looking for professionals to handle musical composition for all titles. As a result, the Postgraduate Certificate in Sound and Music Design for Video Games looks to specialize designers in this sector, allowing them to climb in their professional careers.

They will learn how to design the *Soundtrack* of a video game using different production software, finding the melodies that animate the scenes of the game and identify the character. This will allow the future graduate to become a self-employed entrepreneur, starting a personal project or dedicate their efforts to founding a production company focused on this area.

This **Postgraduate Certificate in Sound and Music Design for Video Games** contains a comprehensive, innovative educational program adapted to the labor market of this industry. The most important features include:

- ♦ Dynamic teaching methodologies, so that the student learns to compose and design sound through practice
- ♦ Practical exercises where the self assessment process can be carried out to improve learning
- ♦ The desire to teach students about the specifics of the video game industry
- ♦ Access to content from any fixed or portable device with an Internet connection

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Music accompanies players throughout their adventure. Enroll in the program and you will design a unique sound model"

“

This is an excellent opportunity to start your professional career independently. Specialize in Sound Design and Video Game Music through this program"

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.

Music is another of the great protagonists of video games. Be a respected composer thanks to this Postgraduate Certificate.

You will have a degree in Sound Design for Video Games thanks to the direct qualification of this program.



02 Objectives

The objectives of this Postgraduate Certificate in Sound and Music Design for Video Games are clear: to help the designer learn how to handle music composition programs and help them to specialize in the sector. For this, it has a unique and up to date program which is available online and can be carried out from anywhere in the world. Additionally, you will receive a direct qualification, which does not require you to submit a final paper to start working in the industry.





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If your goal is to create the next soundtrack for the new Final Fantasy release, this program is for you”



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
- ◆ Know the theoretical and practical foundations of the artistic design of a video game





Specific Objectives

- ◆ Compose and develop music
- ◆ Design music composition software
- ◆ Know how to carry out the production and post-production process
- ◆ Learn how to do internal mixing and sound design
- ◆ Use sound libraries, synthetic sounds and *foley*
- ◆ Learn music composition techniques for video games

“

*Music enhances players' experience.
Enroll now and become a successful
sound designer”*

03

Course Management

The teaching staff in charge of this program will provide students with all the knowledge and skills necessary to enter the industry on their own. Thanks to their extensive experience, professionals who enroll in this Postgraduate Certificate will be able to learn how to carry out the production and post-production process of a musical composition.





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To make the best soundtracks, you will learn from the best professionals"

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

Mr. Carrión, Rafael

- ◆ Audio Programmer at Women in Games
- ◆ Sound designer and Unity3D audio programmer
- ◆ Degree in Industrial Engineering Polytechnic University of Valencia
- ◆ Master's Degree in Video Game Programming Open University of Catalunya
- ◆ Course in Audio Production for Games using WWISE Berklee

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

04

Structure and Content

This Postgraduate Certificate has a syllabus that is updated to the needs of the sector. Throughout the 10 topics that make up the module, students will learn how to compose and develop the music for a video game using different programs. You will also learn where to consult the most commonly used sounds in the industry and the latest composing techniques. For all these reasons, the designer will be ready to go a step further in his career, being able to practice on his own account.



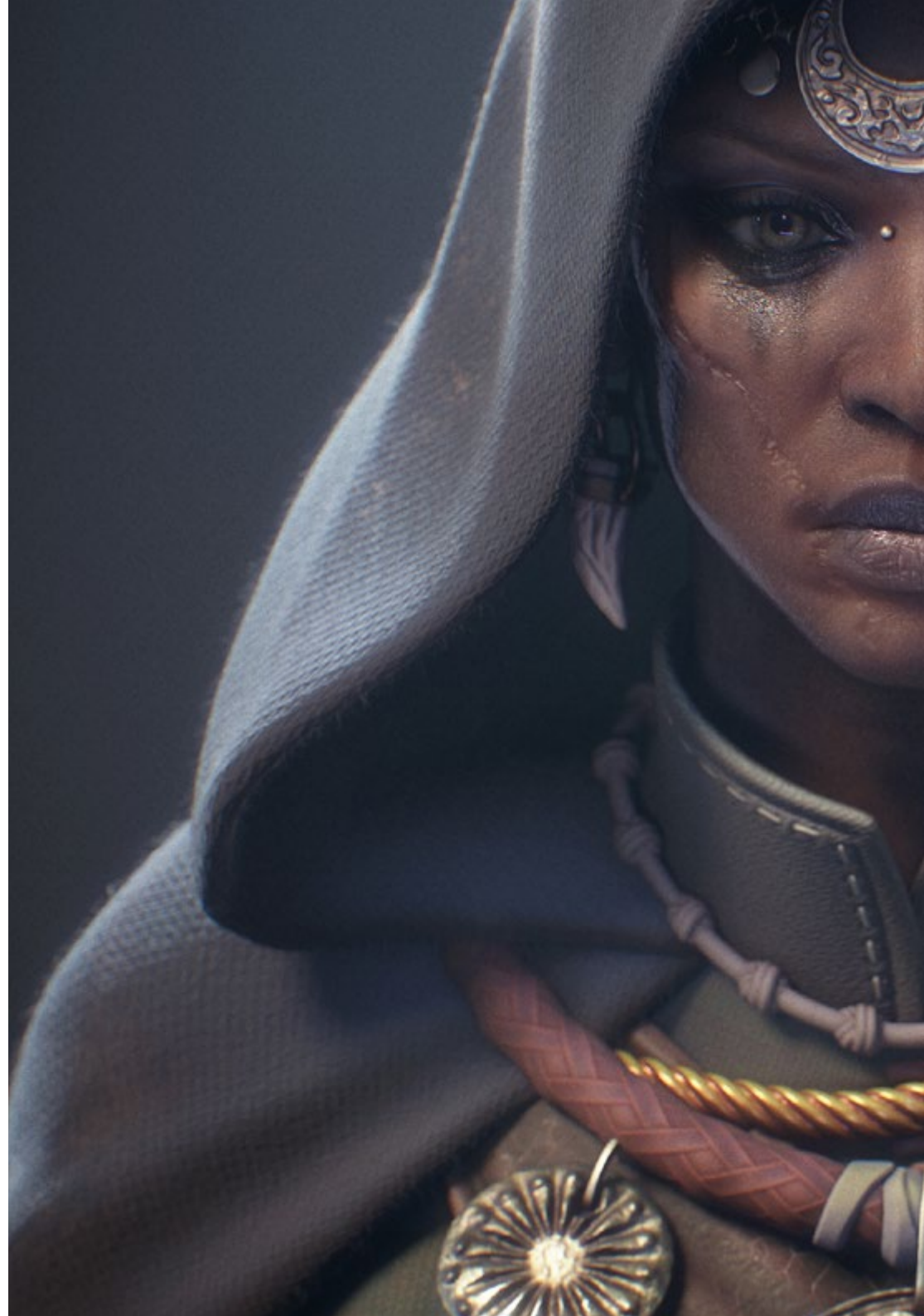


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This program will help you build your career and make your goals a reality: to have your own music comping studio for video games”

Module 1. Sound & Music Design

- 1.1. Composition
 - 1.1.1. Lineal Composition
 - 1.1.2. Non-Lineal Composition
 - 1.1.3. Creation of Themes
- 1.2. Musical Development
 - 1.2.1. Instruments
 - 1.2.2. The Orchestra and its Sections
 - 1.2.3. Electronics
- 1.3. Software
 - 1.3.1. Cubase Pro
 - 1.3.2. Virtual Instruments
 - 1.3.3. Plugins
- 1.4. Orchestration
 - 1.4.1. MIDI Orchestration
 - 1.4.2. Synthesizers and Digital Instruments
 - 1.4.3. Pre-Mix
- 1.5. Postproduction
 - 1.5.1. Postproduction
 - 1.5.2. Finale
 - 1.5.3. Plugins
- 1.6. Mixing
 - 1.6.1. Internal Mix
 - 1.6.2. Formats
 - 1.6.3. Sound Design
- 1.7. Production
 - 1.7.1. Sound Libraries
 - 1.7.2. Synthetic Sounds
 - 1.7.3. *Foley*





- 1.8. Composition Techniques for Video Games
 - 1.8.1. Analysis I
 - 1.8.2. II Analysis
 - 1.8.3. Creation of *Loops*
- 1.9. Adaptive Systems
 - 1.9.1. Horizontal Re-Sequencing
 - 1.9.2. Vertical Remix
 - 1.9.3. Stinger Transitions
- 1.10. Integration
 - 1.10.1. 3D Unity
 - 1.10.2. FMOD
 - 1.10.3. Master Audio

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In a single program, you will acquire knowledge that has taken most people many years to learn. Sign up now"

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.

“

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.



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

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.



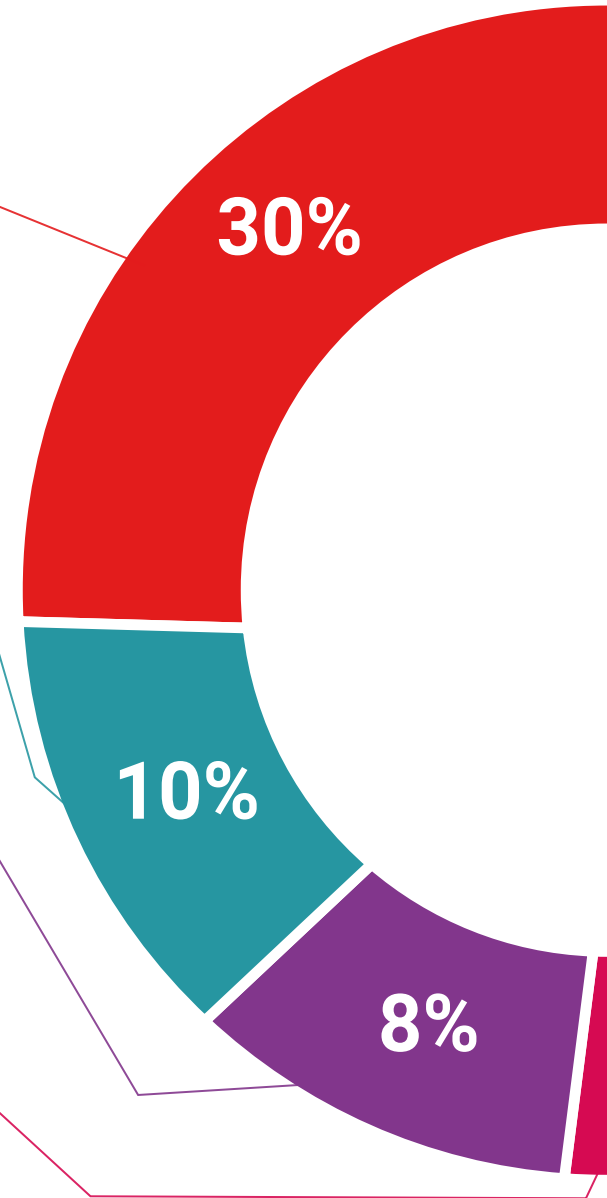
Practising Skills and Abilities

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 Sound and Music Design in Video Games guarantees students, in addition to the most rigorous and up to date education, access to a Postgraduate Certificate issued by TECH Technological University.





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*Successfully complete this program
and receive your university degree
without travel or laborious paperwork”*

This **Postgraduate Certificate in Sound and Music Design for Video Games** 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 diploma issued by **TECH Technological University** will reflect the qualification obtained through the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Certificate in Sound and Music Design in Video Games**

Official N° of hours: **150 h.**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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



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