Postgraduate Diploma
Video Game Design

tech *technological university*

tech technological university

Postgraduate Diploma
Video Game Design

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

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

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01
Introduction

Designing video games requires passionate people who understand this cultural and artistic medium. Many young people, especially fanatics, have, at one time or another, considered a career in this field. But, not knowing exactly how it is done, many decide not to take the risk. This program has been developed for designers who wish to train in this field, which meets all the essential requirements to help students increase their skills in this field. By obtaining the qualification, you will be able to create new titles that equal or surpass the ones you have enjoyed all your life.
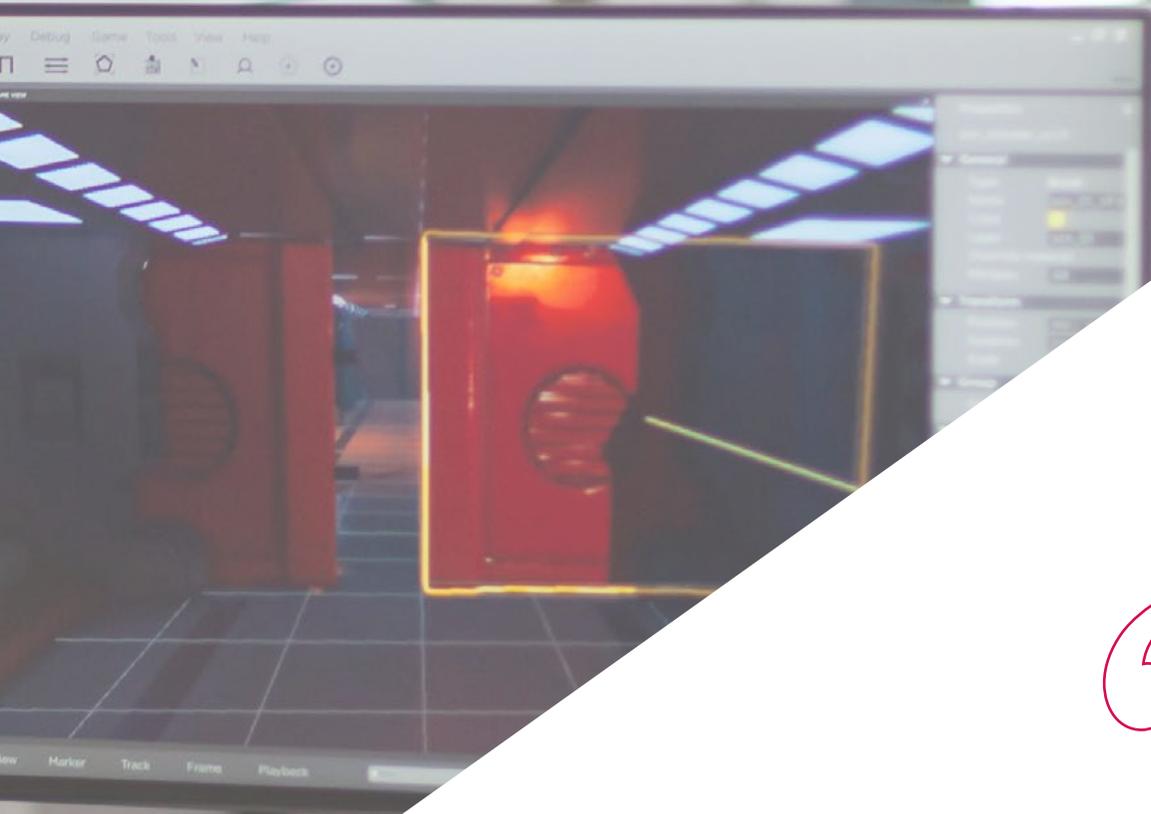
If you want to make your designs a reality and be able to play with your own creations, don't miss the opportunity to specialize in Video Game Design"

Video games occupy a very important place in people's lives. They encompass a series of perfectly aligned elements, providing not only a challenge for players, but a narrative that engages the imagination of young and old people alike. It is, therefore, not surprising that many should want to develop and design their own video games.

In this sense, when we talk about Video Game Design, we are actually referring to a broad process of creativity and the collaboration of various teams that will give life to a new game. Therefore, this work encompasses a series of activities such as: Character design, story, goals, rules, setting, among others. The aim is to define what the game will become and how to encourage the player to complete it.

For that reason, the most important companies are looking for designers who are creative, ingenious, possess great ideas and, above all, have a passion for video games. To enhance all this, this Postgraduate Diploma in Video Game Design has been developed to maximize, from an up-to-date and novel perspective, all the skills that will help students to face the challenge of developing such an important project from scratch.

First, the student will be introduced to the theory of video game design, covering those elements that engage players, such as challenges and gameplay. Then, we will proceed to write and illustrate a presentation document, which will contain each of the parts of the design: General idea, market, Gameplay, mechanics, levels, progression, game elements, HUD and interface. Finally, the role of Project Management for the development of video games will be presented.

This **Postgraduate Diploma in Video Game Design** contains the most complete and innovative educational program on the market. Its key characteristics are as follows:

- Immersion in the world of video game design, with which the student will obtain all the necessary knowledge to work in this field
- Learning through practical exercises so that the student may acquire skills more immediately
- Contents focused on practical learning, with the use of a variety of formats and methodologies
- Flexibility, whereby students can complete the program in the way that best suits them personal and professional circumstances
- The accompaniment of the teacher, who will make sure that students learn appropriately
- Access to content from any fixed or portable device with an Internet connection

You are just one step away to designing new video games and presenting them to the company you are interested in. Sign up to learn more"

"Do you want to launch your own video game? In this Postgraduate Diploma you will develop the competencies to achieve it"

The video game industry is looking for designers like you: Creative, resourceful and passionate.

Become the best video game designer by enrolling in this Postgraduate Diploma.

The program includes in its teaching staff professionals from the sector who bring to this training the experience of their work, as well as recognized 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 immersive 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.

02
Objectives

Video game designers are the agents who creatively conduct all the steps to bring a game to life. Therefore, their knowledge, skills and faculties are very valuable. With the following program, students will be able to gain an in-depth understanding of this process, learning about designing game levels, creating puzzles within these levels and placing design elements in the environment. Thanks to this, students will become designers of the stature of Hideo Kojima.

Use your skills to come up with new games that compete with the largest icons in the market"

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
- In-depth knowledge of 2D and 3D animation, as well as the key elements of object and character animation and learning to perform 3D modeling tasks
- Perform professional programming with the Unity 3D engine
- Be able to create an independent digital entertainment startup

It's time to accomplish your goals. Start this program and fulfill them"

Specific Objectives

Module 1. Video Game Design

- 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

Module 2. Design Documentation

- Write and illustrate a professional design document
- Know each one of the parts of design: general idea, market, gameplay, mechanics, levels, progression, elements of the game, HUD and interface
- Know the design process of a design document or GDD to be able to represent the idea of the game in an understandable, professional and well-elaborated document

Module 3. Production and Management

- Understand the production of a video game and the different stages
- Learn the types of producers
- Know Project Managementfor video game development
- Use different tools for production
- Coordinate teams and project management

03
Course Management

Designing a video game is an exhaustive yet very exciting task. There is, therefore, a need for teachers who are equally passionate and committed to this sector. As such, those in charge of teaching the contents of this program have specialized in the development, planning and, of course, the design of internationally successful video games for many years. Thanks to this, they are able to teach students all the keys of the profession.
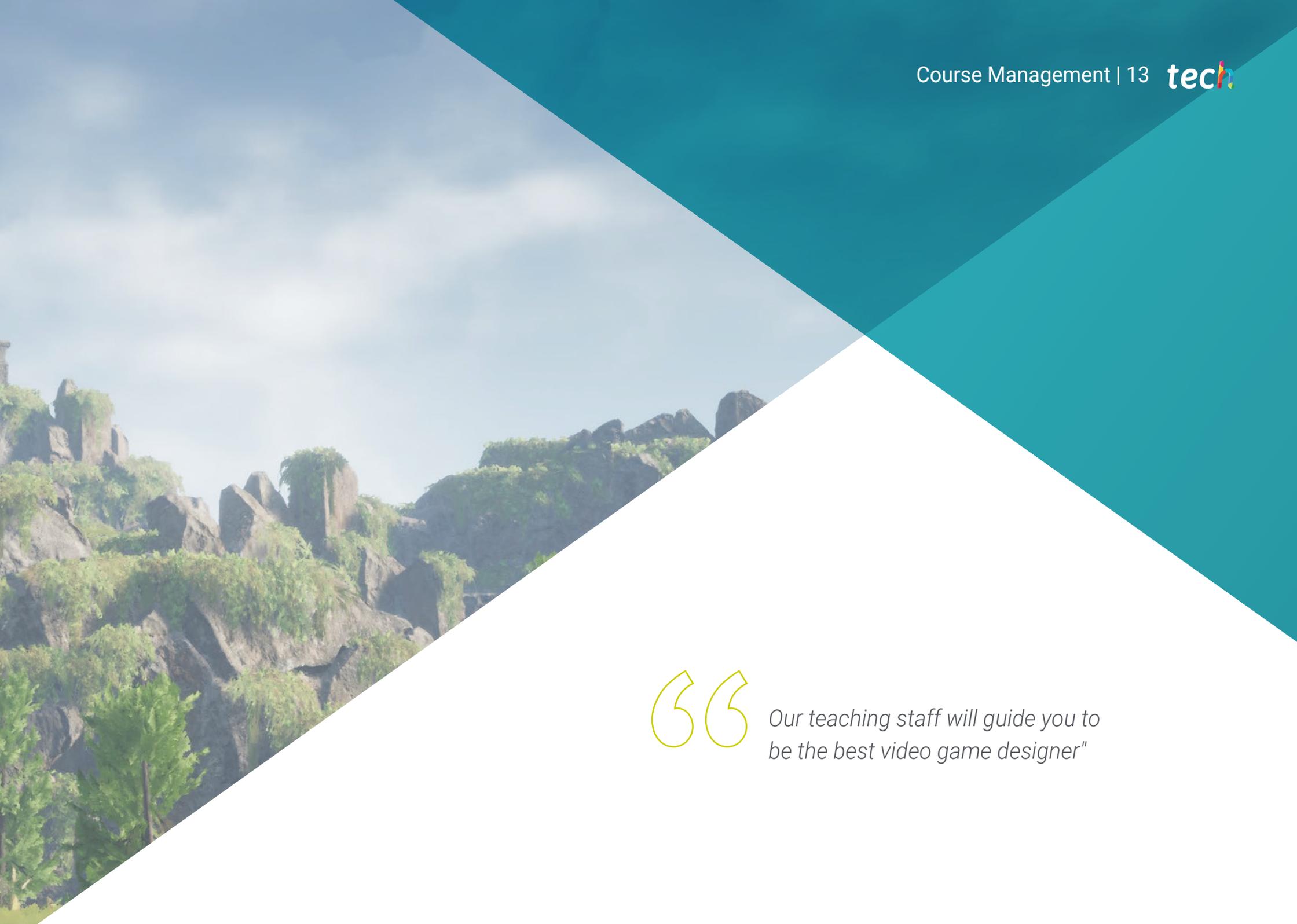
Our teaching staff will guide you to be the best video game designer"

Management

Dr. 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 2015
- Student of 3D animation, video games and interactive environments. Currnet – CEV 2020
- Specialized training in Children's Animation Scriptwriting. Showrunners BCN 2018
- Member of the association Women in Games
- Member of the FemDevs Association of Teachers

04
Structure and Content

The contents of this Postgraduate Diploma have been developed by a group of professionals who are aware of the needs of this sector. As a result, it provides students with an in-depth perspective of the specifics of Video Game Design, starting with the planning of challenges and culminating with the development of a presentation document. Throughout all the modules they acquire the skills they need to design video games in important companies such as Blizzard or Sony.

" *Everything you need to develop the next successful video game is condensed in this Postgraduate Diploma"*

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.

Module 2. DesignDocumentation

2.1. Structure of the Document
- 2.1.1. Design Document
- 2.1.2. Structure A
- 2.1.3. Style

2.2. General Idea, Market and References
- 2.2.1. General Idea
- 2.2.2. Market
- 2.2.3. References

2.3. Setting, Story and Characters
- 2.3.1. Ambience
- 2.3.2. History
- 2.3.3. Characters

2.4. Gameplay, Mechanisms and Enemies
- 2.4.1. Gameplay
- 2.4.2. Mechanisms
- 2.4.3. Enemies and NPC

2.5. Controls
- 2.5.1. Controller
- 2.5.2. Laptop
- 2.5.3. Computer

2.6. Levels and Progression
- 2.6.1. Levels
- 2.6.2. Journey
- 2.6.3. Progression

Module 3. Production and Management

Want to tell your own stories? Design a novel and attractive video game? This program is for you"

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.

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.

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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:
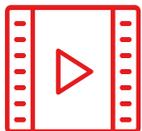
Study Material

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.

30%

10%

8%

20%

25%

4%

3%
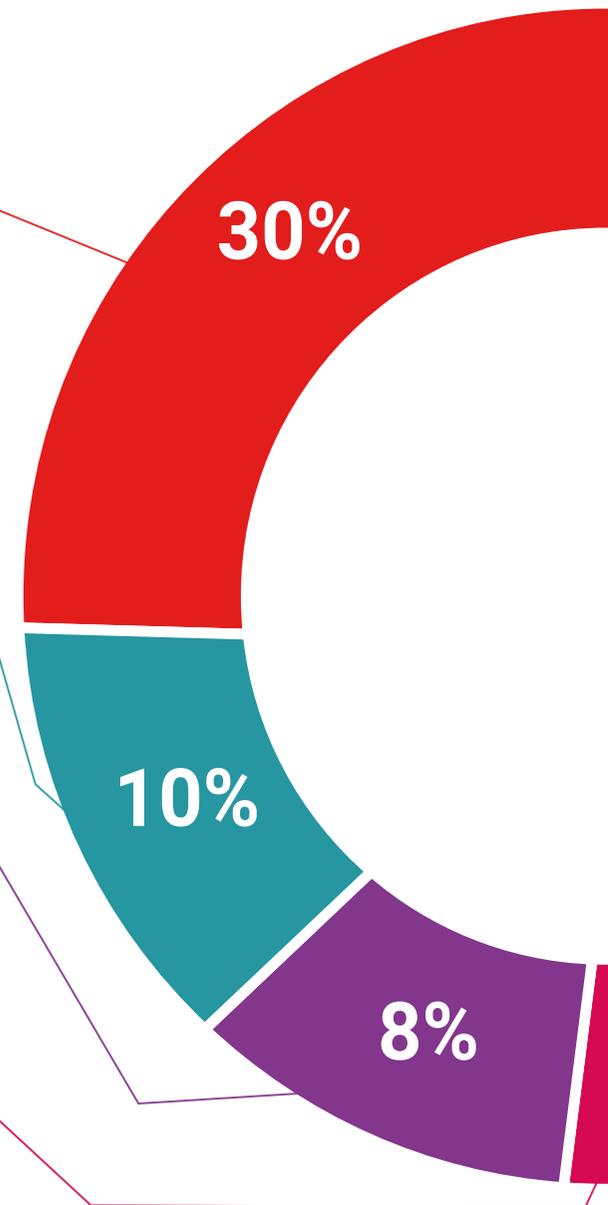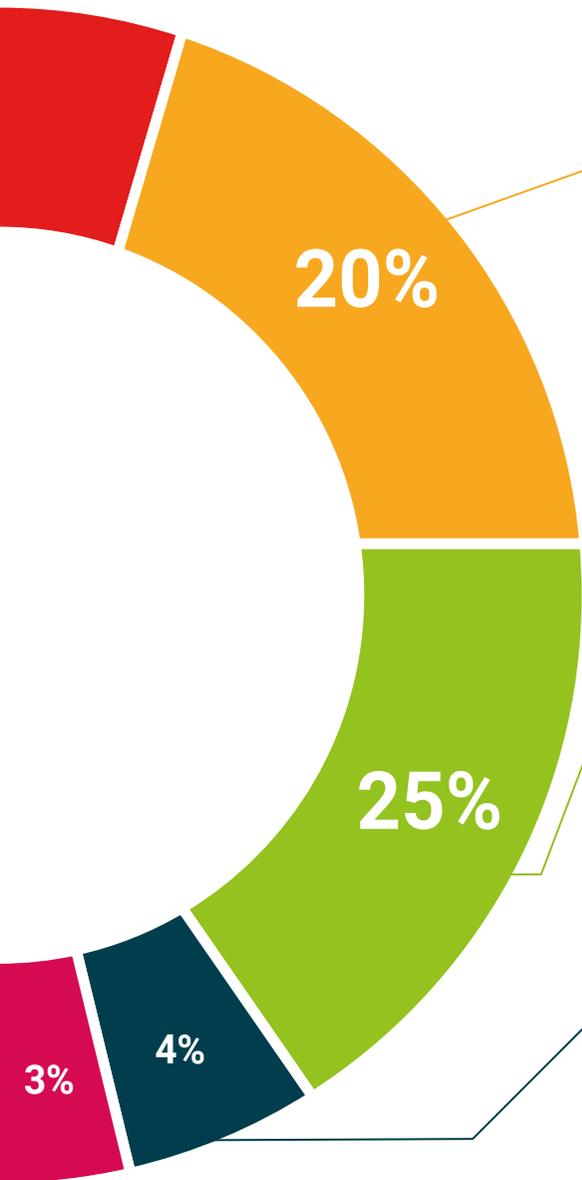
Case Studies

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.

Certificate

The Postgraduate Diploma in Video Game Design guarantees, in addition to the most rigorous and updated training, access to a Postgraduate Diploma issued by TECH Technological University.

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

This **Postgraduate Diploma in Video Game Design** contains the most complete and up-to-date scientific program on the market.

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

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

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

Official Nº of hours: **450 h.**

tech technological university

Awards the following

DIPLOMA

to

Mr./Ms. _____, with identification number _____.
For having passed and accredited the following program

POSTGRADUATE DIPLOMA

in

Video Game Design

This is a qualification awarded by this University, equivalent to 450 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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.

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