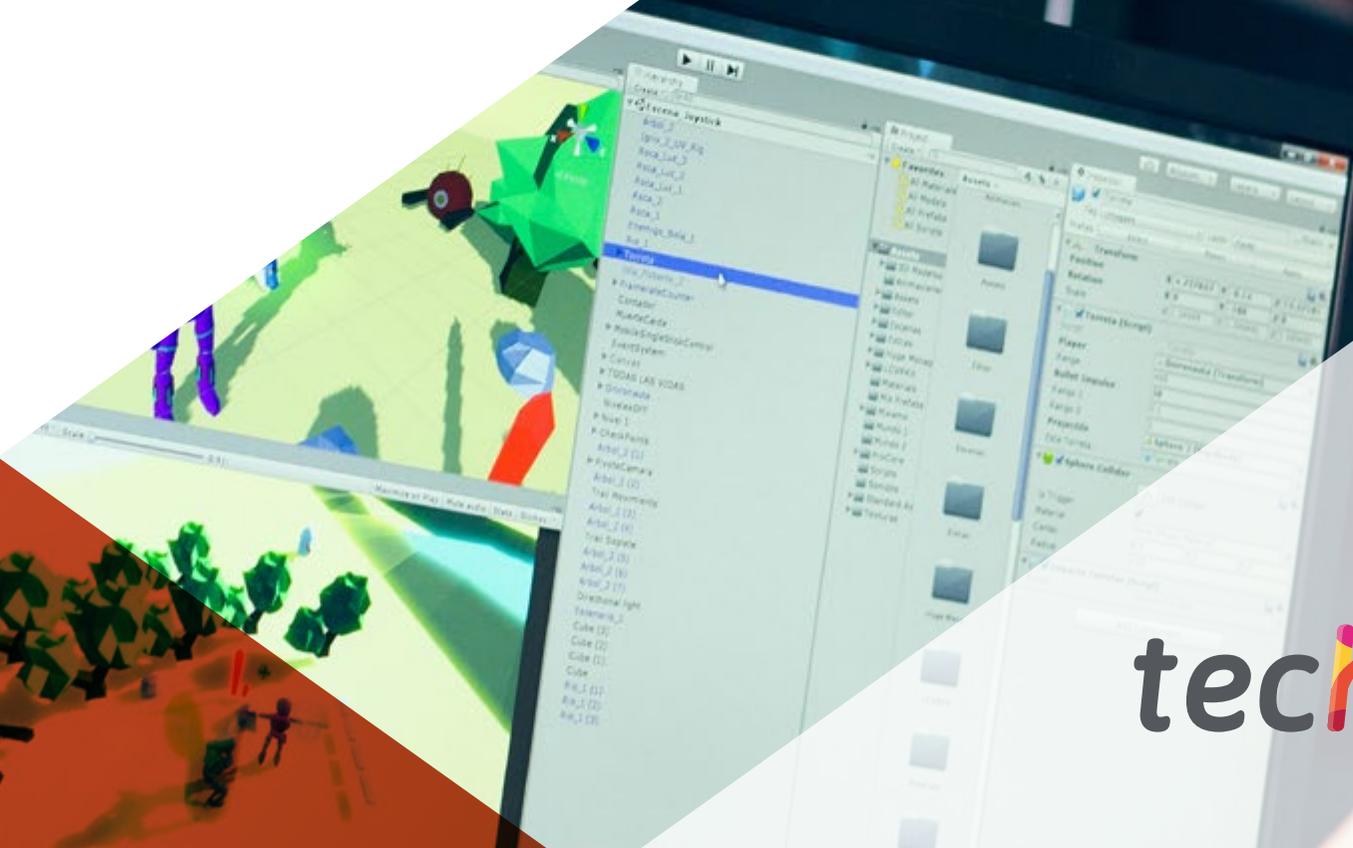


# Postgraduate Certificate Video Game Script





## Postgraduate Certificate Video Game Script

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 3 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/us/journalism-communication/postgraduate-certificate/video-game-script](http://www.techtitute.com/us/journalism-communication/postgraduate-certificate/video-game-script)

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01

# Introduction

The video game industry is constantly growing and has become one of the sectors with the highest demand for professionals. In addition, technological advances allow video games to be of increasingly higher quality, so it is essential to increase learning in this field.



“

*If you want to be the best in your profession, it is important that you continue your training throughout your career”*

To carry out the creation of any type of script, it is necessary to acquire a series of competencies that allow the idea to be put into practice and make it work. From the initial idea and its historical process, to the legal and juridical elements involved. Updating in this field is necessary, even if the scriptwriter's basic training is deep or highly experienced. In addition, it is not only enough to know the fundamentals of the processes that must be carried out for the creation of the script, but it is also important to incorporate the necessary information for its pre-production, production and post-production, viewing the process as a whole in an integral manner.

The curriculum focuses on video game scripts, focusing on the different narrative structures, as well as the genres that currently exist in this field. An important part of the creation of a video game is the need to create a world in which the characters will live their adventures and, for this, it is necessary to follow the guidelines of the documents that are necessary to create the technical script. Thus, this Postgraduate Certificate intends to be a practical guide for students to learn the whole process of creating video games.

This program is the most complete and directed for the professional script writer to reach a superior level of performance, based on the fundamentals and the latest trends in the development of audiovisual scripts in all its contexts. Make the most of the opportunity and Studies this program from 100% online format.

This **Postgraduate Certificate in Video Games Script** has the most complete and up-to-date academic program on the market. The most important features of the program include:

- ♦ Developing practical cases presented by experts in video game scripts
- ♦ The graphic, schematic, and eminently practical contents with which they are created provide scientific and practical information on the disciplines that are essential for professional practice.
- ♦ Practical exercises where self-assessment can be used to improve learning.
- ♦ News on the creation of video game scripts
- ♦ Algorithm-based interactive learning system for decision-making in situations focused on the creation of video game scripts
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



*This program will allow you to enhance your skills and become an expert scriptwriter for video games"*

“

*Work with the best scriptwriters and teaching professionals in this Postgraduate Certificate with excellent curricular value"*

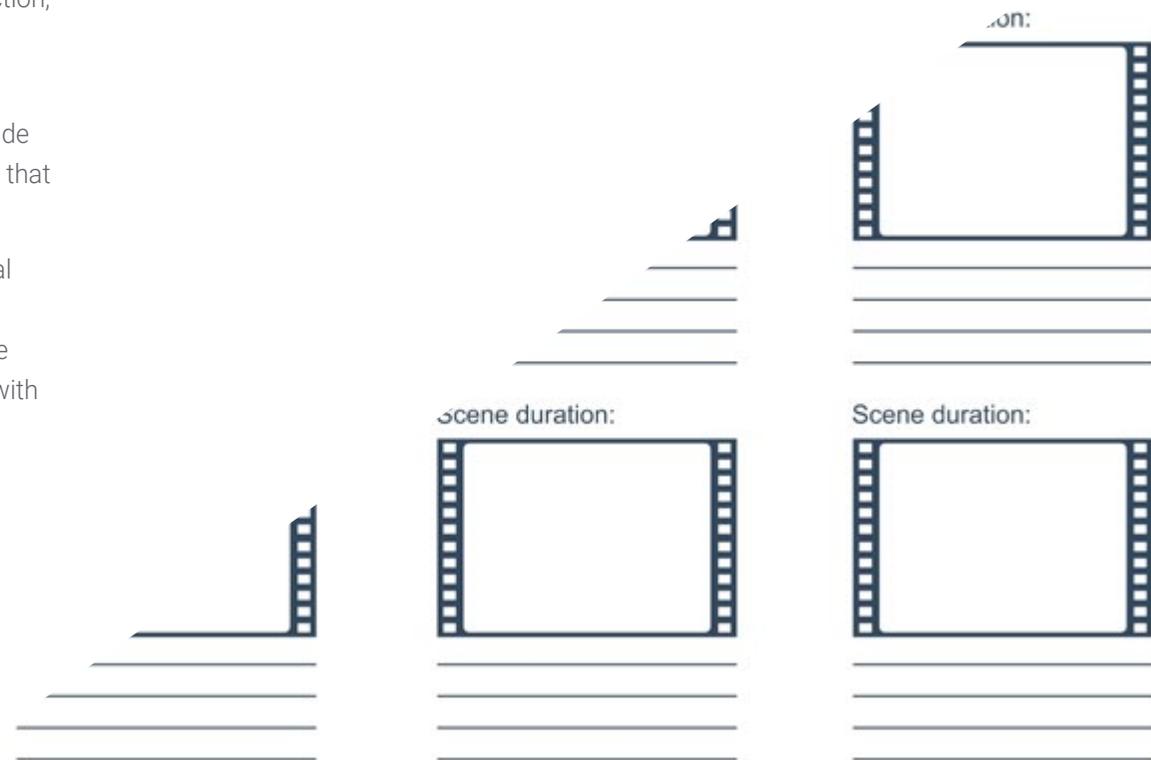
The teaching staff includes professionals from the field of audiovisual script production, who bring their experience to this program, as well as renowned specialists from leading societies and prestigious universities.

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 an immersive training program designed 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 during the academic year. For this purpose, the student be assisted by an innovative interactive video system created by renowned and experienced experts in video game scripts with extensive experience.

*Don't miss the opportunity to increase your knowledge in video game scripts*

*Learn about the latest trends in the entertainment industry and update your knowledge in screenwriting*

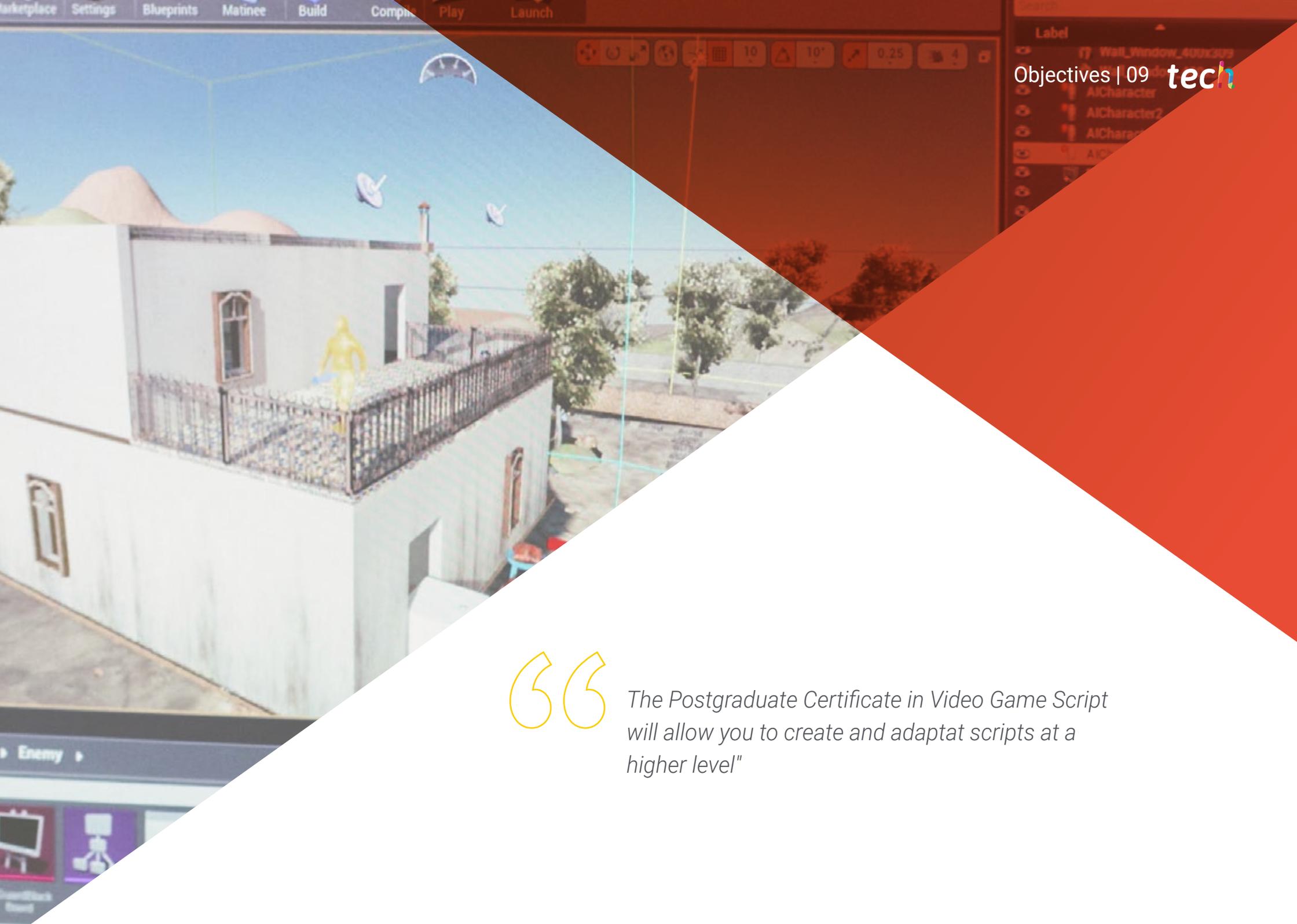


# 02

# Objectives

This Postgraduate Certificate is aimed at professional audiovisual screenwriters, so that they can acquire the necessary tools to develop in the field, learning about the latest trends and delving into the issues that are at the forefront of this branch of knowledge.





“

*The Postgraduate Certificate in Video Game Script will allow you to create and adapt scripts at a higher level"*



General Objective

Achieve the necessary knowledge to write the different types of scripts according to the final format of the production, either for television or internet, taking into account the construction of the character, the history of the audiovisual medium in particular from its origins to the present day.



*Develop your skills to become a screenwriter who is at the forefront of the latest trends"*





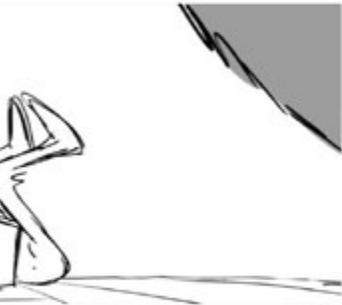
47



>NEW<

33-3

48



50

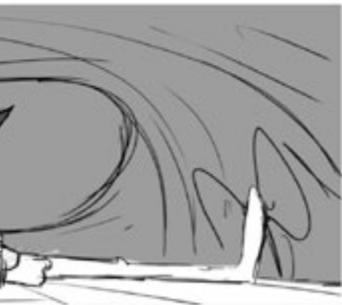


>NEW<

53-3

PERCY  
But I think...

51



53



>NEW<

43-4

PERCY  
Let's walk away.

54



## Specific Objectives

- ♦ Know the concept and origin of video games in the entertainment industry and the internet era
- ♦ Examine the historical evolution of video games in the audiovisual industry, their commercialization, leadership and corporations
- ♦ Study the narrative structure of video games, their theory, intertextuality, hypertext and ludology
- ♦ Analyze the different types of video game genres, their origins and hybridization
- ♦ Learn how to develop the world, characters and objectives of video games
- ♦ Elaborate and understand the parts of a video game design document
- ♦ Create and build a technical script applied to the particularities of video games as an audiovisual product
- ♦ Systematize and elaborate a videoludic analysis taking into account semiology, communication esthetics, ludology, film analysis and psychology

03

# Structure and Content

The structure of the contents has been designed by a team of professionals in Audiovisual Screenwriting for audiovisual media, who are conscious of the importance of up-to-date learning to be able to delve into the field of knowledge, through the use of the available tools.





“

*This Postgraduate Certificate contains the most complete and updated scientific program of the academic landscape"*

## Module 1. Short Film Script

- 1.1. Introduction to Short Films
  - 1.1.1. Concept
  - 1.1.2. Origin
  - 1.1.3. Evolution
- 1.2. Short Films in the Film Industry
  - 1.2.1. Historical Development
  - 1.2.2. Tendencies
- 1.3. From the Idea to the Literary Script
  - 1.3.1. Idea
  - 1.3.2. Synopsis
  - 1.3.3. Literary Script
    - 1.3.3.1. Heading
    - 1.3.3.2. Description
    - 1.3.3.3. Dialogues
    - 1.3.3.4. Transition
- 1.4. Technical Script
  - 1.4.1. Annotations
  - 1.4.2. Stage
  - 1.4.3. Numbered Shots
  - 1.4.4. Numbered Sequence
  - 1.4.5. Camera Movement
  - 1.4.6. Music
  - 1.4.7. Sound Effects
  - 1.4.8. Character Name
  - 1.4.9. Stage Name
    - 1.4.9.1. Interior/Exterior
    - 1.4.9.2. Day/Night
  - 1.4.10. Floor Shot
- 1.5. Storyboard
  - 1.5.1. Origin
  - 1.5.2. Function
  - 1.5.3. Features
    - 1.5.3.1. Sequence Images
    - 1.5.3.2. Texts
  - 1.5.4. Components
    - 1.5.4.1. Shots
    - 1.5.4.2. Characters
    - 1.5.4.3. Action of the Shot
    - 1.5.4.4. Filming Duration
- 1.6. Sound Script
  - 1.6.1. Origin
  - 1.6.2. Function
  - 1.6.3. Features
- 1.7. Sound Script II
  - 1.7.1. Components
    - 1.7.1.1. Soundtrack
    - 1.7.1.2. Direct Sound
    - 1.7.1.3. Dialogues
    - 1.7.1.4. Foley
    - 1.7.1.5. Effects
    - 1.7.1.6. Environments
    - 1.7.1.7. Music
    - 1.7.1.8. Silence
- 1.8. Videoclips, Commercials and Trailers
  - 1.8.1. Videoclips
  - 1.8.2. Commercials
  - 1.8.3. Trailers



- 1.9. From Short Films to Micro and Nano Films
  - 1.9.1. Short Films
  - 1.9.2. Micro Films
  - 1.9.3. Nano Films
- 1.10. Festivals
  - 1.10.1. Definition
  - 1.10.2. Types
  - 1.10.3. Awards

“ A unique, key, and decisive training experience to boost your professional development”

04

# Methodology

This training provides you with a different way of learning. Our methodology uses a cyclical learning approach: **Re-learning**.

This teaching system is used 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 Re-learning, 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".*

## At TECH we use the Case Method

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

“

*With TECH you can experience a way of learning that is shaking the foundations of traditional universities around the world”*



*Our school is the first in the world to combine Harvard Business School case studies with a 100% online learning system based on repetition*



### A learning method that is different and innovative.

This TECH Business School program is an intensive training program that prepares you to face any challenge in this field, both on a national and international level. The main objective is to promote your personal and professional growth. For this purpose, we rely on the case studies of Harvard Business School, with which we have a strategic agreement that allows us to use the materials used in the most prestigious university in the world: HARVARD.



*We are the only online university that offers Harvard materials as teaching materials on its courses"*

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

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. 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.

In a given situation, what would you do? This is the question that you are presented with in the case method, an action-oriented learning method. Throughout the course, you will be presented with multiple real cases. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.

## Re-learning Methodology

Our University is the first in the world to combine Harvard University case studies with a 100%-online learning system based on repetition, which combines 16 different teaching elements in each lesson.

We enhance Harvard case studies with the best 100% online teaching method: Re-learning.

*In 2019 we obtained the best learning results of all Spanish-language 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 Re-learning.

Our University is the only one in Spanish-speaking countries licensed to incorporate 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 Spanish online university indicators.



In our program, learning is not a linear process, but rather a spiral (we 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.

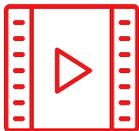
*Re-learning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success*

Based on the latest evidence in neuroscience, not only do we know how to organize information, ideas, images, memories, but we also know that the place and context where we have learned something is crucial for us to be able to remember it and store it in the hippocampus, and 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.



In this program you will have access to the best educational material, prepared with you 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 really specific and precise.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



### 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 our difficult future decisions.



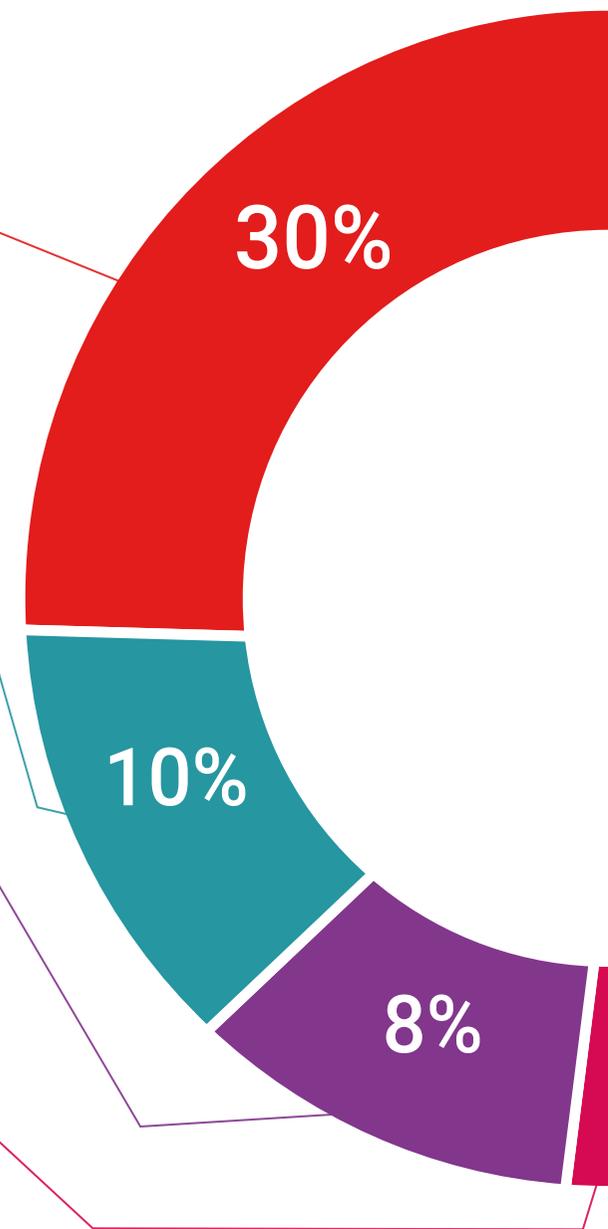
### Practising Skills and Abilities

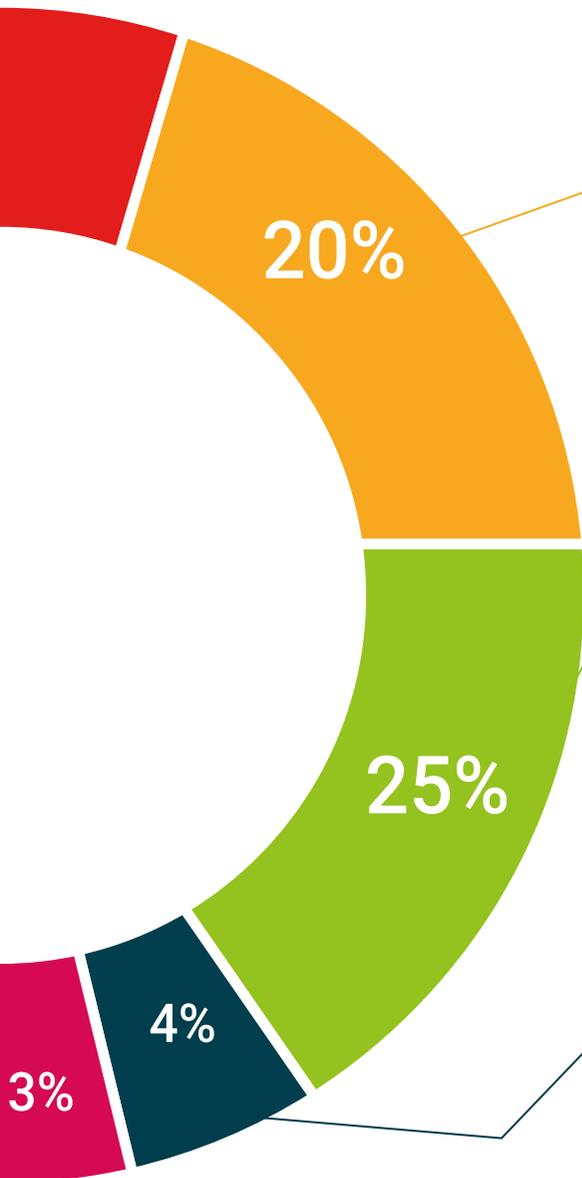
You will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



### Additional Reading

Recent articles, consensus documents, international guides. In our virtual library you will have access to everything you need to complete your training.





**Case Studies**

You will complete a selection of the best case studies in the field used at Harvard. Cases that are presented, analyzed, and supervised by the best senior management specialists in Latin America.



**Interactive Summaries**

We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This unique multimedia content presentation training system was awarded by Microsoft as a "European Success Story".



**Testing & Re-Testing**

We periodically evaluate and re-evaluate your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



05

# Certificate

The **Postgraduate Certificate in Video Game Script** guarantees you, in addition to the most rigorous and updated training, access to a certificate issued by **TECH Global University**.



“

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

This program will allow you to obtain your **Postgraduate Certificate in Video Game Script** 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 Script**

Modality: **online**

Duration: **6 weeks**

Accreditation: **3 ECTS**



\*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University 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 quality

online

development languages

classroom

**tech** global  
university

Postgraduate Certificate

Video Game Script

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 3 ECTS
- » Schedule: at your own pace
- » Exams: online

Postgraduate Certificate

Video Game Script