



Postgraduate Certificate

Visual Communication

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

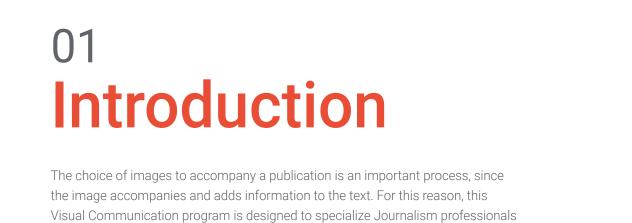
» Credits: 6 ECTS

» Schedule: at your own pace

» Exams: online

We bsite: www.techtitute.com/us/journalism-communication/postgraduate-certificate/visual-communication

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in this area and to promote mastery, techniques and the most current trends.



tech 06 | Introduction

Journalism studies are one of the most demanded in all universities, since this profession has a great influence on the population and has gained great prominence since its beginnings. Journalism encompasses different branches: social, cultural, economic, sports, international, events, conflicts, etc. This makes it necessary for professionals in this field to specialize in order to tell stories in the most appropriate way in each case.

Additionally, the transmission of information can be carried out through different media. Specifically, this program aims to specialize students in Visual Communication. To do so, it is necessary to acquire a series of skills that allow you to put into practice all that has been learned.

The curriculum deals with the origin and evolution of Visual Communication, graphic design, persuasion through images, typography, choice of light and color, etc. In short, everything related to the image and Visual Communication of information.

This program is the most complete and addressed so that the professional in the field of Journalism reach a higher level of performance, based on the fundamentals and latest trends in the media. Take advantage of the opportunity and become a professional with solid foundations through this program and the latest educational technology 100% online.

This **Postgraduate Certificate in Visual Communication** contains the most complete and up-to-date program on the market. The most important features include:

- The development of practical cases presented by experts in Visual Communication
- The graphic, schematic, and practical contents with which they are created provide scientific and practical information on the disciplines that are essential for professional practice
- Practical exercises where the self-assessment process can be carried out to improve learning
- Its special emphasis on innovative methodologies in Visual Communication
- Algorithm-based interactive learning system for decision-making in the situations that are presented to the student
- 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





Work with the best teaching professionals in this Postgraduate Certificate which will help you achieve excellence"

Its teaching staff includes professionals from the world of journalism, who bring to this program the experience of their work, as well as renowned specialists from prestigious reference societies and universities.

Its multimedia content, developed with the latest educational technology, will enable the professional to contextual and situated learning, i.e. a simulated environment that will provide immersive learning immersive learning programmed to prepare in real situations.

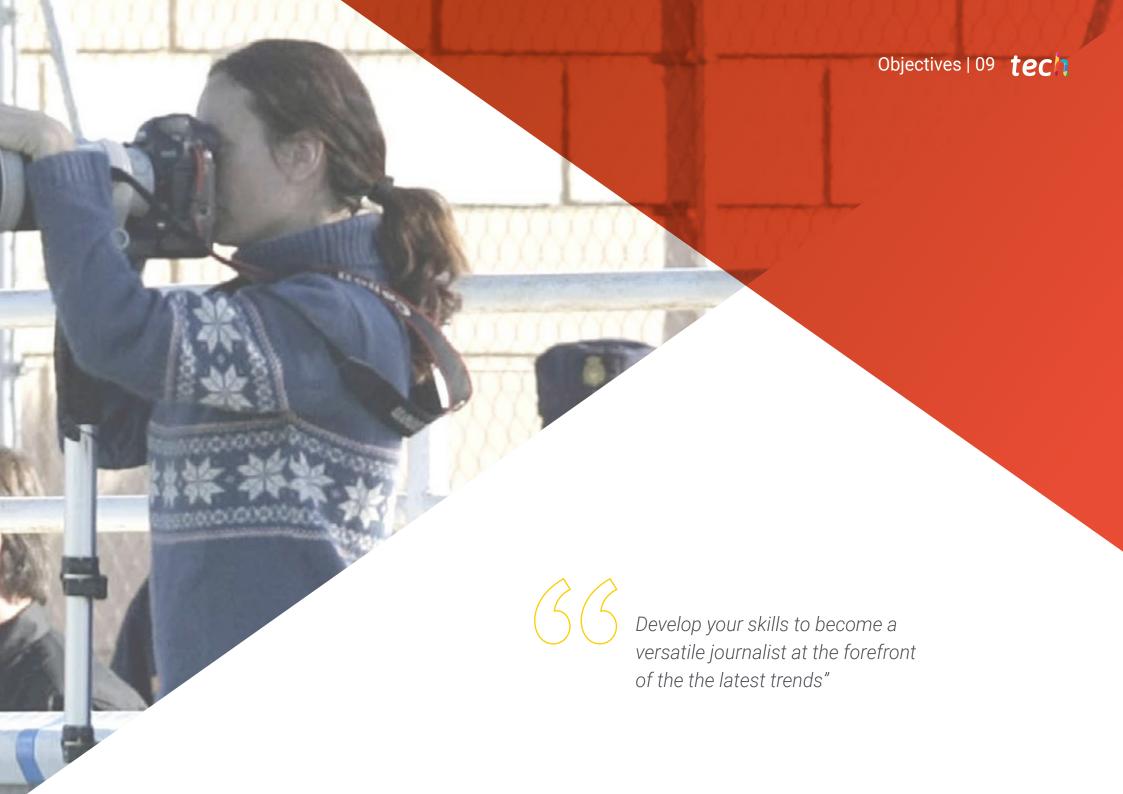
This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the professional will be assisted by an innovative interactive video system developed by renowned experts in the field of Visual Communication and with great experience.

Don't miss the opportunity to increase your skills in Visual Communication.

Join our community of students and acquire the most advanced knowledge in your career.







tech 10 | Objectives



General Objective

• Achieve the necessary knowledge to choose the most appropriate images, layouts and formats for each piece of information



Enroll in the best Postgraduate Certificate of Visual Communication of the current university scenario"







Specific Objectives

- Organize complex communicative knowledge in a coherent manner and its relationship with other social and human sciences
- Relate the main milestones and trends in the history of communication to their impact and influence on society
- Understand the nature and communicative potential of images
- Know the determinants of effective communication to large and small audiences, including nonverbal communication and the use of body language
- Analyze the persuasiveness of advertising through images
- Have an in-depth knowledge of editorial and journalistic design







tech 14 | Structure and Content

Module 1. Visual Communication

- 1.1. Visual Communication
 - 1.1.1. Introduction
 - 1.1.2. Visual Communication and Visual Literacy
 - 1.1.2.1. Learning Visual Culture
 - 1.1.2.2. Natural Language or Arbitrary Language
 - 1.1.3. Oualities of Visual Communication
 - 1.1.3.1. Qualities of Visual Communication
 - 1.1.3.2. Basic Rules for Bibliographic Selection, Verification, Citation and Referencing
 - 1.1.3.3. Degree of Complexity of the Message
 - 1.1.4. Definition of Visual Communication
- 1.2. Graphic Design
 - 1.2.1. Introduction
 - 1.2.2. The Design
 - 1.2.3. Graphic Design
 - 1.2.3.1. Graphics
 - 1.2.3.2. Design and Art
 - 1.2.4. Graphic Design and Communication
 - 1.2.5. Areas of Application of Graphic Design
- 1.3. Background and Evolution of Visual Communication
 - 1.3.1. Introduction
 - 1.3.2. The Problem of the Origin
 - 1.3.3. Prehistory
 - 1.3.4. The Ancient Age
 - 1.3.4.1. Greece:
 - 1.3.4.2. Rome
 - 1.3.5. The Middle Ages
 - 1.3.6. The Renaissance: the Rise of the Printing Press in Europe
 - 1.3.7. From the XVI to the XVIII Century
 - 1.3.8. The XIX Century and the First Half of the XX Century

- 1.4. The Meaning of Visual Messages
 - 1.4.1. Introduction
 - 1.4.2. The Image, the Signifying Object
 - 1.4.3. The Representational Quality of the Image: Iconicity 1.4.3.1. Type, Pattern and Form
 - 1.4.4. The Plastic Quality of the Image
 - 1.4.4.1. The Plastic Sign
 - 1.4.5. The Symbolic Quality
 - 1.4.6. Other Visual Codes
- 1.5. Persuasion
 - 1.5.1. Introduction
 - 1.5.2. Advertising Persuasion
 - 1.5.3. Features
- .6. Elements Related to Image Representation
 - 1.6.1. Introduction
 - 1.6.2. Elements Related to Image Representation
 - 1.6.3. The Articulation of Image Representation
 - 1.6.3.1. The Concept of Representation
 - 1.6.3.2. The Articulation of Representation
 - 1.6.3.3. The Plastic Significance
 - 1.6.4. Morphological Elements of the Image
 - 1.6.5. Scalar Elements of the Image
 - 1.6.5.1. Size
 - 1.6.5.2. Scale
 - 1.6.5.3. The Proportion
 - 1.6.5.4. Format
- 1.7. The Composition
 - 1.7.1. Introduction
 - 1.7.2. Composition or Visual Syntax
 - 1.7.3. The Balance
 - 1.7.4. Dynamic Elements of Representation
 - 1.7.5. Normative Composition



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FOTOGRAFÍA Y

RETOQUE DIGITAL GASTRONÓMICO DESDE CERO

CREHANA

las grandes comunicaciónes.

medios sociales

Les individues, las empresos y

las instituciones signen necesi-

también mejors la actividad de las campatas de publicidad tarro de responsive her mile AdWords como Facebook Ads. va de que los usuarios - que los empresas que las utilizan deben contir con sitios de diseño respossive porque los anincios, como desarrollar y man- el contenido, trasbien se adaptan a

tando relacionarse con su enterno aborrará en costos. Si una página cuenta con un diseño. y trasmitir, de manera efectiva y mollo. Sin embargo - web de respuesta, es decir responsipráctica, mensajos adecuados a sirio responsive es ve, corre el buen riesgo de aparecer sus públicos; ya scan que se trate costo total es signi- en los primeros resultados de búsde amigos en el caso de indiviiceor, ya que ley un quods, incluso si su contenido es duos - clientes en el caso de empresas, o de usuarios - clientes en de combios que se de alta calidad, permitiendo que el mor cuando su sitio i unuario al buscar aparezes su web el caso de instituciones. Y, como er spropiedomente las primeras busquedas. siempre, el diseño cráfico siene siendo el energado de amentar

y tecnologia (como esa fue motivación que impulsó los e, la animación y la primeros juegos de video que aparecicron en el todo el mundo, enindo. cuales existe main- im existina las grandes corporacio-

Inidos y Canadá, en Los productos resultantes de este an generado cumbios tipo de emprendimientos son coie lu forjado mucho mecidos como videojuegos indie e ha desarrollado la (o independientes): «no micen con formación académi- of apoyo económico de una corposéries Latins, donde meión, sino que son el trabajo de atios de deserrollo, grupo poqueño de desarrolladores, y la misma situación | En algunos casos por um sola peratios la industria la sona». Los perfiles profesionales micuto significativo que los conformas, se caracterizanaul, Argentina, Co- por personas que conocen de todo Uruguay, pero ese un poco y tienen alta capacidad para nocesarismente es- nuclionnanse en diversos áreas. Esta modelos de negocio - tendencia va a contrapelo de la linea frialdad comercial scadémics y profesional, que empael motor real de los ja hacia la especialización.

erta pasión por el vi- Más allà de cual sea el tarraño del rio de los desarrollo- inercado en cada país, esta industria os de una generación es una eportunidad pura innoviar, ese la vida haciendo - cambiar la marriz productiva aposle gustan. No es un ... tando por el mescado global, con porque, justamente, inschris positificades, de emplos.

AUMENTADA

REALIDAD

Las Tecnologias de la Informa ción y la Comunicación han propor ciorado un muevo campo de investissción en la manera de esseñas a aprender a los alumnos.

La implementación de imprenes esquematicas realizadas a traves de la Realidad Asmentada en los diferemes niveles y disciplinas, se hace posible gracius a la gran y miodad de aplicaciones y programas que se es-Lim discrisindo con un carrieter didiletion y podnebelos, que enriquece al estudiante de minera que entendia el trabajo de forma más completa. Come se realizan:

Para la creación y desarrollo de modelos 3D será necesaria la utilización de técnicas de modelización mediante aleuno de los programas de modelado que existen en el mercado como Solid Works y Aunodesk Inversor Professional a estreprogramas de desarrollo 3D como Maya, SketchUp, etc.

Es normal pensar que la tecnologia de restidad aumentada en oducación tiene un potencial indudable, pero comparado con otros estudios o con otras tecnologius mis armigadus como contenidos multimedia, plutaformus meb interactivas, etc.

La realidad aumentoda se encuentra en una primera fase o etapa para el uso de

Estra instrumentos complementarios en el aula permiten al alumno bles y en cuando a la economía, en gicas y muy creativas. función del espacio y los costos que Conforme se va desurrollando ala posibilidad de estad. implican tener los objetos en el mía. globalización y se generan mievos dificiles de consegui

LA IMPORTANCIA DEL REALIDAD AUMENTAD GRÁFICAS DIDÁCTICA

Los beneficios educativo a través o basada en la realidad aumentada.



La Reslidad Asmentada es de avuda - formación en tiemp en árcas de conocimiento que noce- una de estas toerolog sita del lenguaje grifico orientado a ... los dispositivos mós la representación de detalles, como se puede tener acces por ejemplo pam la medicina, inge- las diverses aplicac nicria, casos de ariatomia asquitecto- poscionan sus sistes nica, etc. de esta forma estos esque- donde Android es e la visualización y arálisis en tres i mos aportan una rápida asimilación, siendo utilizado para dimensiones, lo cual facilità la acce- de procedimientos de aprendizaje. Considero que estas sibilidad a objetos de estudio que en incrementa la motivación intrinseci- ticas favorecen el a su versión real no estartan disponi- y la hisqueda de respuestas pedagó- descubrimiento, ano

Diseñar con el móvil

Las aplicaciones móviles van evolucionando a un ritmo ve ¿Hay que empezar a sumarias a las herramental de trabaj

Es definirivo: las aplicaciones. Lo que realmente diferencia a un infortas alm son tra méviles se aproximum cada vez mis diseñador de un chico con neceso el Paint. Son gratui a la ubicuidad. El uso de Typic, gratuito al App Store es algo senci- tione acceso a ellas. FontCandy, Instigment, Fisheye y un ... Bo y compleje a la vez. No son sus ... punto de vista, en n sin fin de otros nombres, plaga los herramientas sino la intencionalidad estas aplicaciones se dispositivos móviles tanto de dise- la que nos diferencia. Es el nivel flutino para las hemir fladores como de ciudadanos de a semiótico que usamos, estis hemis- do asistido por comp pie "Podria ser considerado «cálidos usar cualquier aplicacion móviles para disclur?

Mucles de estas aplicaciones son bustimo básicas. Cierios filtros de polos, sigurus tipografios básicas y tal ver alguns heramients pou certuscarus con diversus formus. Si tenemos suficiente memoria recordarction algunis aprotosplicaciores» nacidas en los abora lejanos alics 80, y que fueron creciendo con nosotros. Si, lublo especificamente de Photoshop, Illustrator y Corel, por nombrar algunos.

Pocos años después de su graduación, Regaron las primenas computadores de pantalla en escala de grises y windows 3.1. Y junto-con ellos esa primeristma primera versión de Photoshop. Sas efectos estaban a pones de la enorme collocción de herramientas y efectos

Las auevas generaciones de diseñadores vicron el computador como lo que es realmente, una horramienta mis. Así, la casi divira Adobe CS se pervirtió en um homunienta poco menes one imprescindible pora nuostra profesión; aumque nunca se abandonó del todo, el trabajo ma-





Color and Light

- 1.8.1. Introduction
- Light, Color and Perception
 - 1.8.2.1. Light and the Visible Color Spectrum
 - 1.8.2.2. The Perception of Light and Colors
 - 1.8.2.3. The Adaptive Capacity of the Perceptual System
 - 1.8.2.4. The Color Temperature of a Light Source
- **Primary Colors**
- **Basic Color Reproduction Techniques** 1.8.4.
- 1.8.5. **Color Dimensions**
- Harmony Types and Pallet Construction
- Plastic Functions of Color

Typography

- 1.9.1. Introduction
- Formal Structure and Type Measurement 1.9.2.
- Classification of Typefaces
- The Composition of the Text
- Issues Affecting Readability

1.10. Editorial Design and Infographics

- 1.10.1. Introduction
- 1.10.2. Editorial Design
- 1.10.3. Infographics
- 1.11. Journalistic Design From the Point of View of Image Theory
 - 1.11.1. Introduction
 - 1.11.2. Functions of Journalistic Design
 - 1.11.3. Final Note on The Term Journalistic Design
 - 1.11.4. Arbitrariness or Naturalness of the Journalistic Design
 - 1.11.5. Articulation of the Visual Language of Journalistic Design







tech 18 | 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, through collaborative activities and real cases, how to solve complex situations in real business environments.

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 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.

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.

tech 20 | Methodology

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 | 21 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.

This methodology has 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, and financial markets and 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 specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to 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.

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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.



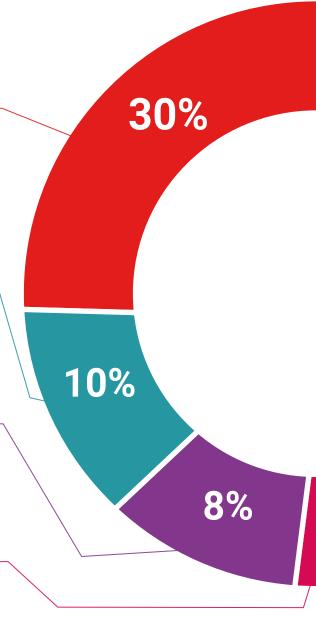
Practising Skills and Abilities

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.



20%

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.

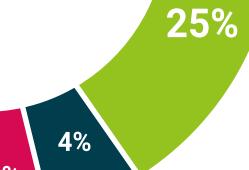


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



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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.







tech 26 | Certificate

This program will allow you to obtain your **Postgraduate Certificate in Visual Communication** 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 Visual Communication

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



Mr./Ms. _____, with identification document _____ has successfully passed and obtained the title of:

Postgraduate Certificate in Visual Communication

This is a program of 150 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



^{*}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.

tech global university **Visual Communication**

Postgraduate Certificate

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

