

Master's Degree

Art for Video Games





Master's Degree Art for Video Games

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/videogames/master-degree/master-art-video-games

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Skills

p. 12

04

Course Management

p. 16

05

Structure and Content

p. 20

06

Methodology

p. 30

07

Certificate

p. 38

01

Introduction

Over the years, art has gained unmatched importance in the development of any video game. From indie titles that stand out for an original artistic line such as Gris or Hollow Knight to spectacular AAA videogames such as God of War or Halo Infinite, artistic direction is so demanding that professionals must maintain a high level of skills and knowledge in order to succeed in the industry. This TECH program responds specifically to this professional need, providing all artists and professionals who want to dedicate themselves to Art for Video Games with a unique education option, supported by the best academic methodology in the university panorama.





“

You will learn how to stand out in artistic communities, social networks and the professional environments that are most beneficial to you”

It's no wonder that art is becoming increasingly important for both indie studios and giants like Microsoft and Sony, as the graphical improvements in technical engines and hardware have propelled the industry to previously inconceivable heights of quality. Art teams have increased in size and relevance, which has also enabled numerous job opportunities in the video game market.

This TECH title gathers the most important and up-to-date information on art in the video game industry, with a modern vision that covers the most common artistic procedures in the sector today, as well as the development of a professional portfolio so that students stand out and aspire to lead prestigious artistic teams.

All this in a comprehensive program prepared by highly qualified professionals, with the support of the largest online academic institution. Thanks to their experience, the entire syllabus is enriched with the most outstanding advances in software and social networks for artistic designers, as well as the most comprehensive theory regarding interesting units such as volume, aesthetics, color and human anatomy in the most ambitious artistic projects.

It should be noted that the format of the program is also 100% online, which makes it possible to balance all kinds of personal and professional responsibilities. All the educational material is available for download from the first day, and students can access it from any device with an Internet connection.

This **Master's Degree in Art for Video Games** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ♦ The development of case studies presented by experts in Video Game Art
- ♦ The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ♦ Practical exercises where self-assessment can be used to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions for experts and individual reflection work
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



You will master tools such as Photoshop and Clip Studio Paint, adapting them to the most demanding work rhythms"

“*Take your knowledge and skills regarding artistic aesthetics to a new level, forging your own style with the best tools on the market*”

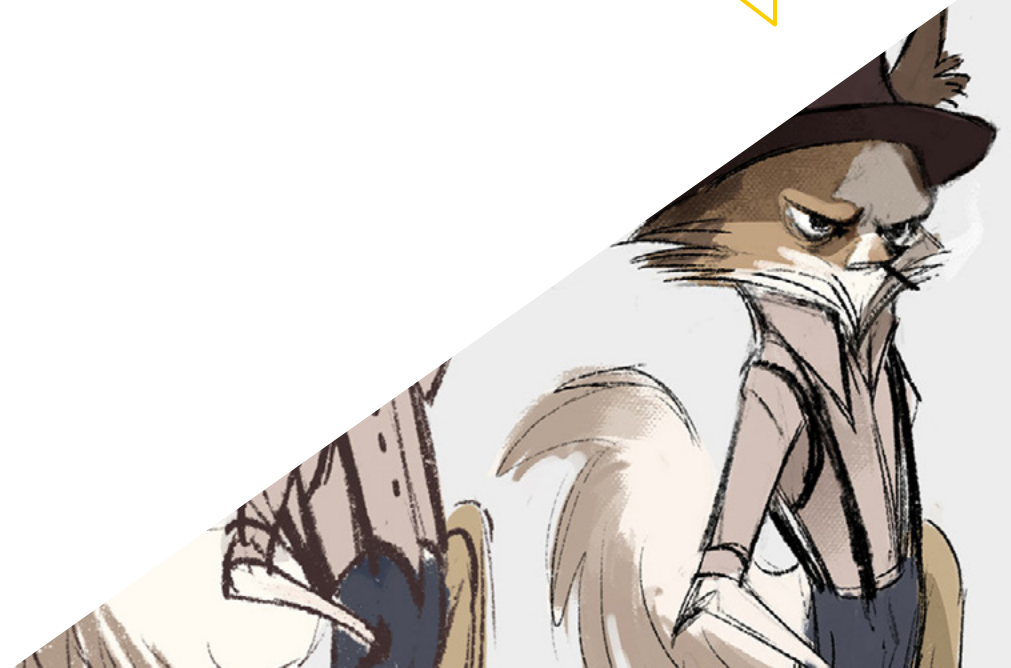
The program's teaching staff includes professionals from the sector who contribute their work experience to this program, as well as renowned specialists from leading societies and prestigious universities.

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 immersive knowledge programmed to learn 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.

You will stand out in an industry where artists are recognized for excellent works such as Ghost of Tsushima or Hades.

You will enhance your professional portfolio to make it attractive to lead artistic teams.



02 Objectives

Since the art in video games is so relevant nowadays, the aim of this degree is to provide all professionals and those interested in this field with the best possible education to succeed in this industry. With comprehensive content that examines the entire artistic journey, from professional drawing to volume, color and poses, graduates from this program will be prepared to exceed their own most ambitious goals.





“

You will achieve your professional goals step by step, under the guidance of a world-class technical and teaching team"



General Objectives

- ♦ Develop professional quality works
- ♦ Create a specialized portfolio for the video game industry
- ♦ Expand your knowledge of drawing
- ♦ Understand the functioning of the artistic industry in video games
- ♦ Enhancing teamwork skills
- ♦ Analyze different positions in the industry
- ♦ Expand your knowledge of design
- ♦ Promote the presentation of works in a professional manner
- ♦ Study technical artistic knowledge in depth
- ♦ Focus your career on getting your dream job



Specific Objectives

Module 1. Professional Drawing

- ♦ Know the main materials with which an artist works
- ♦ Learn how to make digital versus traditional sketches
- ♦ Study the simplification of complex geometric shapes
- ♦ Improve Line Drawing

Module 2. Volume

- ♦ Study the differences between 2D and 3D in depth
- ♦ Develop knowledge in shadows in planes and anatomy
- ♦ Know the different types of shading according to the chosen style
- ♦ Know how to apply volume according to perspective and color

Module 3. Aesthetics

- ♦ Study the different styles and modern canons
- ♦ Study the stylization of the human being in depth
- ♦ Developing your own style
- ♦ Enhance the visual narrative of the works

Module 4. Color

- ♦ Know the behavior of light and its propagation
- ♦ Assess the different aspects of light, shades, saturation and contrast
- ♦ Study the different techniques to apply color
- ♦ Know the importance of color in Art for Video Games

Module 5. Programs in the Industry

- ♦ Study in depth the different programs currently used in the industry
- ♦ Know the differences between Photoshop, Clip Studio Paint and Procreate
- ♦ Master the Photoshop interface and tools
- ♦ Learn to digitize traditional media professionally

Module 6. 2D in the Video Game Industry

- ♦ Analyze the state of the digital entertainment industry today
- ♦ Study the different types of artists in demand in the industry in depth
- ♦ Study the integration of the different roles of the artist in a transversal work group
- ♦ Recognize the importance of the art director in a video game project

Module 7. Anatomy

- ♦ Study the Anatomy of Organic Forms
- ♦ Differentiate between the complex and simple skeleton
- ♦ Learn to avoid common mistakes when portraying a human face
- ♦ Know how to correctly apply color according to tones and shades on the human body

Module 8. Develop Drawing

- ♦ Develop your own drawing techniques
- ♦ Create professional and effective work routines
- ♦ Know the techniques to get out of the comfort zone
- ♦ Understand communities to actively participate in them and seek feedback

Module 9. Design in Video Games

- ♦ Devise artistic concepts for videogame design
- ♦ Learn how to professionally design characters and Props
- ♦ Know the basics of clothing and set design
- ♦ Analyze the work in order to know how to clean it and present it in an appropriate way

Module 10. The Art Industry for Videogames: *Musts*

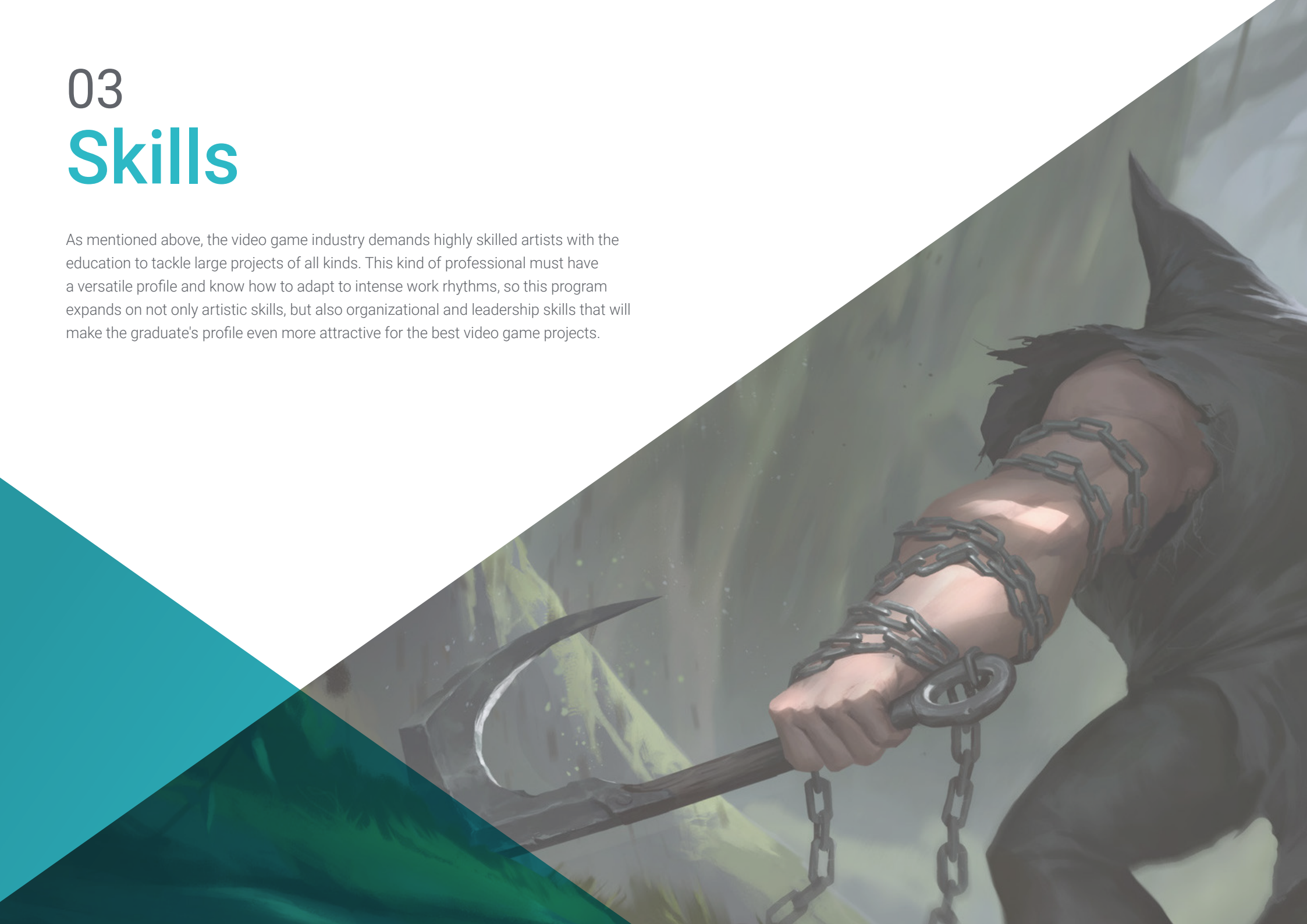
- ♦ Know the must-haves of the videogame industry
- ♦ Create a portfolio in different languages
- ♦ Have a presence on industry-relevant websites and social networks
- ♦ Know how to work remotely and the discipline required to maintain professionalism



You will be incorporating all the advanced TECH teachings into your portfolio of skills and abilities, even before the end of the program"

03 Skills

As mentioned above, the video game industry demands highly skilled artists with the education to tackle large projects of all kinds. This kind of professional must have a versatile profile and know how to adapt to intense work rhythms, so this program expands on not only artistic skills, but also organizational and leadership skills that will make the graduate's profile even more attractive for the best video game projects.



“

*You will position yourself firmly in the industry,
making it your portfolio that demonstrates your
high level of creativity and adaptability"*

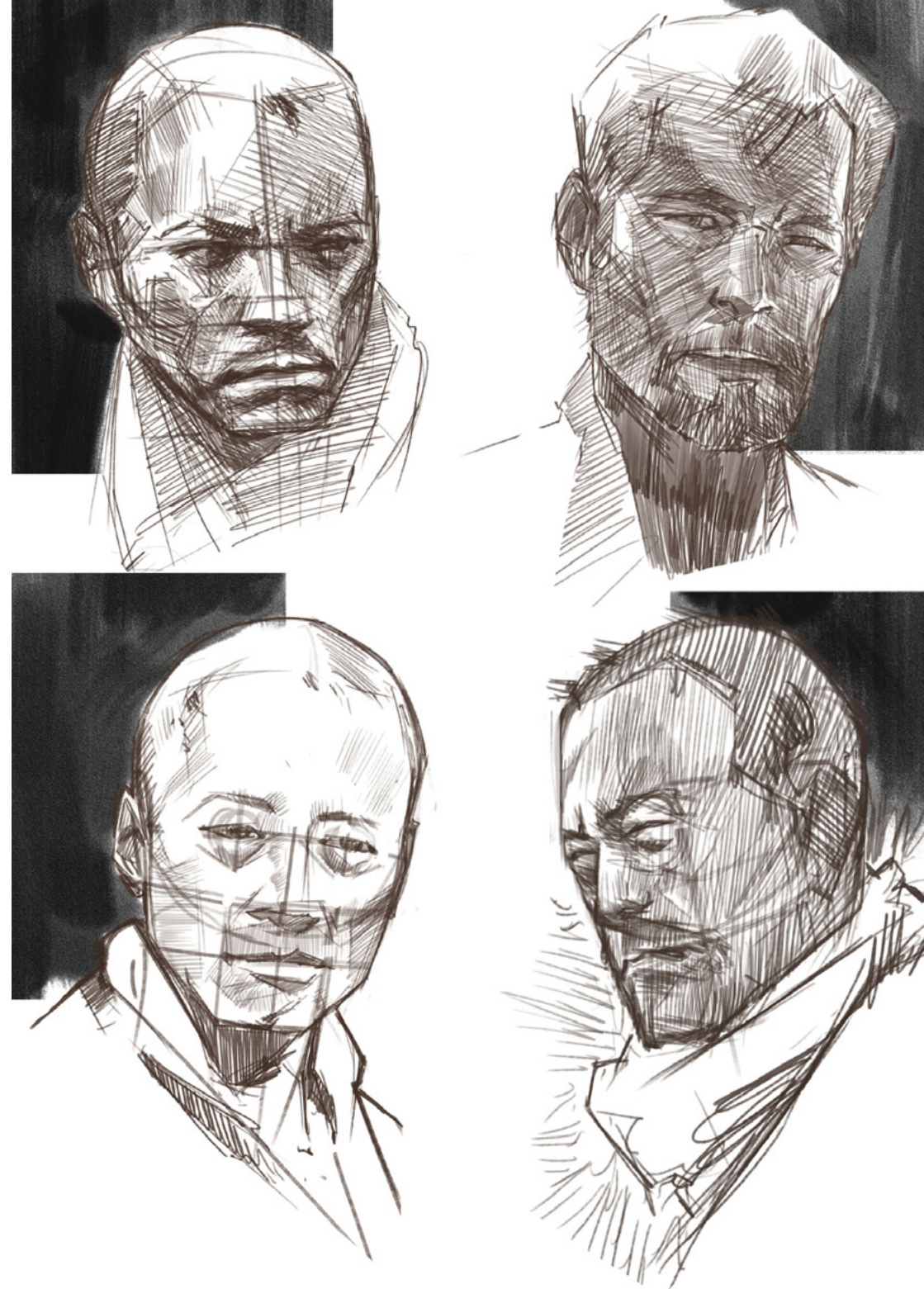


General Skills

- ♦ Develop concepts and drawings for any type of project
- ♦ Master the most common tools used in the industry
- ♦ Adapting to all types of requests, styles and work environments
- ♦ Create an ironclad work discipline to stand out from the competition
- ♦ Study one's own artistic style in depth and, in turn, enhance it to the highest level

“

By improving your skills in Art for Video Games you will be gaining an unparalleled competitive advantage that will add quality to your professional profile"





Specific Skills

- ♦ Study pictorial methods in depth
- ♦ Develop a broad understanding of artistic routines
- ♦ Develop a broad understanding of the human archetype
- ♦ Develop complex shapes from memory
- ♦ Professional use of color
- ♦ Improve the way you present your work
- ♦ Simplify complex geometric shapes
- ♦ Adequately detail your work and request Briefings
- ♦ Correct use of references
- ♦ Generate a specialized artistic Development

04

Course Management

For the development of this program, TECH has called on professionals with high artistic and organizational skills, so that they can transmit the most useful guidelines and methods to students so they can be successful in the artistic industry of video games. For this same reason, the student is assured of the high quality not only technical but also professional of the entire syllabus, specifically oriented to raise their professional profile and put them in the spotlight of the most ambitious artistic projects.





“

Join a highly successful team, with whom you can boost your career and push your limits.”

Management



Mr. Mikel Alaez, Jon

- Conceptual artist for characters in English Coach Podcast
- Conceptual Artist in Master D
- Graduated in Art at the University of Fine Arts UPV
- Concept Art and Digital Illustration in Master D Rendr

Professors

Ms. Martínez Marín, Igone

- ♦ Head of Publishing & Product Manager at Meridiem Games
- ♦ Senior video and social media editor at Chicas Gamers
- ♦ Graduate in Telecommunication Engineering from Universidad Politécnica de Madrid
- ♦ Autodesk Maya Design 3D Qualification by EscuelaTrazos

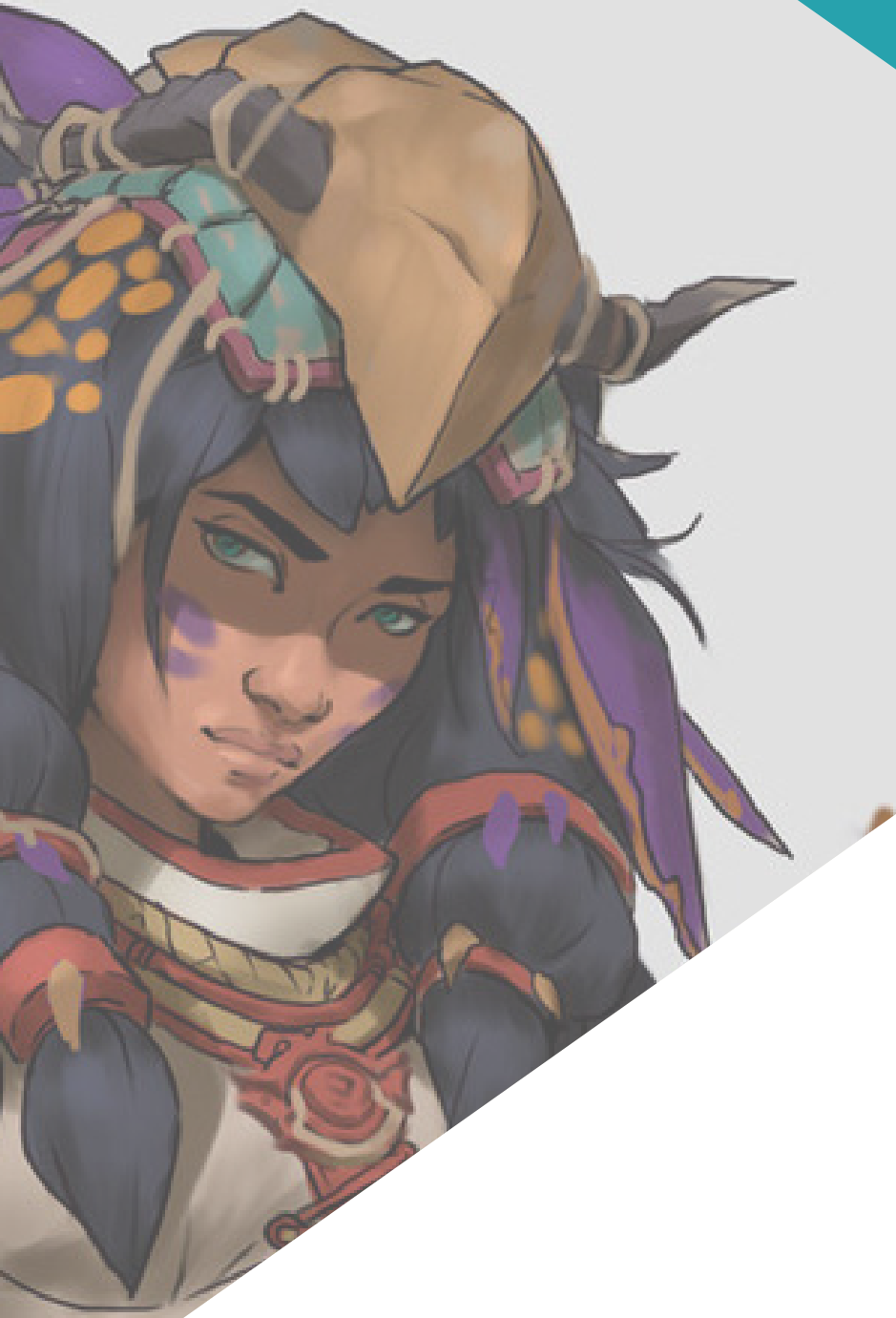


05

Structure and Content

Using the most innovative teaching methodology in the academic panorama, TECH ensures that this degree is of maximum efficiency for the student. Therefore, Relearning is used to deliver all content, as TECH is one of the few universities licensed to use it. Thanks to this innovative methodology, the student acquires the most relevant terms and concepts of the degree in a natural and progressive way, without having to make great efforts or invest huge amounts of hours to pass the program.





“

You will find a wealth of exercises, reflective readings, simulated scenarios, summaries and motivational videos that will serve as great teaching aids throughout your degree"

Module 1. Professional Drawing

- 1.1. Materials
 - 1.1.1 Traditional
 - 1.1.2 Digital
 - 1.1.3 Environment
- 1.2. Ergonomics and Heating
 - 1.2.1 Warm-Ups
 - 1.2.2 Rest
 - 1.2.3 Health
- 1.3. Geometric Shapes
 - 1.3.1 Line
 - 1.3.2 Ellipses
 - 1.3.3 3D Shapes
- 1.4. Perspectives
 - 1.4.1 A Vanishing Point
 - 1.4.2 Multiple Leakage Points
 - 1.4.3 Advice
- 1.5. Sketch
 - 1.5.1 Lace
 - 1.5.2 Digital vs. Traditional
 - 1.5.3 Clean
- 1.6. *Line Art*
 - 1.6.1 About Sketch
 - 1.6.2 Digital
 - 1.6.3 Advice
- 1.7. Shading in Drawing
 - 1.7.1 Plots
 - 1.7.2 Blurring
 - 1.7.3 Filling
- 1.8. Simplify Shapes
 - 1.8.1 Organic Shapes
 - 1.8.2 Structures
 - 1.8.3 Fusion of Simple Shapes

- 1.9. Means of Ink Filling
 - 1.9.1 Ink
 - 1.9.2 Ballpoint Pen
 - 1.9.3 Digital
- 1.10. Line Improvement
 - 1.10.1 Exercises
 - 1.10.2 Line Combing
 - 1.10.3 Practice

Module 2. Volume

- 2.1. 3D Shapes
 - 2.1.1 2D to 3D
 - 2.1.2 Mixing Shapes
 - 2.1.3 Study
- 2.2. Shadows on Planes
 - 2.2.1 Lack of Light
 - 2.2.2 Light Direction
 - 2.2.3 Shadows on Different Objects
- 2.3. Ambient Occlusion
 - 2.3.1 Definition
 - 2.3.2 Light Difficulty
 - 2.3.3 Contact
- 2.4. Shadows in Anatomy
 - 2.4.1 Face
 - 2.4.2 Human Body Plans
 - 2.4.3 Lighting
- 2.5. Narrative Shading
 - 2.5.1 Example
 - 2.5.2 When to Use
 - 2.5.3 Exaggeration
- 2.6. Comic Shading
 - 2.6.1 Styles
 - 2.6.2 Plots
 - 2.6.3 Authors



- 2.7. Sleeve Shading
 - 2.7.1 Styles
 - 2.7.2 Authors
 - 2.7.3 Implementation
- 2.8. Plots
 - 2.8.1 Traditional
 - 2.8.2 Digital
 - 2.8.3 Wefts Made
- 2.9. Volume and Perspective
 - 2.9.1 Without Shading
 - 2.9.2 Shapes
 - 2.9.3 Implementation
- 2.10. Volume by Color
 - 2.10.1 Depth
 - 2.10.2 Shape
 - 2.10.3 Brushstroke

Module 3. Aesthetics

- 3.1. Styles
 - 3.1.1 Seniority
 - 3.1.2 Modern
 - 3.1.3 Video Games
- 3.2. Modern Styles and Canon
 - 3.2.1 8 Heads
 - 3.2.2 Disney
 - 3.2.3 Video Games
- 3.3. American Style
 - 3.3.1 Comics
 - 3.3.2 Illustration
 - 3.3.3 Animation
- 3.4. Asian Style
 - 3.4.1 Manga
 - 3.4.2 Anime
 - 3.4.3 Traditional

- 3.5. European Style
 - 3.5.1 History
 - 3.5.2 Comic
 - 3.5.3 Illustration
- 3.6. Aesthetics by Gender
 - 3.6.1 Infantile/Juvenile
 - 3.6.2 Fantasy
 - 3.6.3 Other
- 3.7. Canons
 - 3.7.1 History
 - 3.7.2 Canons
 - 3.7.3 Flexibility
- 3.8. Styling
 - 3.8.1 The Human Being
 - 3.8.2 Adaptation
 - 3.8.3 Shapes
- 3.9. Visual Storytelling
 - 3.9.1 Meaning
 - 3.9.2 Intention
 - 3.9.3 Environment
- 3.10. Own Style
 - 3.10.1 Analysis
 - 3.10.2 Practice
 - 3.10.3 Advice

Module 4. Color

- 4.1. Light Propagation
 - 4.1.1 Technicality
 - 4.1.2 Example
 - 4.1.3 Light Color
- 4.2. Light on Surfaces
 - 4.2.1 Reflexes
 - 4.2.2 Bounces
 - 4.2.3 Subsurface Scattering

- 4.3. Design and Color
 - 4.3.1 Exaggeration
 - 4.3.2 Imagination
 - 4.3.3 Use
- 4.4. Light in Shadows
 - 4.4.1 Reflexes
 - 4.4.2 Color in the Shadows
 - 4.4.3 Tricks
- 4.5. HUE/Matrix
 - 4.5.1 Definition
 - 4.5.2 Importance
 - 4.5.3 Use
- 4.6. Saturation
 - 4.6.1 Definition
 - 4.6.2 Importance
 - 4.6.3 Use
- 4.7. Value
 - 4.7.1 Definition
 - 4.7.2 Contrast in Art Work
 - 4.7.3 Use
- 4.8. Color in Illustration
 - 4.8.1 Differences
 - 4.8.2 Freedom
 - 4.8.3 Theory
- 4.9. Color in Concept Art
 - 4.9.1 Importance
 - 4.9.2 Design and Color
 - 4.9.3 Prop Scenario Character
- 4.10. Color in Art
 - 4.10.1 History
 - 4.10.2 Changes
 - 4.10.3 Reference

Module 5. Programs in the Industry

- 5.1. Photoshop
 - 5.1.1 In the industry
 - 5.1.2 Basics
 - 5.1.3 Recommendations
- 5.2. Clip Studio Paint
 - 5.2.1 Differences
 - 5.2.2 What Makes It Unique?
 - 5.2.3 For Whom?
- 5.3. Precreate
 - 5.3.1 iPad
 - 5.3.2 In the industry
 - 5.3.3 Future
- 5.4. Alternative Programs
 - 5.4.1 Krita
 - 5.4.2 Aseprite
 - 5.4.3 Others
- 5.5. Photoshop Interface
 - 5.5.1 Tools
 - 5.5.2 Personalization
 - 5.5.3 Advice
- 5.6. Photoshop Layers
 - 5.6.1 Layer Styles
 - 5.6.2 Mask Layer
 - 5.6.3 Advice
- 5.7. Photoshop Brushes
 - 5.7.1 Where to Find?
 - 5.7.2 Create your Own
 - 5.7.3 Use
- 5.8. Format and Dimensions
 - 5.8.1 JPG vs. PNG
 - 5.8.2 Bits
 - 5.8.3 Image Resolution

- 5.9. Color in Photoshop
 - 5.9.1 One Layer
 - 5.9.2 Multiple Layers
 - 5.9.3 Advice
- 5.10. Digitized from Traditional Media
 - 5.10.1 Scanning
 - 5.10.2 Photoshop Editing
 - 5.10.3 Erase Colors

Module 6. 2D in the Video Game Industry

- 6.1. Digital Entertainment Industry
 - 6.1.1 Currently
 - 6.1.2 Competition
- 6.2. Concept Art
 - 6.2.1 Importance
 - 6.2.2 Types
 - 6.2.3 Movies/Video Games
- 6.3. Illustration
 - 6.3.1 Illustration for Video Games
 - 6.3.2 Uses
 - 6.3.3 Recommendations
- 6.4. UI Artist
 - 6.4.1 Use
 - 6.4.2 Design
 - 6.4.3 History
- 6.5. Environment Artist
 - 6.5.1 Difference
 - 6.5.2 Importance
 - 6.5.3 India
- 6.6. Pixel Art
 - 6.6.1 Currently
 - 6.6.2 Advice
 - 6.6.3 Programs

- 6.7. Animators
 - 6.7.1 3D
 - 6.7.2 2D in Video Games
 - 6.7.3 Advice
- 6.8. Storyboarder
 - 6.8.1 Importance
 - 6.8.2 Large Studios
 - 6.8.3 In Video Games
- 6.9. Splash Art
 - 6.9.1 Online
 - 6.9.2 Currently
 - 6.9.3 Advice
- 6.10. Art Director
 - 6.10.1 Importance
 - 6.10.2 India
 - 6.10.3 Competition

Module 7. Anatomy

- 7.1. Lace and Organic Shapes
 - 7.1.1 Practice
 - 7.1.2 Complexity
 - 7.1.3 Routine
- 7.2. References
 - 7.2.1 Live
 - 7.2.2 Webpages
 - 7.2.3 Good References
- 7.3. Skeleton Simple Shapes
 - 7.3.1 Understanding
 - 7.3.2 About Images
 - 7.3.3 Simplify





- 7.4. Complex Skeleton
 - 7.4.1 Progress
 - 7.4.2 Nomenclature
 - 7.4.3 From Simple to Complex
- 7.5. Muscles
 - 7.5.1 About References
 - 7.5.2 Muscles for Utility
 - 7.5.3 Body Types
- 7.6. Cranium
 - 7.6.1 Structure
 - 7.6.2 Loomins
 - 7.6.3 Advice
- 7.7. The Human Face
 - 7.7.1 Proportions
 - 7.7.2 Common Errors
 - 7.7.3 Advice
- 7.8. Anatomy Profile
 - 7.8.1 Advice
 - 7.8.2 Differences
 - 7.8.3 Construction
- 7.9. Anatomy 3/4
 - 7.9.1 What to Consider
 - 7.9.2 Advice
 - 7.9.3 Differences
- 7.10. Color of the Human Body
 - 7.10.1 Translucency
 - 7.10.2 Color in the Shadows
 - 7.10.3 Tones

Module 8. Develop Drawing

- 8.1. Drawing from Imagination
 - 8.1.1 Start
 - 8.1.2 Practices
 - 8.1.3 Advice
- 8.2. Search and Development of References
 - 8.2.1 Different References
 - 8.2.2 Pinterest
 - 8.2.3 References to Avoid
- 8.3. Routines
 - 8.3.1 Routine
 - 8.3.2 Enjoying Your Studies
 - 8.3.3 Breaks
- 8.4. Drawing of Poses
 - 8.4.1 Pages
 - 8.4.2 Time
 - 8.4.3 Daily
- 8.5. Develop a Notebook
 - 8.5.1 What Notebook?
 - 8.5.2 When?
 - 8.5.3 Contents
- 8.6. Getting out of the Comfort Zone
 - 8.6.1 Change
 - 8.6.2 Abstraction
- 8.7. Testing Styles
 - 8.7.1 Authors
 - 8.7.2 Different
 - 8.7.3 Study it
- 8.8. Seek feedback
 - 8.8.1 Friendships
 - 8.8.2 Social Networks
 - 8.8.3 Do Not Take It Personally

- 8.9. Participate in Communities
 - 8.9.1 Online Communities
 - 8.9.2 City Events
- 8.10. Improving the Fundamentals
 - 8.10.1 Practices
 - 8.10.2 Back
 - 8.10.3 Redo

Module 9. Design in Video Games

- 9.1. Video Game Design
 - 9.1.1 Design and Video Games
 - 9.1.2 Concept
- 9.2. Ideation
 - 9.2.1 References
 - 9.2.2 Written
 - 9.2.3 Sketches
- 9.3. Iteration
 - 9.3.1 Silhouettes
 - 9.3.2 Advice
 - 9.3.3 Shape Design
- 9.4. Character Design
 - 9.4.1 Psychology of the Character
 - 9.4.2 Color
 - 9.4.3 Details
- 9.5. Props Design
 - 9.5.1 Shape
 - 9.5.2 Uses
 - 9.5.3 Importance
- 9.6. Scenario Design
 - 9.6.1 Composition
 - 9.6.2 Details
 - 9.6.3 Depth

- 9.7. Clothing Design
 - 9.7.1 Reference
 - 9.7.2 Inspiration
 - 9.7.3 Originality
- 9.8. Color in Design
 - 9.8.1 Meaning
 - 9.8.2 Psychology
 - 9.8.3 Focal Points
- 9.9. Utility on Site
 - 9.9.1 Video Game Industry
 - 9.9.2 3D Equipment
 - 9.9.3 Project
- 9.10. Artistic Show Design
 - 9.10.1 Pitch Deck
 - 9.10.2 Finished Work
 - 9.10.3 Cleaning

Module 10. The Art Industry for Videogames: Musts

- 10.1. Professional Image
 - 10.1.1 Showcase your Work
 - 10.1.2 Popularity
 - 10.1.3 Communities
- 10.2. Portfolio
 - 10.2.1 Pages
 - 10.2.2 Physical
 - 10.2.3 Advice
- 10.3. Submitting Jobs
 - 10.3.1 Clean Sketches
 - 10.3.2 Mount
 - 10.3.3 Format

- 10.4. Portfolio
 - 10.4.1 Advice
 - 10.4.2 Language
 - 10.4.3 Date
- 10.5. Practices
 - 10.5.1 National
 - 10.5.2 Relations
 - 10.5.3 Hybrid
- 10.6. Social Networks
 - 10.6.1 Art Station
 - 10.6.2 LinkedIn
 - 10.6.3 Instagram
- 10.7. Web
 - 10.7.1 Platforms
 - 10.7.2 Portfolio
 - 10.7.3 Contact
- 10.8. Register of Works
 - 10.8.1 Pages
 - 10.8.2 Rights
 - 10.8.3 Laws
- 10.9. Teamwork
 - 10.9.1 Advice
 - 10.9.2 Communication
 - 10.9.3 Importance
- 10.10. Telecommuting
 - 10.10.1 Schedule
 - 10.10.2 Discipline
 - 10.10.3 Language

06 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.



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 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 that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your 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.

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 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.



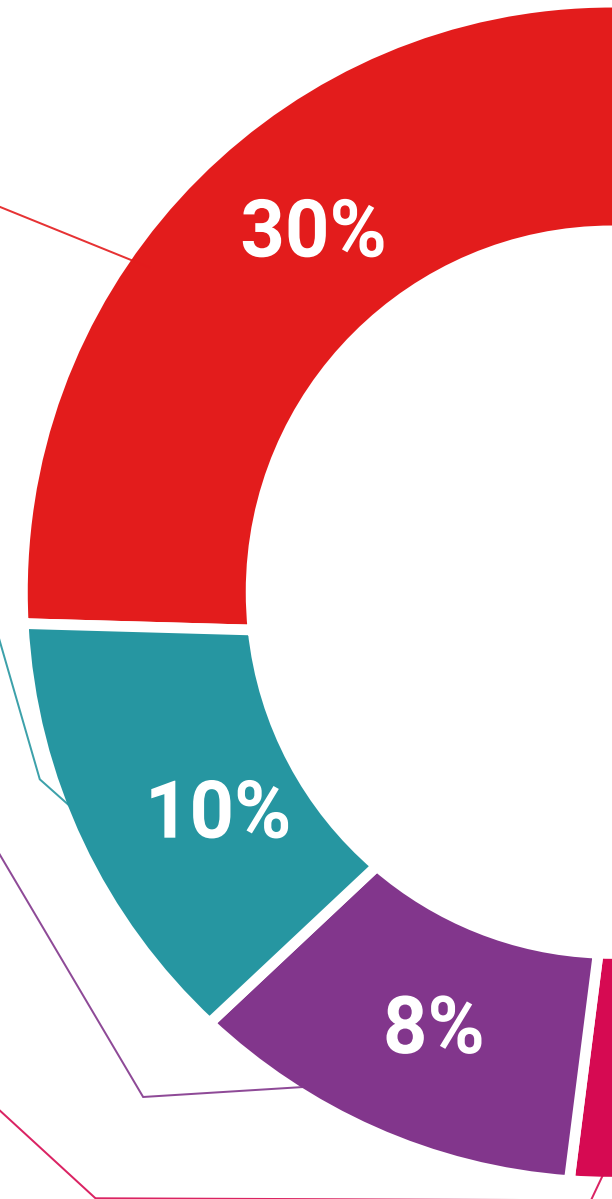
Practising Skills and Abilities

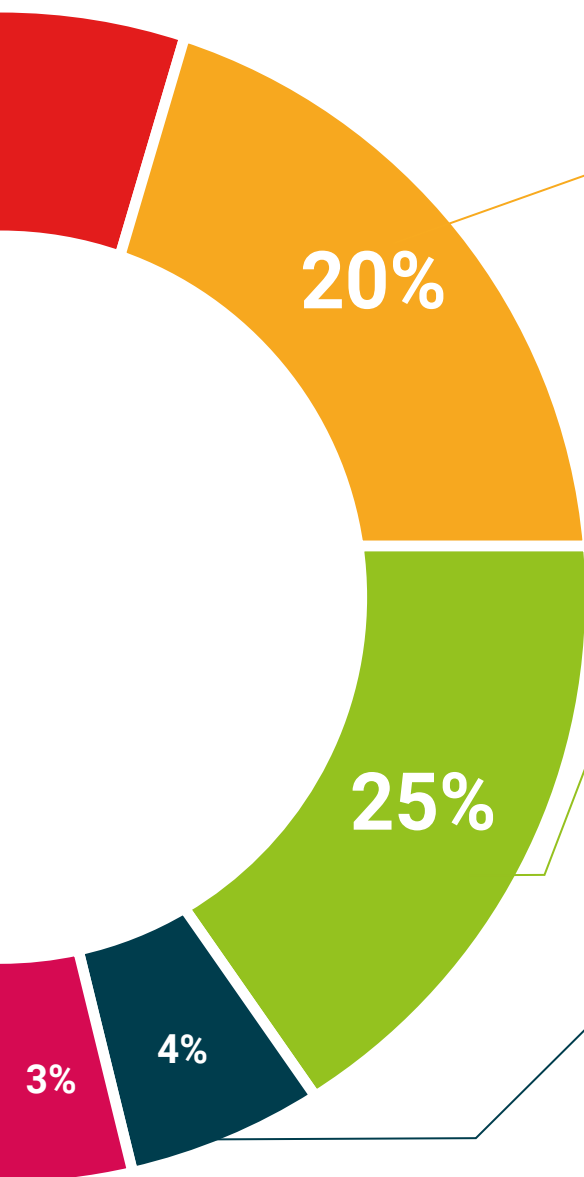
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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.



07 Certificate

This Master's Degree in Art for Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Master's Degree issued by TECH Global University.



“

*Successfully complete this program and
receive your university qualification without
having to travel or fill out laborious paperwork"*

This program will allow you to obtain your **Master's Degree diploma in Art for Video Games** 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.

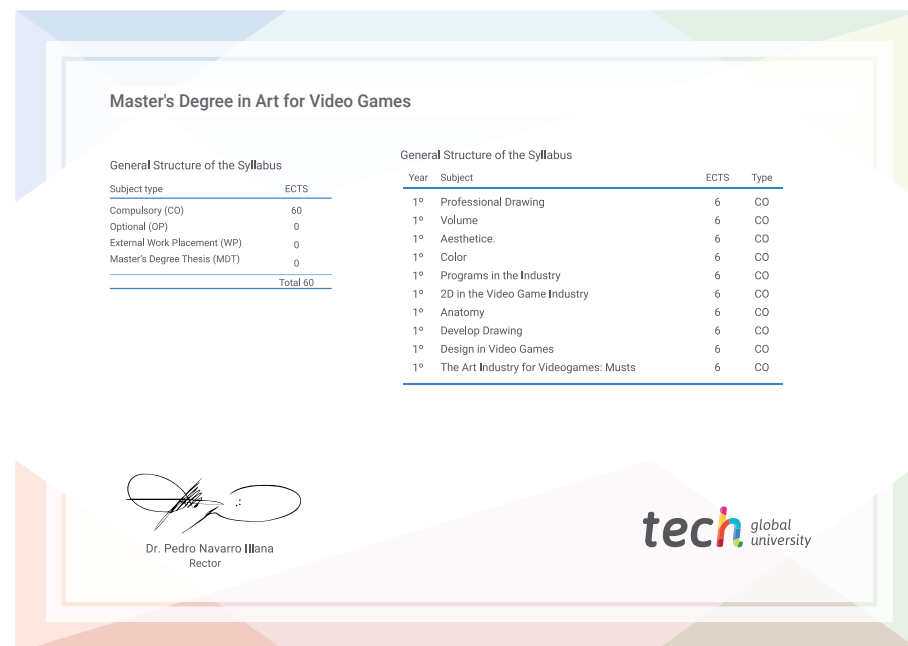
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Master's Degree in Art for Video Games**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**



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



Master's Degree Art for Video Games

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Master's Degree

Art for Video Games