Postgraduate Certificate
Animation Producer

tech technological university

Postgraduate Certificate
Animation Producer

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

Website: **www.techtitute.com/pk/videogames/postgraduate-certificate/animation-producer**

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01
Introduction

Both the profession of the producer and the animation industry have evolved considerably over the last few decades, mainly due to the implementation of new technologies and increasingly sophisticated and realistic techniques when undertaking audiovisual projects applied to different genres. The objective of this program is to raise awareness of the role played by this specialist, as well as the growth experienced by these companies.

This is a 100% online program, which will explore in depth the products generated by the animation industry and how this can affect the professional's work, through a dynamic, innovative and highly informative syllabus.

If you are looking for a modern and dynamic program to learn everything about the role of animation producers, here you have the perfect opportunity to do so"

The role of the producer in any animation project is essential to ensure its success, so it must be a professional who not only perfectly handles the tools, but also knows the industry and its intricacies, so that, in this way, can adapt them to the current market requirements. In this sense, in recent decades, the evolution of new technologies and their implementation in design strategies, as well as the socio-cultural changes that have occurred, have caused both the profession and the sector to change.

For this reason, TECH has considered it necessary to develop this Postgraduate Certificate in Animation Producer, with the objective that the graduate who accesses it can get up to date in everything related to the industry. This is a complete 100% online program, which delves into the different products generated by the animation industry and how this can affect the professional's work.

A program that is distributed over 150 hours and in which the specialist will find a multitude of high quality additional material in different formats, so that they can deepen their knowledge in those aspects of the syllabus that are of interest to them. In addition, all the content can be downloaded from the beginning of the program and on any device with an internet connection, making this program an immersive experience fully adapted to your needs.

This **Postgraduate Certificate in Animation Producer** contains the most complete and up-to-date program on the market. Its most notable features are:

- The development of case studies presented by experts in animation and video game development
- The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional development
- Practical exercises where the self-assessment process can be carried out to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Access to content from any fixed or portable device with an internet connection

You will access a 100% online degree that will provide you with everything you need to know to master the profession"

"

You will learn in detail the types of production companies that currently exist in the market, knowing their intricacies and characteristics and being able to adapt your projects to their requirements"

You will be able to delve into the specialized production jargon, being able to implement the specific vocabulary of the profession in your practice"

You will have the virtual classroom at your disposal 24 hours a day, being able to access it from any device with an internet connection"

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

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide 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

Given the importance of the role of the producer in any animation project, regardless of its format, TECH has developed this Postgraduate Certificate with the aim that the graduate who accesses it can know in detail the ins and outs of the profession. In addition, learning about the characteristics of the industry will also help you better understand the sector in which you operate. In this way, you will be able to adapt your work profile to the needs of the market, increasing your chances of being part of large projects.

"

Having a broad and specialized knowledge of the animation production industry will increase your chances of being part of international projects"

General Objectives

- Know in detail the functions of the Producer in Animation Projects
- Understand the multimedia industry from the point of view of its possible application in different sectors

In less than 150 hours you will have achieved your academic goals, which will lead you, without thinking about it, to far exceed your highest expectations in the professional sector"
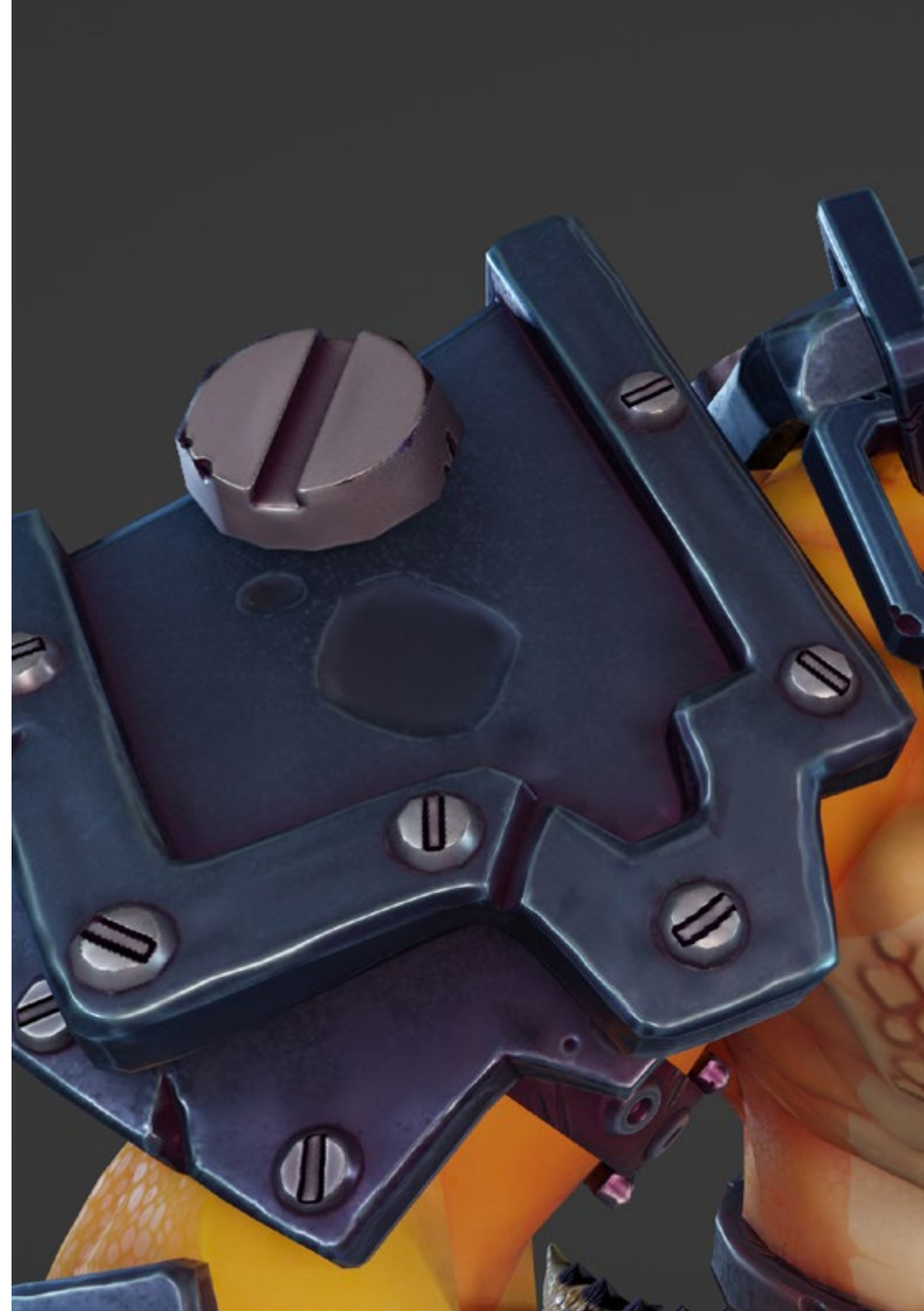
Specific Objectives

- Obtain the communication skills for the functioning of teams and the understanding of tasks
- Understand the evolution of the animation industry and how this has affected the role of the producer
- Manage production skills in other sectors
- Understand the state of the animation industry, figures, studies and developments
- Identify companies and the different projects they can carry out depending on their structure
- Distribute small pieces of animation in social media

03
Course Management

In its commitment to offer the best training on the academic market, TECH has considered it necessary to choose a specialized faculty to teach this Postgraduate Certificate, who have a long and extensive career in the field of Animation Production. It is a team of professionals who have participated in major projects, including as directors, which will give this experience a added touch of reality and versatility. In addition, they will be available to answer any questions that the student may have throughout the program.

For this Postgraduate Certificate, the teaching team have selected practical cases so that you can implement the theoretical knowledge you have learnt throughout the syllabus and perfect your professional skills"

Management

Mr. Martínez Barbadillo, Yago Eriste

- Multimedia Director of the Short Film Festival Feelmotion
- Photographer, Videographer and Digital Artist at Feelmotion
- Digital Artist in Nima World
- Systems Technician at MetaEnlace
- Degree in Videogame Design and Development ESNE University School
- Senior Systems Administration Technician. Clara del Rey Institute
- Official Animation Degree for training in classical and digital animation techniques and the different processes and sections of an animation production.

04

Structure and Content

The structure of this 100% online program has been developed by the teaching team, who have used the most current information on the subject in question. Once composed, it has been adapted to the effective and innovative *Re-learning* methodology, which consists of reiterating the most important concepts throughout the unit so that the graduate does not have to invest too much time in long and tedious hours of memorization. In this way, TECH guarantees a dynamic and highly empowering academic experience.
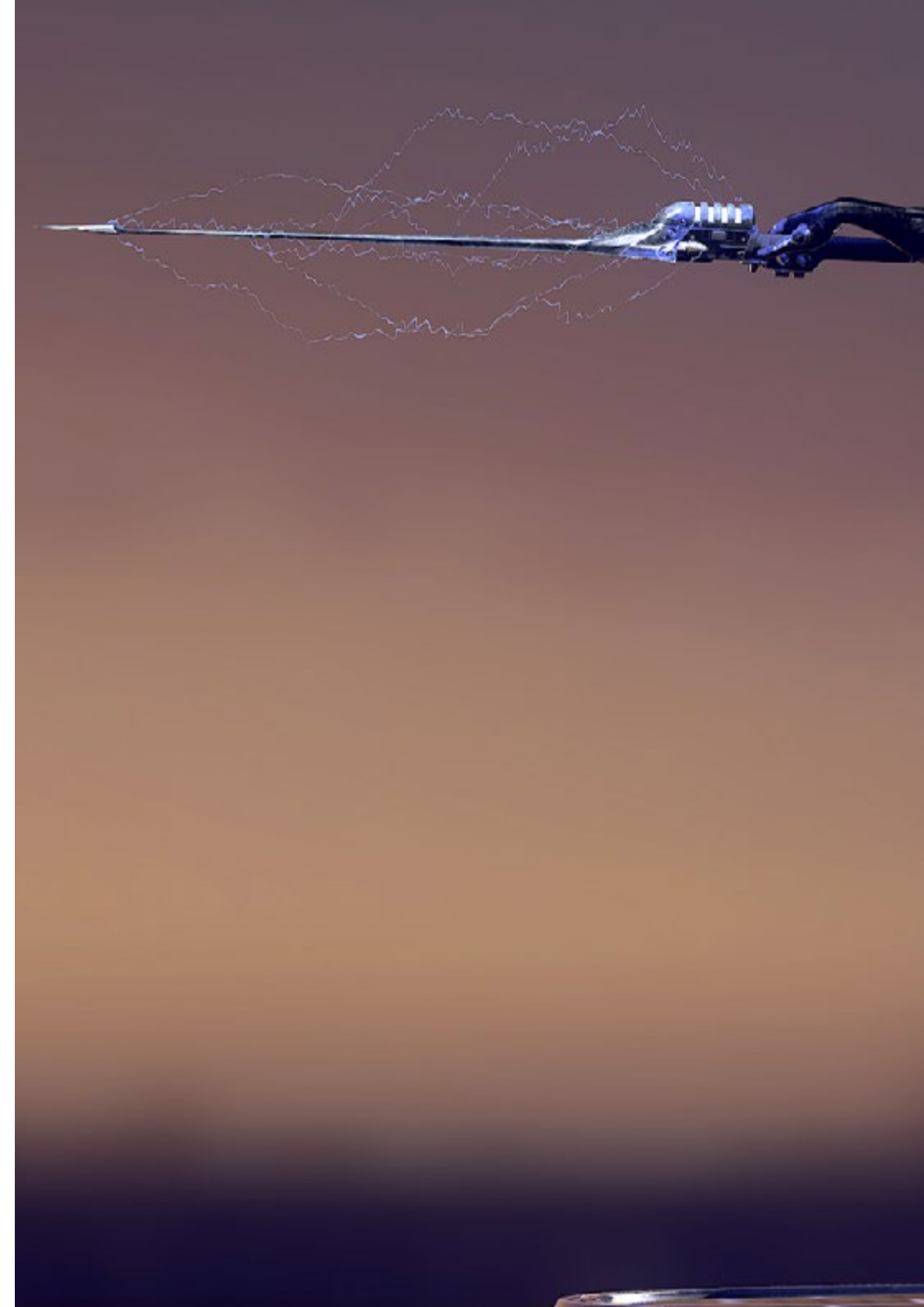
In the Virtual Classroom you will find additional material of great quality and in different formats to deepen your knowledge of those aspects of the syllabus that are of greatest interest to you"

You will delve into the future of animation, the technologies, challenges and intricacies of the profession in the coming years, so you can stay one step ahead and ensure a prosperous career path"

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 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.

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. 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.

30%

10%

8%

20%

25%

4%

3%
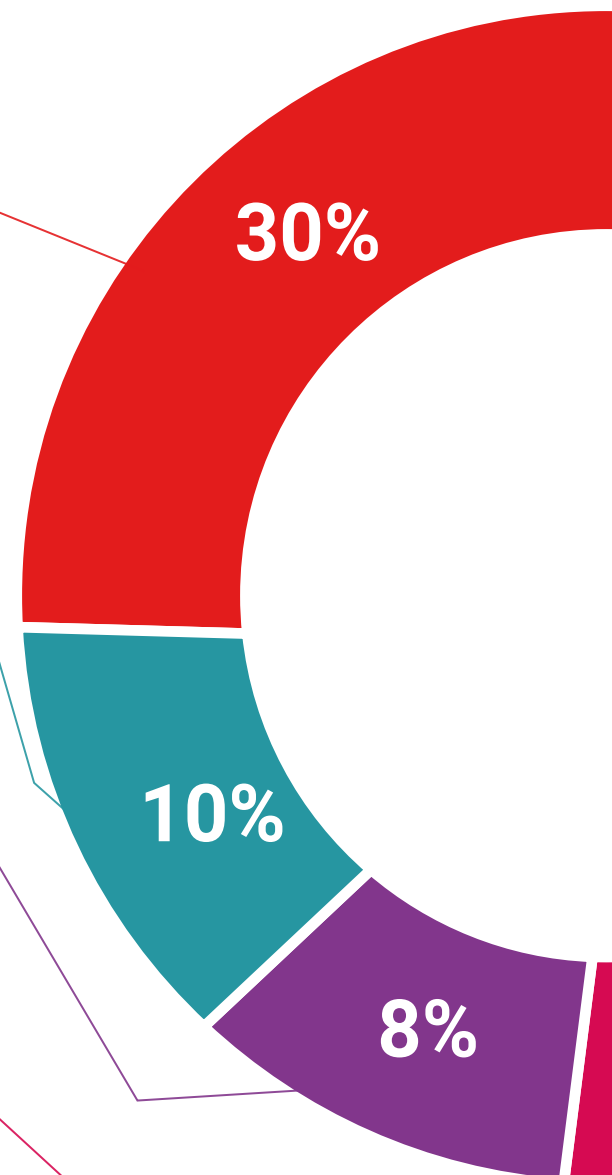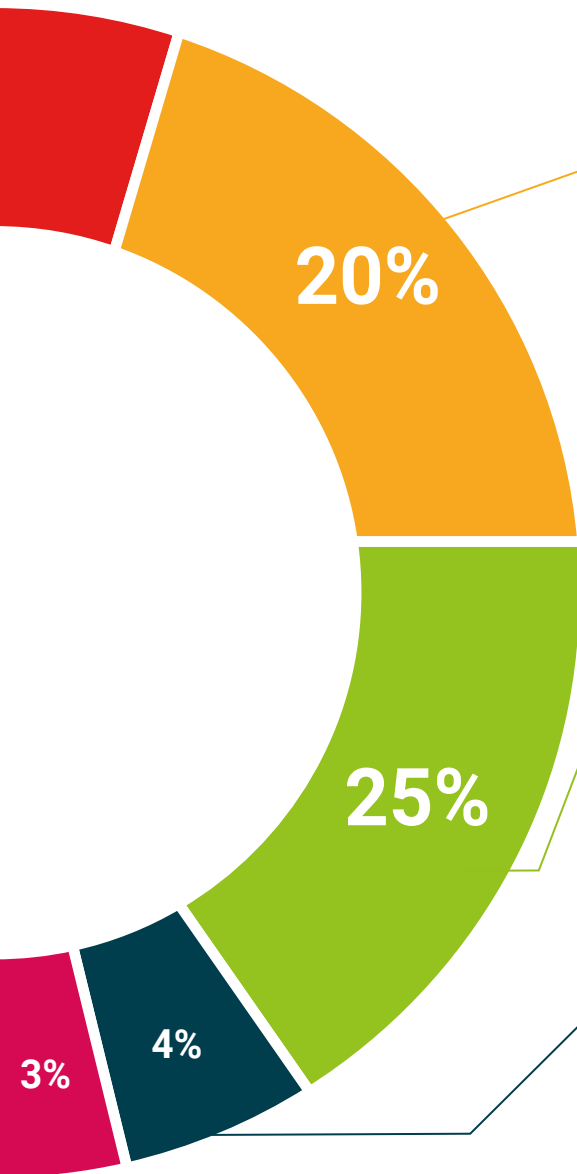
Case Studies

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.

06
Certificate

The Postgraduate Certificate in Animation Producer guarantees students, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.

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

This **Postgraduate Certificate in Animation Producer** contains the most complete and up-to-date program on the market.

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

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

Title: **Postgraduate Certificate in Animation Producer**
Official Number of Hours: **150 h.**

tech technological university

Awards the following

CERTIFICATE
to

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

POSTGRADUATE CERTIFICATE
in

Animation producer

This is a qualification awarded by this University, equivalent to 150 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

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