Postgraduate Certificate
English for Video Games

Paulie: We doin' this?

tech technological university

Postgraduate Certificate
English for Video Games

» Modality: **online**
» Duration: **12 weeks**
» Certificate: **TECH Technological University**
» Dedication: **16h/week**
» Schedule: **at your own pace**
» Exams: **online**

Website: **www.techtitute.com/pk/videogames/postgraduate-certificate/english-video-games**

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01
Introduction

Video games are an international form of entertainment that eclipse the music and cinema industry together. Millions of people around the world play a variety of games on a multitude of consoles, many of them in English. The Anglo-Saxon language has become the dominant language in the video game industry, so it is essential that all professionals in this sector, regardless of their specialty, master English. This program will enable the student to be fluent in any type of conversation, whether technical or general, as well as prepare them for professional interviews and meetings specific to the video game industry.

"
This Postgraduate Certificate will allow you to hold, without any difficulty, conversations with industry experts from all over the world"

English is the dominant language in the video game industry. So much so that even many gamers who had no English language skills have learned English by playing their favorite games. In addition, the industry uses a lot of English terminology, such as Endgame, NPC, V-Sync or Advergaming, which anyone working in this industry should be familiar with.

For this reason, the Postgraduate Certificate in English for Video Games greatly expands the student's knowledge in this field, preparing them for all types of conversations or exchanges of information that they may face working in the industry. Therefore, during the extensive syllabus, issues such as the usual debates surrounding video games, the most common Anglo-Saxon software or the technical language of online video games are discussed in depth.

More specific topics such as robotics, copyright or cloud computing are also covered, enabling students to communicate fluently when they need to develop a more expert and professionalized dialogue. The graduate will be able to face job interviews and industrial conferences in English without any kind of difficulty.

Added to all this is the benefit that the training is delivered 100% online, which allows the student maximum flexibility when studying the content. By eliminating the need to attend a physical center or adjust to fixed schedules, students can adapt this Postgraduate Certificate in English for Videogames to their personal, work or family needs.

This **Postgraduate Certificate in English for Video Games** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- Extensive knowledge of Anglo-Saxon vocabulary for video games, from common and usual topics to more technical and precise ones
- Content with strong audiovisual support, facilitating the acquisition of the knowledge taught in the course
- Practical exercises to carry out self-assessment
- Modern and innovative methodologies adapted to the current trends in the industry
- A syllabus prepared by experts in the field
- Content that is accessible from any fixed or portable device with an Internet connection

You won't be afraid to talk to the big names in the industry, such as Phil Spencer or Gabe Newell, after completing this Postgraduate Certificate in English for Video Games"

"Don't stay AFK in your English studies and update your vocabulary thanks to this Postgraduate Certificate"

Focus on your English proficiency and make your résumé convincing to the top companies.

Enroll in this Postgraduate Certificate in English for Video Games and master the most common technical terms in any professional conversation.
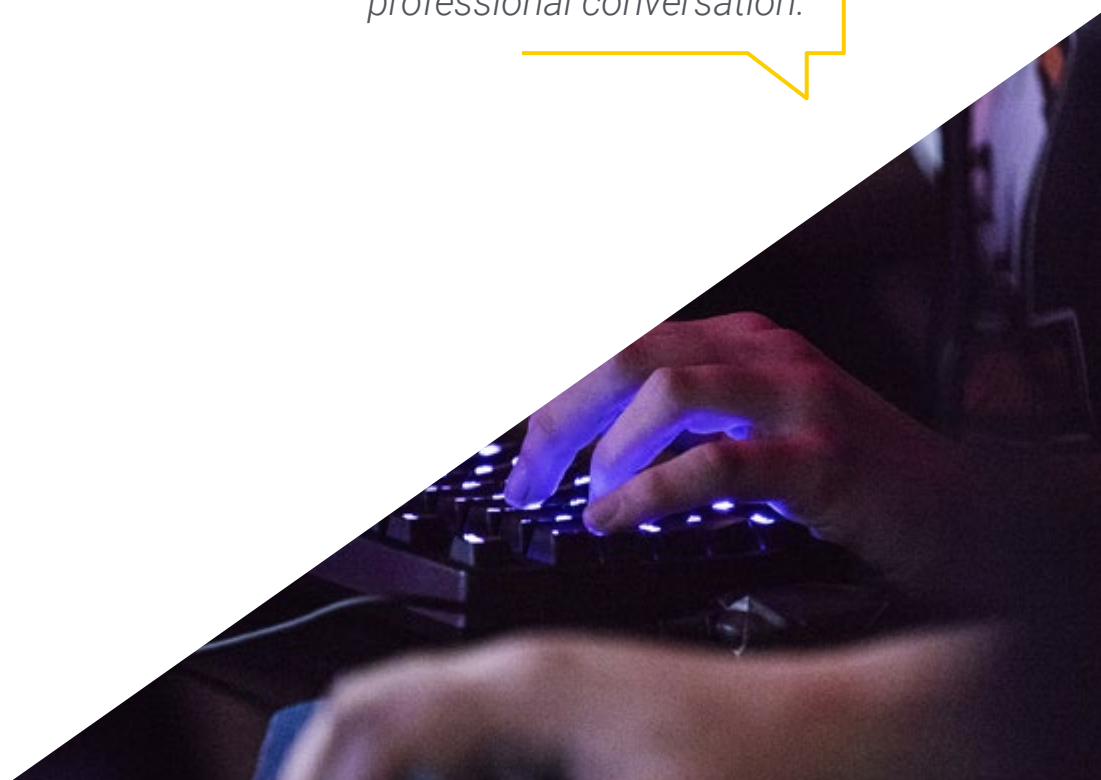
The teaching staff of this program includes professionals from the industry, who contribute the experience of their work to this program, in addition to recognized specialists from reference societies and prestigious universities.

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 learning 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.

02
Objectives

This program aims to instruct the student in mastering the common terminology in the video game industry, both at a more common and informal level and at the level of technical areas with their own jargon, which requires a deeper knowledge to be able to communicate successfully. Therefore, the student will be able to interact in any area of the industry in a natural way, avoiding misunderstandings or uncomfortable moments.

If you want to work for Sony, Microsoft or Nintendo, you will need to be 100% fluent in all the technical and conventional language of the video game world"

General Objectives

- Learn to get involved in international environments when the dominant language is English

- Know all the terminology related to the world of video games in order to contribute with a better level of integration in global work teams

- Explore more specific technical terms in areas such as online video gaming or copyright

- Teach the student to write business texts in English, such as emails, reports or presentations

- Study the origins and history of the video game industry in order to understand the way it communicates

- Recognize the current scope of gamification as a language learning tool worldwide

There will be no industrial, common or technical subject you won't be able to talk about after studying this Postgraduate Certificate in English for Video Games"

Specific Objectives

♦ Have English proficiency for oral presentations, daily interactions and teamwork

♦ Develop skills for getting involved in telephone conversations or face-to-face and virtual meetings in English

♦ Address common topics in the industry such as violence, sedentary lifestyle or mental health

♦ Gain an in-depth understanding of different current operating systems and the particular language of each one

♦ Analyze legal international questions and real cases of plagiarism in the world of video games

♦ Learn about spelling correction in video games and the importance of subtitles

♦ Address the creation of a résumé in English, as well as international job offers and interviews

♦ for international jobs

♦ Know the specific terminology in web engineering and cloud infrastructure applicable to video games

03
Structure and Content

This program in English for Video Games is divided into 2 different modules, which in turn contain 10 topics each, where all the teaching material is explained and distributed. TECH has assembled a team of experts in the video game industry with a high command of English, so the student is guaranteed access to the best content available on the subject. The syllabus is presented in a clear and well-organized manner, which facilitates access to the information, as well as the study work itself.

Give your professional career the international focus it needs thanks to this Postgraduate Certificate in English for Video Games"

Module 1. English for Video Games I

1.1. Oral Presentation
    1.1.1. Previous Steps - The Presentation Phase
    1.1.2. Effective Techniques for Giving a Good Presentation
    1.1.3. Strategies to Address Subsequent Questions
1.2. Problem Solving
    1.2.1. SWOT Analysis
    1.2.2. Make Proposals for Solutions
    1.2.3. The Role of Critical Thought in Problem Solving
1.3. Teamwork
    1.3.1. E-mail
    1.3.2. Daily Interaction with Work Colleagues
    1.3.3. The Importance of Teamwork in Remote Working Teams
1.4. Role of Communication in International Businesses
    1.4.1. Project Report
    1.4.2. Telephone Conversations
    1.4.3. Face-to-Face and Virtual Meetings
1.5. Debates in the World of Video Games
    1.5.1. Violence
    1.5.2. Sedentary Lifestyles and Video Games
    1.5.3. Mental Health
1.6. Ethics in the Technological World
    1.6.1. Digital Breach
    1.6.2. Overload of Information
    1.6.3. The Role of the External Public in the Field of Video Games
1.7. Historical Considerations
    1.7.1. The Beginnings of Video Game Development
    1.7.2. Major Milestones in the Mass Marketing Process
    1.7.3. The Role of Video Games in the USA in the 90s
1.8. Development and Latest Advances in Anglo-Saxon Software
    1.8.1. Artificial Intelligence: Challenges and Innovations for Programmers
    1.8.2. Interactivity and Collaboration in Video Games
    1.8.3. The Role of Video Games in American Cinema
1.9. The Efficacy of Operating Systems
    1.9.1. Xbox Operating Systems
    1.9.2. PlayStation Operating Systems
    1.9.3. Nintendo Operating Systems
1.10. Technical Language in Online Video Games
    1.10.1. Video Game Vocabulary
    1.10.2. Grammatical Structures in Video Games
    1.10.3. The Role of Voice: Pronunciation Issues

Module 2. English for Video Games II

2.1. Debates in the World of Video Games
    2.1.1. International Legal Questions
    2.1.2. Analysis of Real Situations
    2.1.3. Tribute and Virtual Easter Eggs
2.2. Commercial Initiatives
    2.2.1. e-Commerce
    2.2.2. Advertising Strategies
    2.2.3. Advertisement Creation
2.3. The Role of Writing
    2.3.1. Spelling Correction in Video Games
    2.3.2. Subtitles
    2.3.3. Written Communication With People Outside of the Company
2.4. Copyright Rights
    2.4.1. Copyrights
    2.4.2. Creative Commons licenses
    2.4.3. Limits of Creative Freedom
2.5. Employment in the World of Technology
    2.5.1. Creating a CV
    2.5.2. Job Interviews
    2.5.3. Expected Salaries
2.6. Professional Social Situations
    2.6.1. Conferences
    2.6.2. Commercial Culture
    2.6.3. Meetings

A bright future awaits you in the industry you always wanted to work in. TECH gives you the final push you need to become a reference expert in the video game industry"
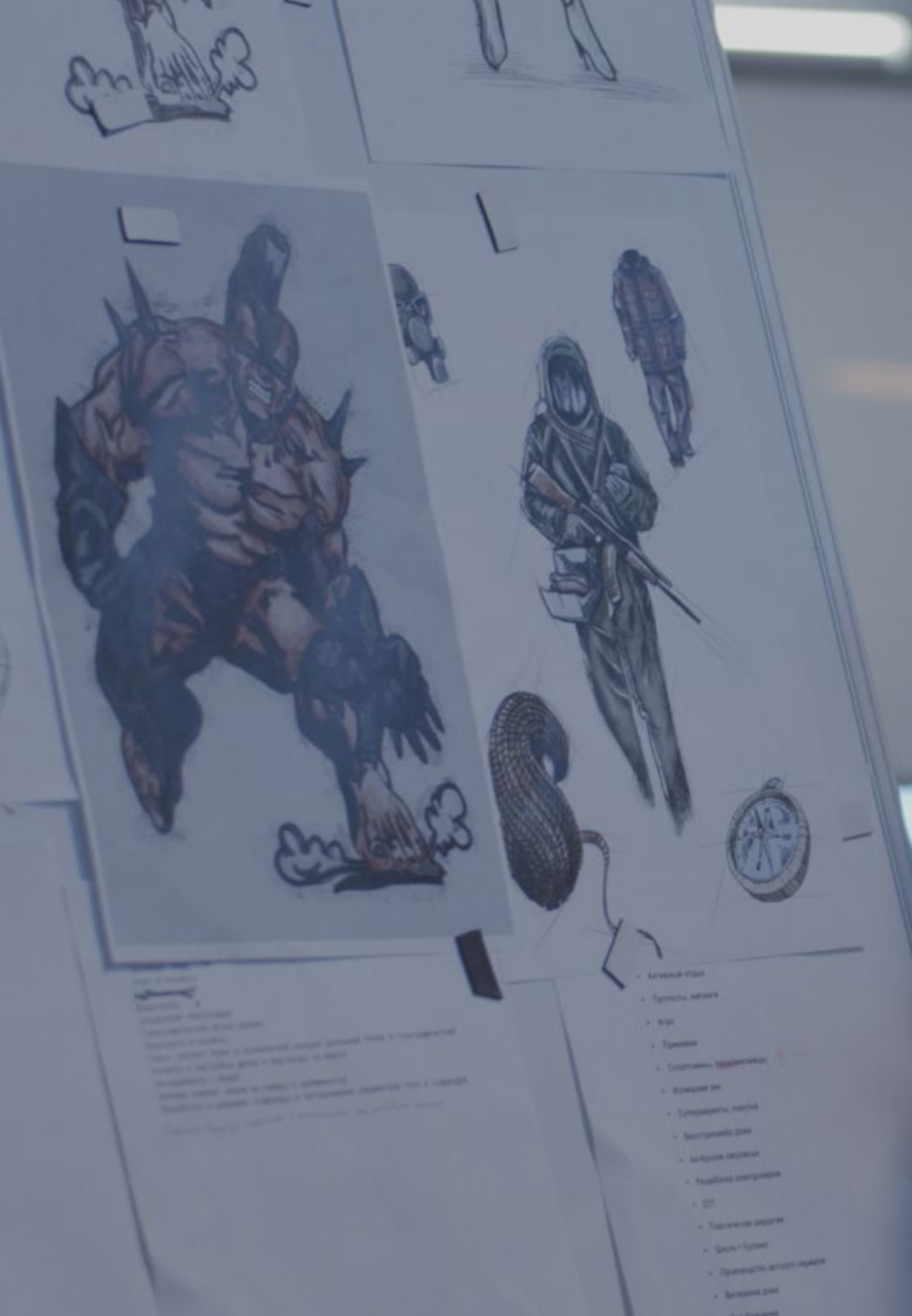
04
Methodology

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 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.

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

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.

Certificate

The Postgraduate Certificate in English for Video Games guarantees students, in addition to the most rigorous and up-to-date education, 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 English for Video Games** 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 meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Postgraduate Certificate in English for Video Games**

Official Nº of Hours: **300 h.**

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

POSTGRADUATE CERTIFICATE
in
English for Video Games

This is a qualification awarded by this University, equivalent to 300 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

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.   Unique TECH Code: AFWORD23S   techtitute.com/certificates

*Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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