

# Postgraduate Certificate

## Video Game Design: Script and Storyboard





## Postgraduate Certificate

### Video Game Design: Script and Storyboard

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

Website: [www.techtitute.com/us/videogames/postgraduate-certificate/video-game-design-script-storyboard](http://www.techtitute.com/us/videogames/postgraduate-certificate/video-game-design-script-storyboard)



# Index

01

Introduction

02

Objectives

p. 4

p. 8

03

Structure and Content

p. 12

04

Methodology

p. 16

05

Certificate

p. 24

01

# Introduction

One of the most important elements of a video game is the script. What ends up ensnaring and immersing the player in the story is the plot, enriched by a good cast of characters with their own personality. Therefore, it is important to develop a good storyboard in the video game world, capable of capturing the essence of the story and helping the rest of the team to capture it in a reliable way. In this program, the student will learn all the key steps in the creation of a script and storyboard, starting with the individual components and also covering the different narratives depending on the type of game being developed.



“

*With expert knowledge of scripting and storyboarding you will be able to create stories that captivate gamers around the world”*

Video games began their journey with very simple or non-existent plots, but for some time now, scripts have been becoming more and more important, since the aim is not only to entertain the player, but also to transmit emotions through the stories they are living.

Therefore, the importance of the scripting and storyboarding team has increased over time to the point that they are one of the most essential parts of the development of any video game. Studying this Postgraduate Certificate in Video Game Design: Script and Storyboard, the student will orient their career towards a highly demanded specialization as the most powerful developers of the industry.

The student will learn in detail the whole process to script a video game, as well as the relevance of storyboarding within this same procedure. During the learning process, we emphasize the different types of genres and narratives that can be used to create a story, as well as multiple techniques to give more background to the dialogues and characters that are being built.

In addition, the Postgraduate Certificate is taught completely online, so the student is not restricted to fixed schedules or the need to physically go to a center. All content is available from the moment of enrollment, so students can plan their study and exams at their own pace.

This **Postgraduate Certificate in Video Game Design: Script and Storyboard** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ Detailed learning of the entire creative process involved in creating a script and storyboard for a video game
- ◆ 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



*Become a key piece of the development of any video game and aspire to be the creator of the best scripts in the industry"*

“

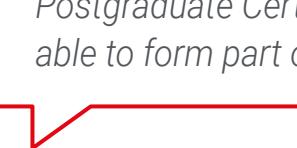
*The stories of the most iconic video game characters were created by people like you. Learn everything you need to be the architect behind the new Kratos”*

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.

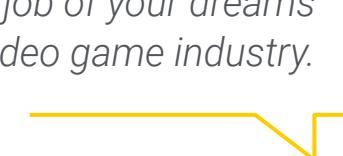
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive learning programmed to learn in real situations.

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.

*The great games you've played all your life have had a great team of writers behind them. By studying this Postgraduate Certificate, you will be able to form part of those teams.*



*Specialize in script and storyboard design in order to achieve the job of your dreams within the video game industry.*



02

# Objectives

This Postgraduate Certificate in Video Game Design: Script and Storyboard aims to provide students with all the skills required to take on the responsibility of creating a script oriented towards video games, with differentiating techniques and methodologies which will help students to achieve excellence in their work.





66

You have a clear idea of your own hero's journey towards professional success.  
TECH wants to form part of this path by providing you with the best tools”



## General Objectives

- ◆ Explore, in depth, the process of script writing and storyboard for a video game, differentiating between all the stages involved
- ◆ Analyze the key components and concepts that should be found in a script
- ◆ Study the narrative fundamentals and the hero's journey as one of the main forms of narration
- ◆ Examine storyboarding and animatics, highlighting their importance within the scripting process
- ◆ Know the different genres and existing narratives in the world of video games
- ◆ Learn to develop effective dialogue through the script





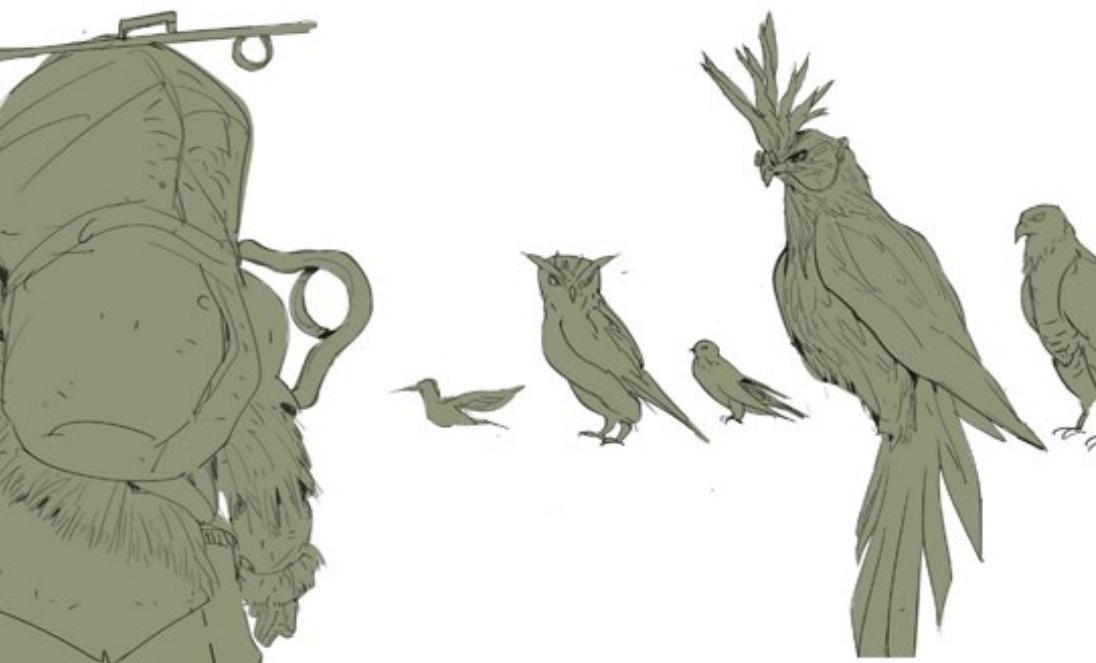
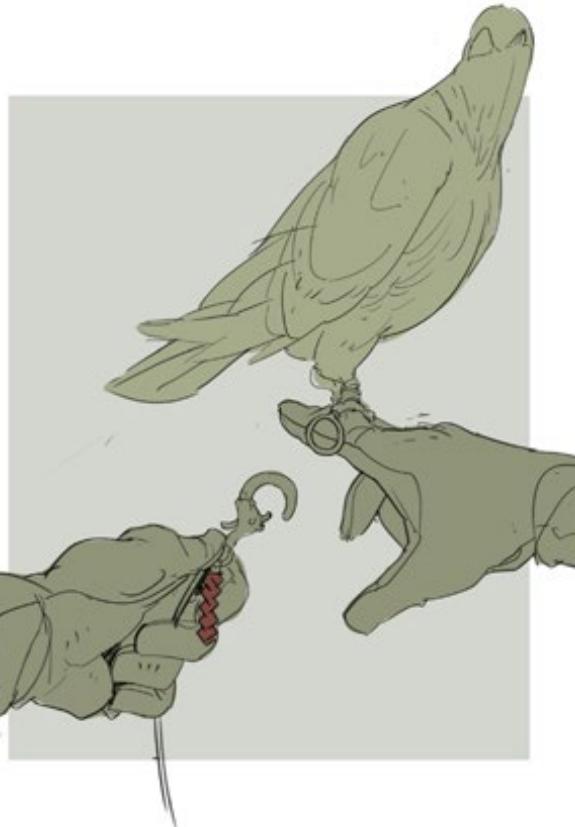
### Specific Objectives

---

- ◆ Gain in-depth knowledge of the history of video games, the main sources of ideas and the narrative through images
- ◆ Study the different elements that make up a script, the protagonists, antagonists and setting
- ◆ Address Pitching and how to effectively sell a script to a development group
- ◆ Review the history and evolution of Storyboarding, focusing on its specific use in the scripting of video games
- ◆ Delve into the narrative of arcade, FPS, RPGs, adventure and platform games
- ◆ Evaluate the use of love, humor, fear, horror and surrealism within narrative dialogues

“

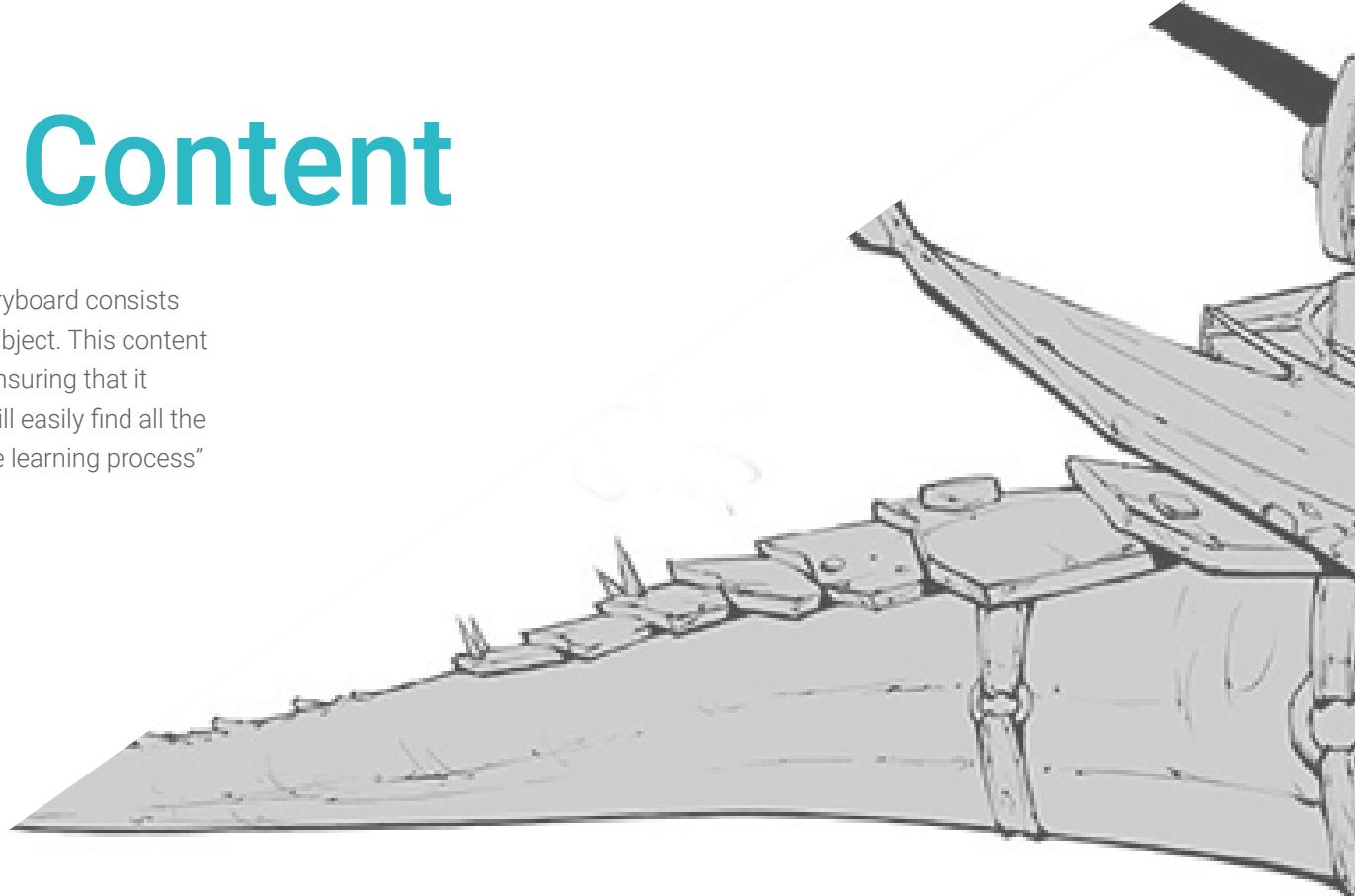
*You will make thousands of players around the world laugh, cry or even love when they see your characters and know their stories. This Postgraduate Certificate will give you the boost you need to reach all those people”*



03

# Structure and Content

This Postgraduate Certificate in Video Game Design: Script and Storyboard consists of 1 single module containing the 10 most essential topics of the subject. This content has been developed by a team of experts in video game scripting, ensuring that it contains up-to-date and quality educational material. The student will easily find all the available topics in order to solve any doubt that may arise during the learning process"



66

*Give your stories the necessary points of interest by learning how to create them from the best experts in the field"*

**Module 1.** Video Game Design: Script and Storyboard

- 1.1. Script and Storyboard
  - 1.1.1. History of the Video Game
  - 1.1.2. Product Sheet
  - 1.1.3. Ideas Source
  - 1.1.4. Narrative through Images
- 1.2. Key Components in Scripts and Storyboard
  - 1.2.1. Conflict
  - 1.2.2. Protagonist: Defining Keys
  - 1.2.3. Antagonists, NPCs
  - 1.2.4. The Scene
- 1.3. The Script: Key Concepts
  - 1.3.1. The Story
  - 1.3.2. The Plot
  - 1.3.3. Literary Script
  - 1.3.4. The Play-List
  - 1.3.5. Technical Script
- 1.4. The Script: Fundamentals of the Narrative
  - 1.4.1. Dialogue: The Rightful Importance of the Word
  - 1.4.2. Types of Characters
  - 1.4.3. How to Create a Character
  - 1.4.4. Transformation Arches
  - 1.4.5. Pitching: Selling a Script
- 1.5. The Script: The Hero's Journey and the Aristotelian Figure
  - 1.5.1. What is the Hero's Journey?
  - 1.5.2. Stages of the Hero According to Vogler
  - 1.5.3. How to Apply the Hero's Journey to Our Stories
  - 1.5.4. Examples of Applied Hero's Journey
- 1.6. The Storyboard
  - 1.6.1. Introduction, History and Evolution of the Art of the Storyboard
  - 1.6.2. Functionality and Art
  - 1.6.3. Writing and Drawings in Storyboard
  - 1.6.4. Choice of Framing, Continuity, Angulation, Clarity
  - 1.6.5. Staging of Characters: Pre-Posing
  - 1.6.6. Environments, Backgrounds and Shading
  - 1.6.7. Written Information and Conventional Signs
- 1.7. The Animatic
  - 1.7.1. Use of Animatic
  - 1.7.2. Precursors to Animatic in Storyboard
  - 1.7.3. How to Make an Animatic
  - 1.7.4. Timing
- 1.8. Genres and Polyhedral Narrative
  - 1.8.1. Character Design
  - 1.8.2. Adventure
  - 1.8.3. Narrative Adventures
  - 1.8.4. RPGs
- 1.9. Lineal Narratives
  - 1.9.1. Arcades, FPS and Platform Games
  - 1.9.2. Alternative Narratives
  - 1.9.3. Serious Games and Simulators
  - 1.9.4. Sport and Driving Games
- 1.10. Dialogue through a Script
  - 1.10.1. Love, Humor and Surrealism
  - 1.10.2. Fear, Horror and Disgust
  - 1.10.3. Realistic Dialogues
  - 1.10.4. Interpersonal Relationships



“

*You are just one step away from becoming an author of the best scripts that you could imagine. Dare to pursue that future and enroll now in this Postgraduate Certificate in Video Game Design: Script and Storyboard”*

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.



66

*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.





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.



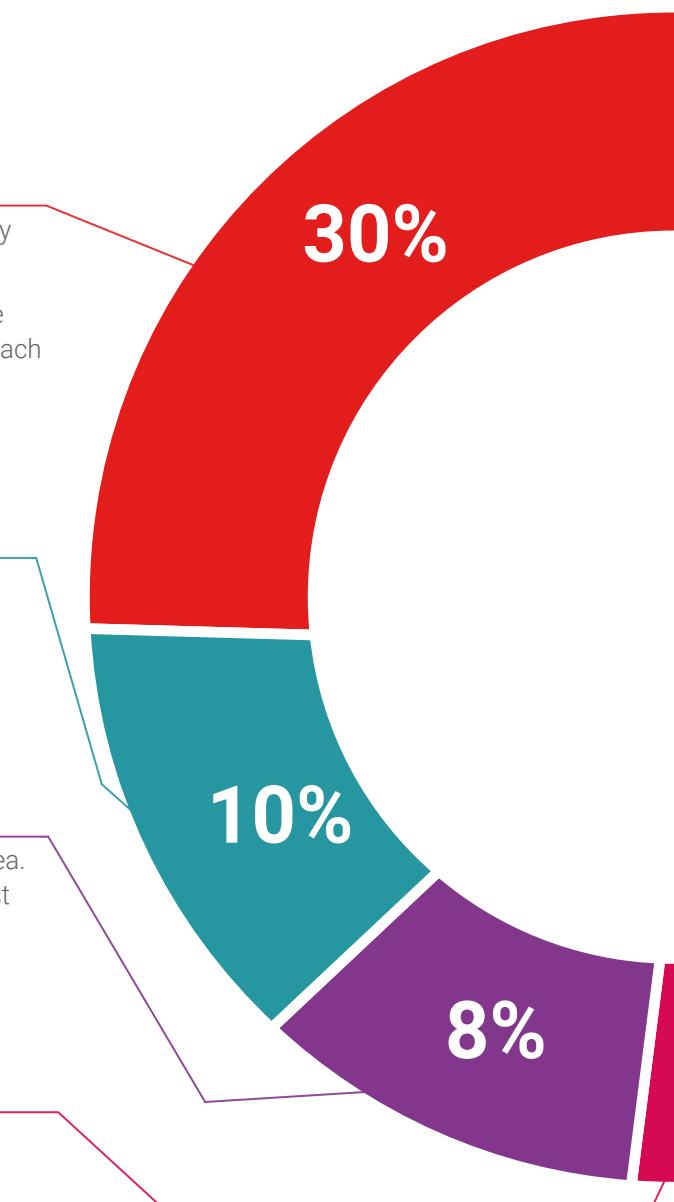
#### Practising Skills and Abilities

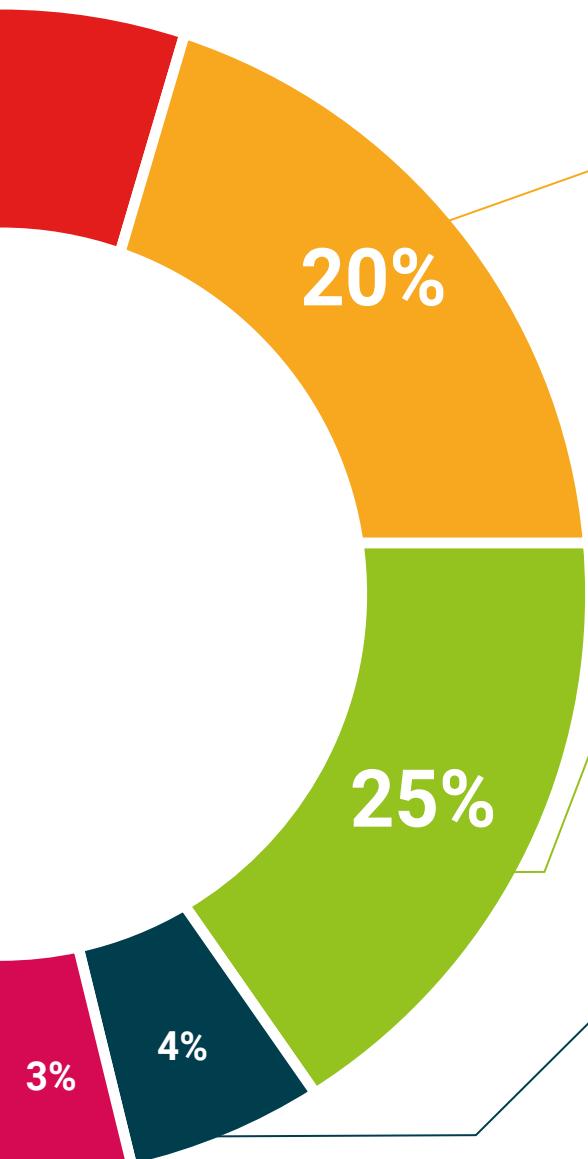
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



#### 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.



05

# Certificate

This Postgraduate Certificate in Video Game Design: Script and Storyboard guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate degree 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 Video Game Design: Script and Storyboard** contains the most complete and up-to-date educational 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 diploma 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 Video Game Design: Script and Storyboard**

Official N° of Hours: **150 h.**



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



## Postgraduate Certificate Video Game Design: Script and Storyboard

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

# Postgraduate Certificate

## Video Game Design: Script and Storyboard

