



Postgraduate Certificate Video Game Documentation

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

We b site: www.techtitute.com/in/videogames-design/postgraduate-certificate/video-game-documentation

Index





tech 06 | Introduction

In this Postgraduate Certificate in Video Game Documentation, the student will be able to interpret the specialized documentation within the video game industry, as well as know how to document the information related to the game design in an orderly and useful way to be successful both in teamwork and individual performance.

You will master communication strategies to make processes more efficient. Applying in a professional way the pillars of video game design within the character, camera and control systems. The different points of view, managing the Three Cs, as well as the variety within Game Document Design.

This will be possible in an agile and dynamic study context, following a completely online modality. It allows the use of any device with internet connection for its development within a secure platform managed by TECH and suitable for interactive content formats. It is developed by experts in the field who will accompany the student throughout the learning process for the 6 weeks of the program.

This **Postgraduate Certificate in Video Game Documentation** 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 development.
- The graphic, schematic, and eminently 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 the importance of visuals in videogames
- 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



You will be able to connect wherever you are because it is a 100% online program. With responsive and interactive formats"

Introduction | 07 tech



Make the most of this opportunity to specialize in productive sectors with more demand in the market. Enroll now and open a range of possibilities for you"

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.

The design of this program focuses on Problem-Based Learning, which means the student must try to solve the different real-life situations of that arise throughout the academic program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Master the tools and fundamentals of Video Game Documentation. With this Postgraduate Certificate in just a few weeks.

Become a Video Game Document Design expert and shape your career into a more productive environment.



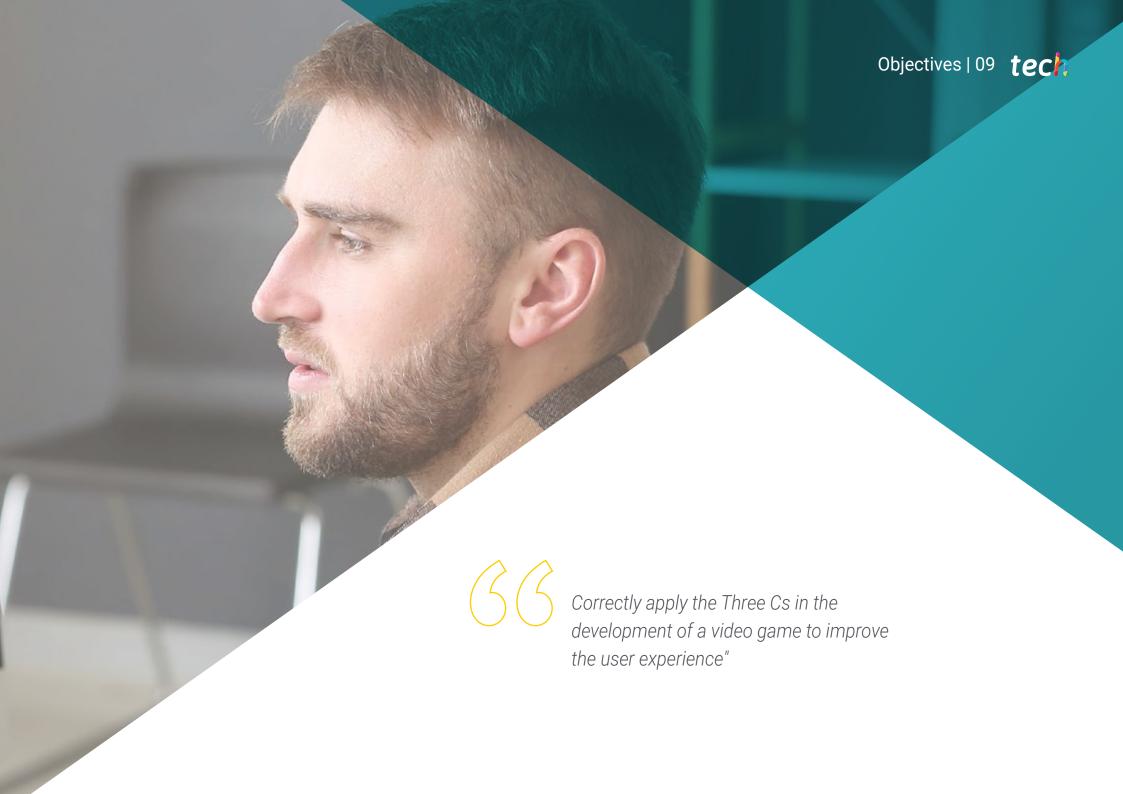












tech 10 | Objectives



General Objectives

- Master in depth the field of gamification, its development and expansion
- Analyze all the variables of video games and their industry
- Professionalize the theoretical bases of gamification applied in each field of specialization
- Achieve autonomy in the development of videogames and their specializations



Good communication in a team is the beginning of a great product. Master the most successful strategies demonstrated in this program"



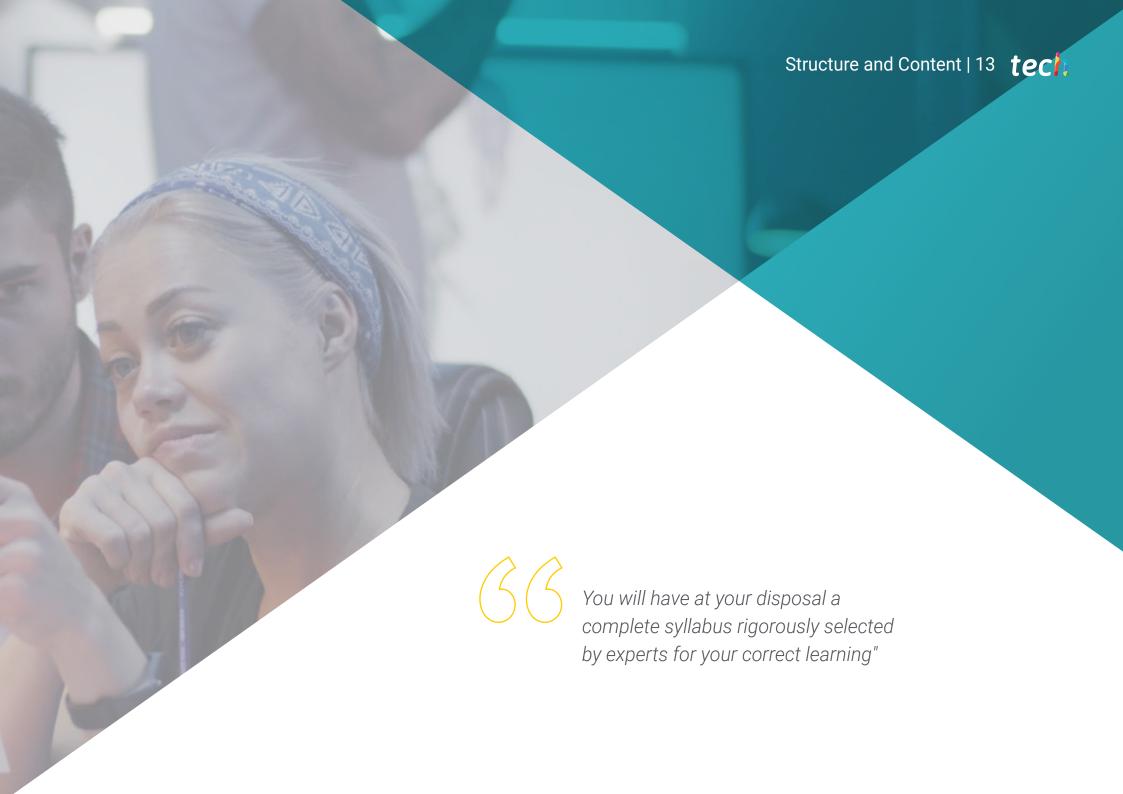




Specific Objectives

- Apply in a professional manner the pillars of video game design within the character, camera and control systems
- Interpret specialized documentation within the video game industry
- Document information related to the game design in an orderly and useful manner
- Master communication strategies for efficient teamwork





tech 14 | Structure and Content

Module 1 Video Game Documentation

- 1.1. The Three Cs
 - 1.1.1. Character
 - 1.1.2. Camera
 - 1.1.3. Control
- 1.2. Character
 - 1.2.1. Physiology
 - 1.2.2. Personality
 - 1.2.3. Mechanisms
- 1.3. Camera
 - 1.3.1. Viewpoints
 - 1.3.2. Camera Control
 - 1.3.3. Camera Guides
- 1.4. Control
 - 1.4.1. Control Ergonomics
 - 1.4.2. Related to the Character
 - 1.4.3. Related to the Camera
- 1.5. General Documentation
 - 1.5.1. Game Concept
 - 1.5.2. Game Treatment
 - 1.5.3. Game Document Design
- 1.6. Specific Documents
 - 1.6.1. Design
 - 1.6.2. Engineering
 - 1.6.3. Drafting

- 1.7. Game Document Design
 - 1.7.1. Documentation
 - 1.7.2. Communication
 - 1.7.3. General Rules
- 1.8. GDD: One Page
 - 1.8.1. Uses
 - 1.8.2. Structure
 - 1.8.3. Design
- 1.9. GDD: Ten Pages
 - 1.9.1. Uses
 - 1.9.2. Structure
 - 1.9.3. Design
- 1.10. Documentation Tools
 - 1.10.1. Rule of Three
 - 1.10.2. Game Progression
 - 1.10.3. Victory Chart



Get your qualification with the Postgraduate Certificate in Video Game Documentation in only 6 weeks. And present more professional portfolios that will open doors for you"







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 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.



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 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.



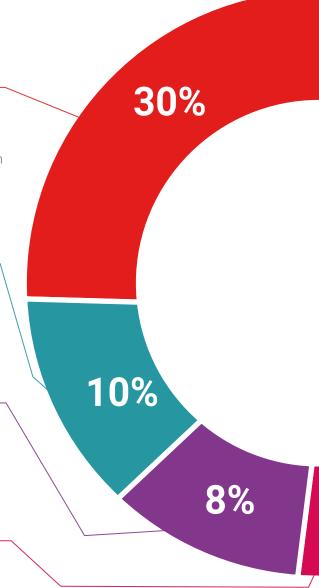
Practising Skills and Abilities

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.



Methodology | 23 tech



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.

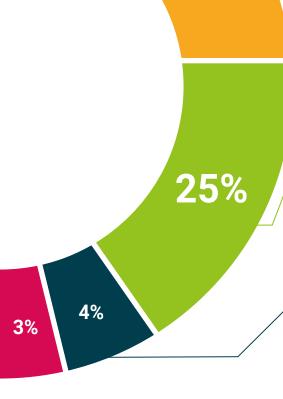
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



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.





20%





tech 26 | Certificate

This **Postgraduate Certificate in Video Game Documentation** 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 Video Game Documentation

Official No of Hours: 150 h.



health confidence people

health confidence people

education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment



Postgraduate Certificate Video Game Documentation

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

