

# Postgraduate Certificate Video Game Narrative



## Postgraduate Certificate Video Game Narrative

- » 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-narrative](http://www.techtitute.com/us/videogames/postgraduate-certificate/video-game-narrative)

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# 01

# Introduction

Nowadays, videogames have a great plot complexity due to the players' demand for more convoluted stories and the increased capacity of new media and consoles, which make it possible to develop longer games. For this reason, developers are paying more and more attention to this aspect and need to have experts in narrative and script writing. Therefore, this degree offers its students the opportunity to specialize in this field, enabling them to become the great video game scriptwriters of the future.





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*Develop the stories of the next successful video games thanks to this Postgraduate Certificate”*

Of today's great video games, most of them have a great story carefully developed so that their main plot and characters advance in a logical but surprising way. This balance is not easy to achieve, since creating attractive but not predictable video games requires a great deal of writing.

But to carry out this task it is advisable to have specific knowledge in the field because writing scripts is not easy, and when it comes to the field of video games, it requires even greater specialization.

For that reason, this Postgraduate Certificate in Video Game Narrative is the answer for all those who wish to work in the industry developing all kinds of stories, plots and scripts effectively. Therefore, this program contains all the keys to perform these tasks, thanks to its complete contents and its flexible methodology that adapts to the circumstances of each student, allowing them to combine their professional life with their studies.

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

- ◆ Practical cases presented by experts in Script Writing and Narrative Applied to Video Games
- ◆ The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Special emphasis on innovative methodologies
- ◆ 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



*The plot of the most famous video games of the future will be in your hands"*

“

*This Postgraduate Certificate is what you need to achieve success in the video game industry”*

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.

*Specialize in this field now and see how the best video game companies will want you to work with them.*

*Video game narrative is complex and this program will help you to understand its workings to perfection.*



# 02 Objectives

The main objective of this Postgraduate Certificate in Video Game Narrative is to offer students the best tools and knowledge in the development of stories and plots for this type of work. Therefore, students will be able to assimilate the specifics of scriptwriting applied to video games, which is very different from other audiovisual media. Therefore, this qualification is what professionals in the sector need to distinguish themselves and become scriptwriters who are sought after by the best companies.





A close-up, low-angle shot of a character's helmet, likely from a video game. The helmet is dark grey or black with a prominent white visor. The visor has a textured, ribbed appearance. The lighting is dramatic, highlighting the contours of the helmet and the visor. The background is a bright, overexposed white.

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*Your stories will be the most coveted  
in the video game industry”*



## General Objectives

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- ◆ Understand the different elements that make up a story
- ◆ Apply narrative structure to the video game format
- ◆ Know the different genres and existing narratives in the world of video games
- ◆ Learn to develop effective dialogue through the script





## Specific Objectives

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- ◆ Determine the narrative pulses in certain audiovisual formats
- ◆ Develop own ideas in a creative and structured way in different texts
- ◆ Develop characters and dialogues that can be used in the script of a video game

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*You have great ideas and with this Postgraduate Certificate you will be able to develop them”*

# 03

## Structure and Content

The contents of this program have been designed by leading specialists in video game narrative, so students will have access to the best knowledge available. Therefore, what students learn in this Postgraduate Certificate in Video Game Narrative can be put into practice directly in the professional field, making them progress quickly and become highly valued by their companies.



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*Learn how to write the best video game scripts with this program”*

## Module 1. Video Game Narrative

- 1.1. Why Tell a Story?
  - 1.1.1. Introduction
  - 1.1.2. Narration and Sense
  - 1.1.3. Narrative Video Games vs. Action-Based Video Games
  - 1.1.4. Subtleties in the Narrative
- 1.2. The Idea of Audiovisual Storytelling
  - 1.2.1. Video Game Narrative
  - 1.2.2. Video Game Script
  - 1.2.3. Main Arguments in Different Video Game Plots
  - 1.2.4. Structures, Characters and Dialogues Developed in a Video Game Script
- 1.3. The Structure of Audiovisual Storytelling
  - 1.3.1. The Idea
  - 1.3.2. The Structure of Storytelling
  - 1.3.3. Genre, Format and Tone
  - 1.3.4. Narrative Point of View
- 1.4. Content of the Story: Action Nodes and Types
  - 1.4.1. Examples of Action Nodes
  - 1.4.2. Practical Narrative Example I
  - 1.4.3. Practical Examples Narrative II
  - 1.4.4. Practical Examples Narrative III
- 1.5. Storytelling in a Video Game: Interaction
  - 1.5.1. Introduction
  - 1.5.2. Playable Nodes and Open Structures
  - 1.5.3. Narration and Interaction
  - 1.5.4. Applications of Interactive Narrative
- 1.6. Storytelling in a Video Game: Immersion
  - 1.6.1. Introduction
  - 1.6.2. Environmental Narrative
  - 1.6.3. Visual Narrative of Characters
  - 1.6.4. Evolution of the Narrative in Video Games
- 1.7. Creation of Characters





- 1.7.1. Defining the Character
- 1.7.2. Pre-Production, *Briefing*, Submission Dates, *Milestone*
- 1.7.3. Basic Structure of the Character with Geometric Shapes. Understanding of the Canon and Proportions
- 1.7.4. Body Expression. Torsions. Giving Them Personality
- 1.7.5. Basic Structure of the Face, Facial Expressions and Variants in the Structure
- 1.7.6. Character Design Finishes According to the Needs of the Project
- 1.7.7. Preparation of the Character Sheet for Production
- 1.8. Principles of Interactive Narrative
  - 1.8.1. Pragmatics of the Design. Persuasion and Seduction
  - 1.8.2. Conflict and Idea in Interactive Speech
  - 1.8.3. Character Building. Avatar and Player Representation
  - 1.8.4. Narrative and Ludic Structures. Narrative Spaces in Video Games. Dialogue Tree and Ramifications
- 1.9. Theories of Interactive Narrative
  - 1.9.1. Introduction to the Narrative and Interaction
  - 1.9.2. Hypertext and Cybertext. Digital and Procedural Rhetoric
  - 1.9.3. Ludonarrative and Ludofiction. Fictional Interactive Worlds
  - 1.9.4. Applications of Interactive Narrative
- 1.10. History of the Narrative in Video Games
  - 1.10.1. 1980-1990
  - 1.10.2. 1990-2000
  - 1.10.3. 2000-2010
  - 1.10.4. 2010- Present Day

# 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.







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*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.



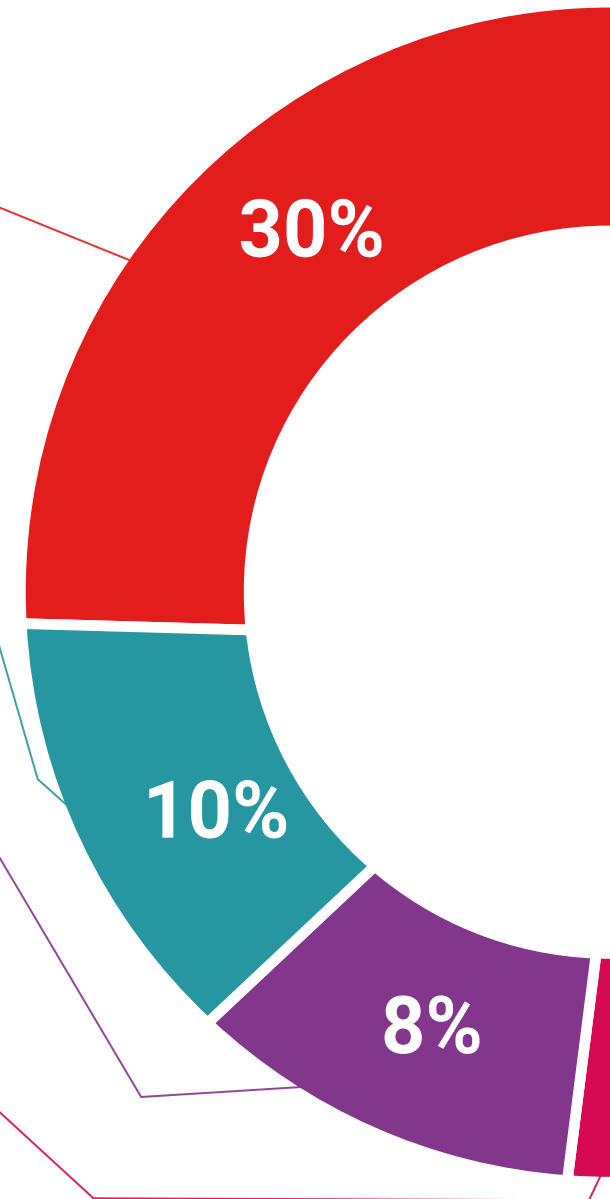
### Practising Skills and Abilities

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.



# 05 Certificate

The Postgraduate Certificate in Video Game Narrative guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.





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

This **Postgraduate Certificate in Video Game Narrative** 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 Narrative**

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.

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



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- » Schedule: **at your own pace**
- » Exams: **online**

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