

Postgraduate Certificate Video Game Sound and Music Design



Postgraduate Certificate Video Game Sound and Music Design

- » 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-sound-music-design

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01

Introduction

Music and sound are a fundamental element of audiovisual works. Some video games, for example, are remembered simply by their melody, even if decades have passed since their release. Therefore, although the general public does not usually take it into account, this aspect of the games is very important and will determine the degree to which the user enjoys it. Companies in the industry know this, as they need skilled sound designers and composers who can create evocative and impactful music. This program teaches its students how to design sound and compose, so that they are responsible for an enjoyable gaming experience for gamers.



“

Tetris. Just by mentioning this game, you can remember its melody. Create music as memorable as this one thanks to this Postgraduate Certificate”

There are mythical video games whose melodies and sounds are as important as their mechanics, their characters or their scenarios. Just by mentioning Tetris or Super Mario, anyone can conjure up their songs and the sounds of each game action. This impressive effect is achieved thanks to a great work of composition and sound design.

Therefore, an element that is sometimes undervalued or not taken into account, such as the sound section of a video game, is absolutely vital to its success. Without a proper design of this section, the video game may fail. That's something that the big companies in the industry know, which is why they are increasingly looking for new composers who can bring that creative aspect that will get players hooked and give a decisive boost to the project.

However, despite the existing demand, there is not a large number of specialists in this field, which is why it is currently a field of great job opportunities. This Postgraduate Certificate in Sound and Music Design for Videogames is the answer to that opportunity, as it offers all the necessary knowledge to become a first level designer and composer to become a first level designer and composer, taking into account the specifications of this sector, which is very different from others such as cinema.

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

- ◆ Dynamic teaching methodologies, so that the student learns to compose and design sound by practicing
- ◆ Practical exercises where the self assessment process can be carried out to improve learning
- ◆ The desire to teach students about the specifics of the video game industry
- ◆ Access to content from any fixed or portable device with an Internet connection



Enhance users' gaming experience thanks to your powerful melodies"

“*Learn how to design the sound of the next blockbuster video games”*

The program's teaching staff includes professionals from the sector who bring to this program the experience of their work, in addition to recognized specialists from prestigious reference societies and universities.

Its multimedia content, developed with the latest educational technology, will allow the professional a situated and contextual learning, i.e., a simulated environment that will provide an immersive education 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 video game industry needs sound designers who bring new ideas to the table - it could be you.

The great sound designers for video games have specific knowledge in the field, follow their example and enroll.



02 Objectives

The objectives of this Postgraduate Certificate in Video Game Sound and Music Design are to provide students with the keys to become the next reference in sound design and music composition in the industry. To do so, you will have the best content and the best teachers who will guide students throughout the learning process.





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Achieve your goal: compose the tunes that everyone will remember years from now”



General Objectives

- ◆ Gain knowledge about the different video game genres, the concept of gameplay and its characteristics to apply them in the analysis of video games or in the creation of video game design
- ◆ Deepen understanding of the production of video games and in the SCRUM methodology for project production
- ◆ Learn the fundamentals of video game design and the theoretical knowledge that a video game designer should know
- ◆ Get to know the theoretical and practical bases of the artistic design of a video game





Specific Objectives

- ◆ Compose and develop music
- ◆ Design music composition software
- ◆ Know how to carry out the production and post-production process
- ◆ Learn how to do internal mixing and sound design
- ◆ Use sound libraries, synthetic sounds and foley
- ◆ Know music composition techniques for videogames

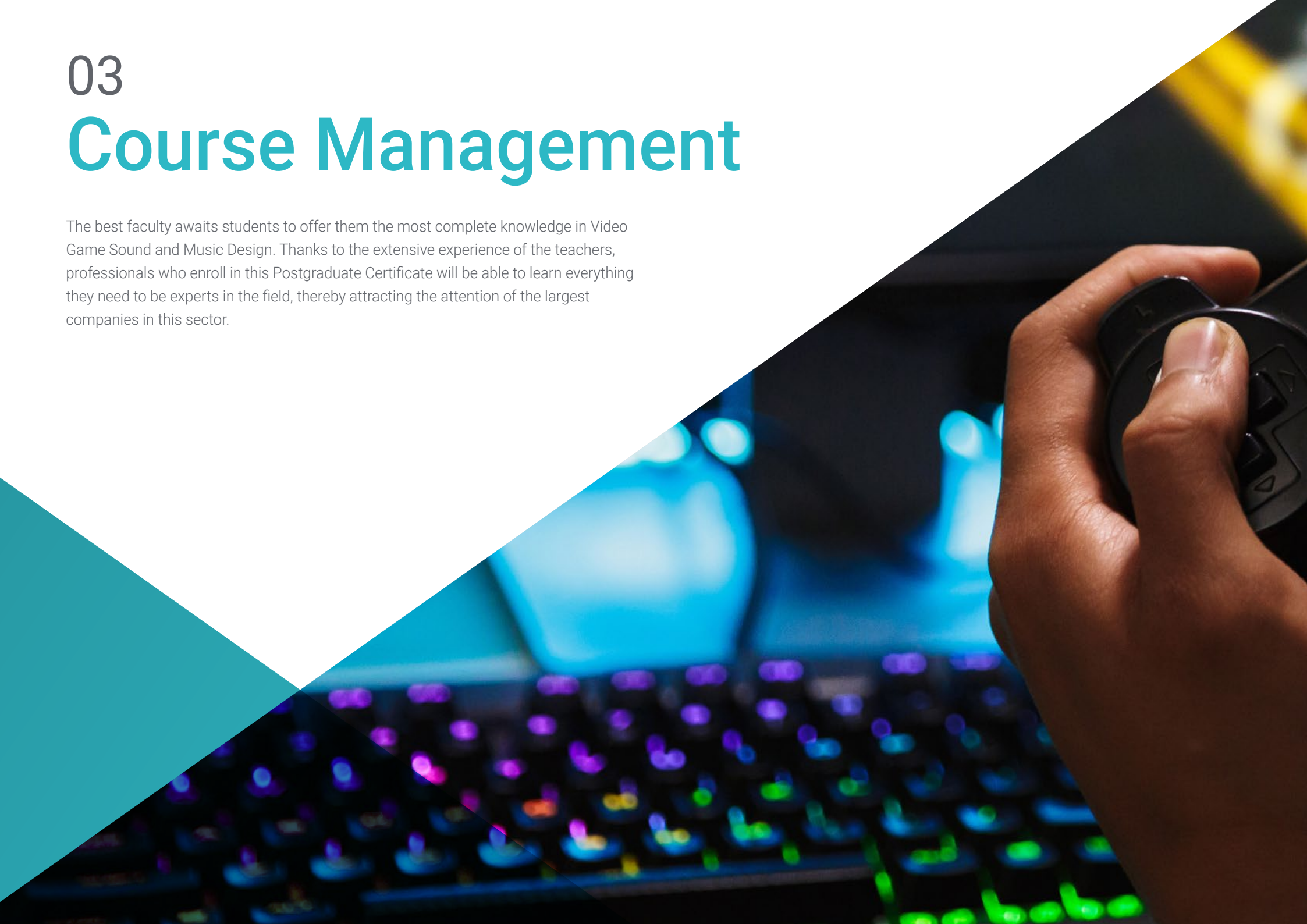
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*Enhance the players' experience
with your tunes”*

03

Course Management

The best faculty awaits students to offer them the most complete knowledge in Video Game Sound and Music Design. Thanks to the extensive experience of the teachers, professionals who enroll in this Postgraduate Certificate will be able to learn everything they need to be experts in the field, thereby attracting the attention of the largest companies in this sector.





“

The best will teach you the keys to making memorable sound designs”

Management



Mr. Blasco Vilches, Luis Felipe

- Narrative designer at Stage Clear Studios, developing a confidential product
- Narrative designer at HeYou Games in the "Youturbo" project
- E-learning and serious games product designer and scriptwriter for Telefónica Learning Services, TAK and Bizpills
- Level designer at Indigo for the "Meatball Marathon" project
- Screenwriting teacher in the Master's Degree in Video Game Creation at the University of Malaga
- Lecturer in Video Game Narrative Design and Production at the TAI Film Department, Madrid
- Narrative Design and Script Workshops teacher, and in the Video Game Design Degree at ESCAV, Granada
- Degree in Hispanic Studies from the University of Granada, Spain
- Master's Degree in Creativity and Television Screenwriting, Rey Juan Carlos University



Professors

Mr. Carrión, Rafael

- ◆ Sound designer and Unity3D audio programmer
- ◆ Degree in Industrial Engineering. Polytechnic University of Valencia. 2018
- ◆ Master's Degree in Video Game Programming. Open University of Catalonia. 2021
- ◆ Course in Audio Production for Games with WWISE. Berklee 2019
- ◆ Audio programmer at Women in Games. Present

04

Structure and Content

The teacher will guide the students through 10 topics, through all the necessary content to make a good musical composition and sound design suitable for each type of video game. As such, the apprenticeship module has a complete and in depth program with which students will acquire the professional competencies that are indispensable to start working in the industry.



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*High level content for the best
composers of the future”*

Module 1. Sound and Music Design

- 1.1. Composition
 - 1.1.1. Lineal Composition
 - 1.1.2. Non-Lineal Composition
 - 1.1.3. Creation of Themes
- 1.2. Musical Development
 - 1.2.1. Instruments
 - 1.2.2. The Orchestra and its Sections
 - 1.2.3. Electronics
- 1.3. Software:
 - 1.3.1. Cubase Pro
 - 1.3.2. Virtual Instruments
 - 1.3.3. Plugins
- 1.4. Orchestration
 - 1.4.1. MIDI Orchestration
 - 1.4.2. Synthesizers and Digital Instruments
 - 1.4.3. PreMix
- 1.5. Postproduction
 - 1.5.1. Postproduction
 - 1.5.2. Finale
 - 1.5.3. Plugins
- 1.6. Mixing
 - 1.6.1. Internal Mix
 - 1.6.2. Formats
 - 1.6.3. Sound Design
- 1.7. Production
 - 1.7.1. Sound Libraries
 - 1.7.2. Synthetic Sounds
 - 1.7.3. Foley





- 1.8. Composition Techniques for Video Games
 - 1.8.1. Analysis I
 - 1.8.2. II Analysis
 - 1.8.3. Creation of Loops
- 1.9. Adaptive Systems
 - 1.9.1. Horizontal Resequencing
 - 1.9.2. Vertical Remix
 - 1.9.3. Stinger Transitions
- 1.10. Integration
 - 1.10.1. 3D Unity
 - 1.10.2. FMOD
 - 1.10.3. Master Audio

“

This Postgraduate Certificate contains everything you need to work in the video game industry as a sound and music designer”

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.





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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.



06 Certificate

The Postgraduate Certificate in Video Game Sound and Music Design 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 degree
without travel or laborious paperwork”*

This **Postgraduate Certificate in Video Game Sound and Music Design** contains the most complete and up to date program 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 Sound and Music Design**

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
online development language
classroom



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