Postgraduate Certificate
Voice-Over in Video Games

tech *technological university*

Postgraduate Certificate

Voice-Over in
Video Games

- » 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/voice-over-video-games**

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01
Introduction

In video games, each character has a personality and skills that differentiate him or her from the rest. Their voice is a totally personal element that endows them with a series of qualities that make it unique. Therefore, it is normal that companies engaged in the production and design of video games, increasingly focused on finding real voices to represent their characters. This program will help students to create and choose voices, as well as Castings or managing the recording session.

"

Learn how to choose unique and characteristic voices for each character. Everyone remembers the voice of Lara Croft. Make them remember the one you want"

It is common to see how dubbing actors and actresses are used to give voices to different movies, series or other audiovisual creations. The same thing happens in the world of video games. The voice is part of a character's sound identity and is what makes the player associate the sound with the avatar. For this reason, it is important to find a person with specific characteristics to represent the ideal personality of each individual in the virtual world.

A correct choice of voices will enhance the expressiveness of the characters. This results in greater Engagement of the player and the fictitious individual on screen. The objective of this program is to prepare graduates to know the necessary guidelines to select which voice will represent each role in the script.

This program has a highly qualified faculty to achieve this objective. All of them have experience in the sound sector of video games, so the experience of learning hand in hand with them, will be extremely enriching for the students. Moreover, an up-to-date syllabus concentrates on the concepts and skills to be acquired by the professional who wants to focus their career on Voice-Over in Video Games.

TECH is a pioneer in Relearning, a repetition of key concepts by teachers to students. As a result, optimal retention of the most important elements of learning is achieved. This Postgraduate Certificate is 100% online so students have the possibility to take it anywhere as long as they have internet access.

This **Postgraduate Certificate in Voice-Over in Video Games** contains the most complete and up-to-date program on the market. The most important features include:

- Practical cases so that learning is carried out in a more direct way
- Specialized content on development and animation in video games
- 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

TECH uses the best advances and pedagogical techniques to achieve the objectives proposed by this Postgraduate Certificate in Voice-Over in Videogames"

This program offers you the opportunity to study from anywhere in the world. All you need is an Internet connection and you are ready! Start building your career in the world of Video Games"

The choice of voices for characters in the world of video games is a vital decision for the correct post-sale development of the video game.

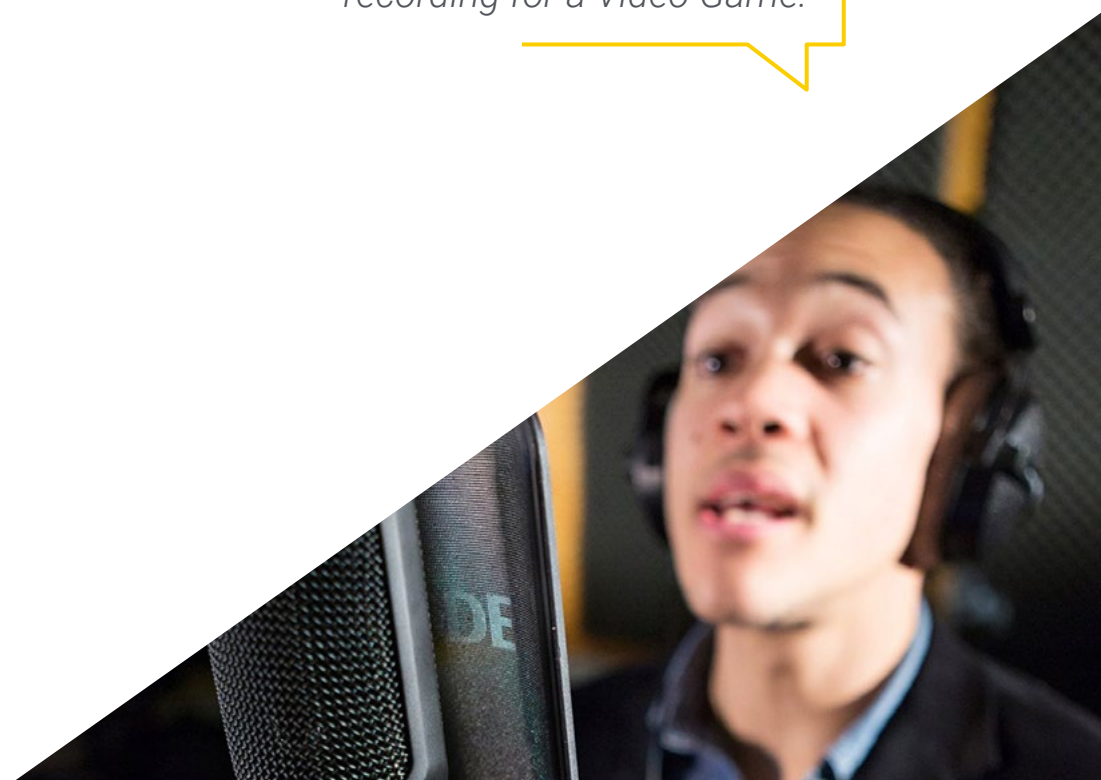*You will acquire different points of view when making a voice recording for a Video Game.*

The program's teaching staff includes professionals from sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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

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

02
Objectives

On completing this program, students will have been able to successfully meet a series of general and specific objectives set by the teaching staff of this Postgraduate Certificate. In this way, a correct assimilation of the corresponding concepts is guaranteed so that the graduates can perform in a work environment the tasks that converge to a professional in the Voice-Over in Video Games.

"

We are committed to your success in the world of work. We offer you all the tools you need to go deeper into the most technical aspects and become a professional"

General Objective

- Choose the appropriate editing method to create the sound of a character or an environment

Let your creativity run wild and find the perfect voice to give each character an identity"

Specific Objectives

Module 1. Voice-Over

- Understand the needs and functions of the voice
- Learn how to use voice in conjunction with animation
- Organize and analyze Voice-overrequirements
- Select and prepare what is needed to carry out a voice-over recording
- Use the various editing methods depending on the type of scene
- Manage the final finishing touches of Voice-overediting
- Learn and make extensive use of the technical requirements for recording a voice over
- Learn recording techniques from a voice actor's point of view
- Control the mixing process specific to vocals

03
Course Management

The faculty of this program is a key element. Through them, students will successfully acquire a series of basic and advanced knowledge in the world of Voice-Over in video games. With a well-rounded syllabus, the faculty of this program is prepared to instruct students in the relevant skills in this field.

The faculty of this program will be your guide to achieve your goals"

Management

Mr. Raya Buenache, Alberto

- Musician Specialist in Performance and Composition for Audiovisual Media
- Musical director from of the Colmejazz Big Band
- Director of the Colmenar Viejo Youth Symphony Orchestra
- Professor of Music Composition for Audiovisual Media and Music Production
- Advanced Music Degree in the Specialty of Performance from the Royal Conservatory of Music of Madrid
- Master's Degree in Composition for Audiovisual Media (MCAV) from the Katarina Gurska University of Applied Sciences

Professors

Mr. Martín, Álvaro

- Sound Technician (Room) at SDI MEDIA IBERIA
- Sound Technician at EDM
- Advanced Degree in Sound

Structure and Content

The structure of this Postgraduate Certificate is concise and clear. A single module, which is divided into 3 parts. The first one, consisting of the first 4 tracks, is based on the creation and choice of the voices, their characteristics, the relevant Casting and the different adaptations of the script. The second part continues with topics 5, 6 and 7 and deals with aspects such as the management of the recording session and the editing of the recording. Finally, the third part concludes with the last 3 topics and the different points of view that exist, as well as a more specific topic on voice editing.

Learn from a technical perspective the sound and the point of view of the Voice-Over"

Enroll in this Postgraduate Certificate and enter the production of the best video games on the market in the big companies of the sector"

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.

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.

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 Voice-Over in 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 Voice-Over in 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 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 Voice-Over in Video Games**

Official Nº of Hours: **150 h.**

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Awards the following

DIPLOMA

to

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

POSTGRADUATE CERTIFICATE

in

Voice-Over in Video Games

This is a qualification awarded by this University, equivalent to 150 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

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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.

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