

Postgraduate Diploma Video Game Design



Postgraduate Diploma Video Game Design

Course Modality: Online

Duration: 6 months

Certificate: TECH Technological University

Official N° of hours: 450 h.

Website: www.techtute.com/in/videogames/postgraduate-diploma/postgraduate-diploma-video-game-design

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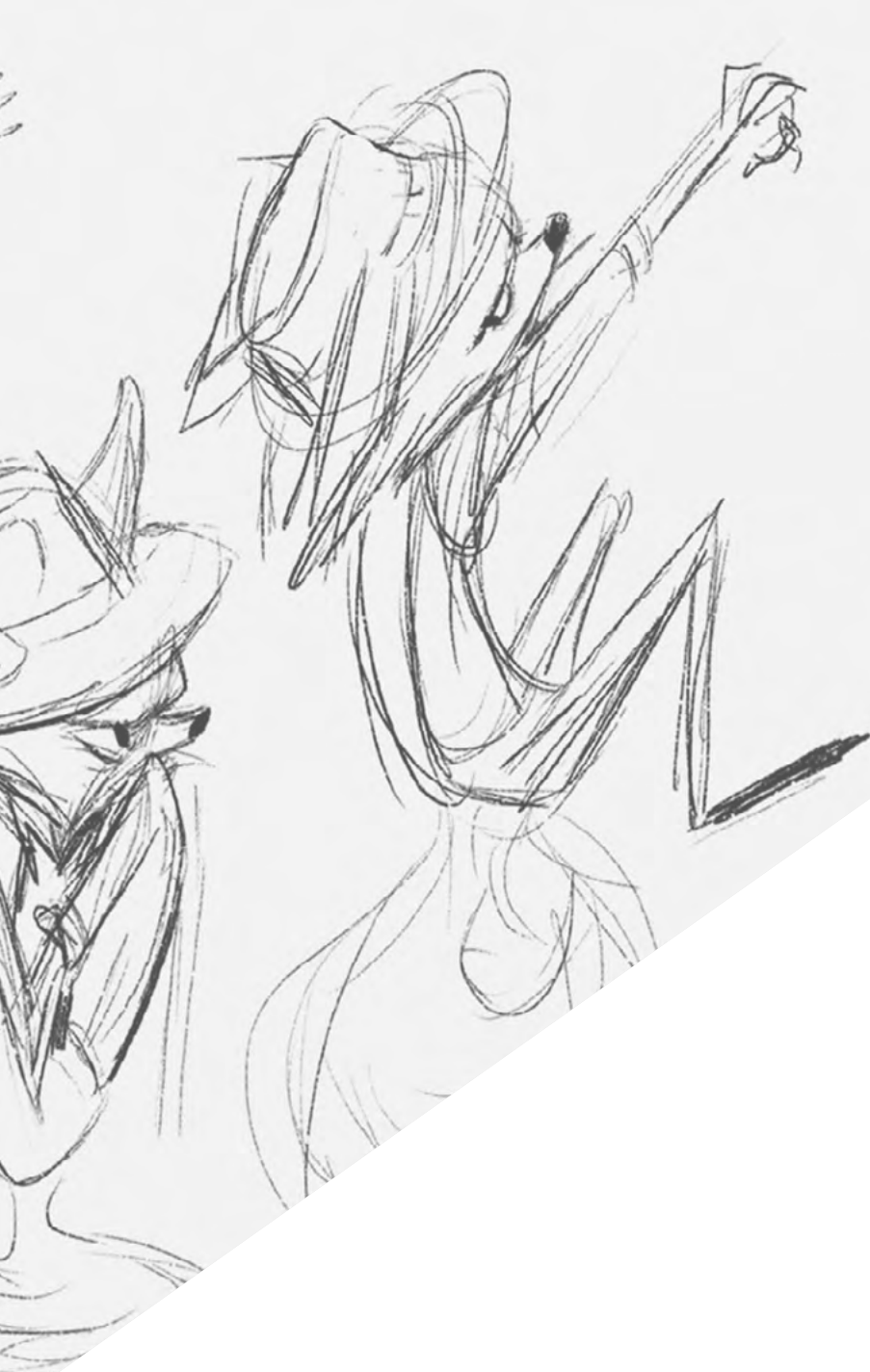
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01

Introduction

Video Games are currently the most popular form of entertainment in the world. People of different ages, from children to adults, and from different contexts and backgrounds play on a regular basis, whether for fun or professionally. Because of this, companies in Video Game design and development need personnel capable of taking care of the different facets involved in the creation of these products. This program offers students the opportunity to specialize, so that they can dedicate themselves to this field of work and design Video Games like those they have admired, played and enjoyed, and open doors to the best companies in the sector.





“

Learn how to design Video Games like the best experts in the industry and work in the great companies you know and admire"

A world without Video Games is unimaginable. They occupy a central place in the leisure of the entire planet and encompass all population groups, since people of different ages and origins play. In fact, Video Games are one of the few elements that could connect people who live in different places and have vastly different social contexts; that is how important they are in contemporary culture.

This happens largely because video games are a multidimensional discipline, which has fun elements and challenges for gamers, but they are also products where narrative, storytelling and other issues related to art and sensitivity are very important. That is why there are Video Games of multiple types and genres: free and paid, for various media and platforms, some played online and others offline. And, besides this, there are a huge number of genres: sports and car simulators, strategy games, RPGs, first and third person shooters, artistic and low-budget games, as well as others developed by large companies, etc.

Hence, there are a large number of players and to meet that demand, there are also a large number of companies that develop thousands of video games. It is a vital cultural element in the contemporary world and also an industry that grows year after year, generating employment and new professional opportunities. Therefore, trained experts who have specialized in Video Game Design are needed to meet the requirements of companies and gamers, all eagerly awaiting the release of new titles to enjoy.

The Postgraduate Diploma in Video Game Design prepares students to face a future career in this exciting field, which is constant need of new ideas and talented people wanting to develop them. Through its teaching modules and the best teaching faculty, students will be able to learn everything they need to become professionals in Video Game Design.

This **Postgraduate Diploma in Video Game Design** contains the most comprehensive and innovative educational program on the market. Its most notable features are:

- ♦ Immersion in the world of Video Game Design, which will allow students to obtain all the knowledge they require to work in this field
- ♦ Learning through practical exercises so that students can acquire skills more immediately
- ♦ Contents focused on practical learning, using a variety of formats and methodologies
- ♦ Flexibility, whereby students can complete the program in the way that best suits their personal and professional circumstances
- ♦ The guidance of teaching staff who will make sure that students learn appropriately
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



Video Games are the present and future of the audiovisual industry: they could also be your present and future"

“

Today you play, tomorrow you could be designing Video Games. Take the step with this Postgraduate Diploma”

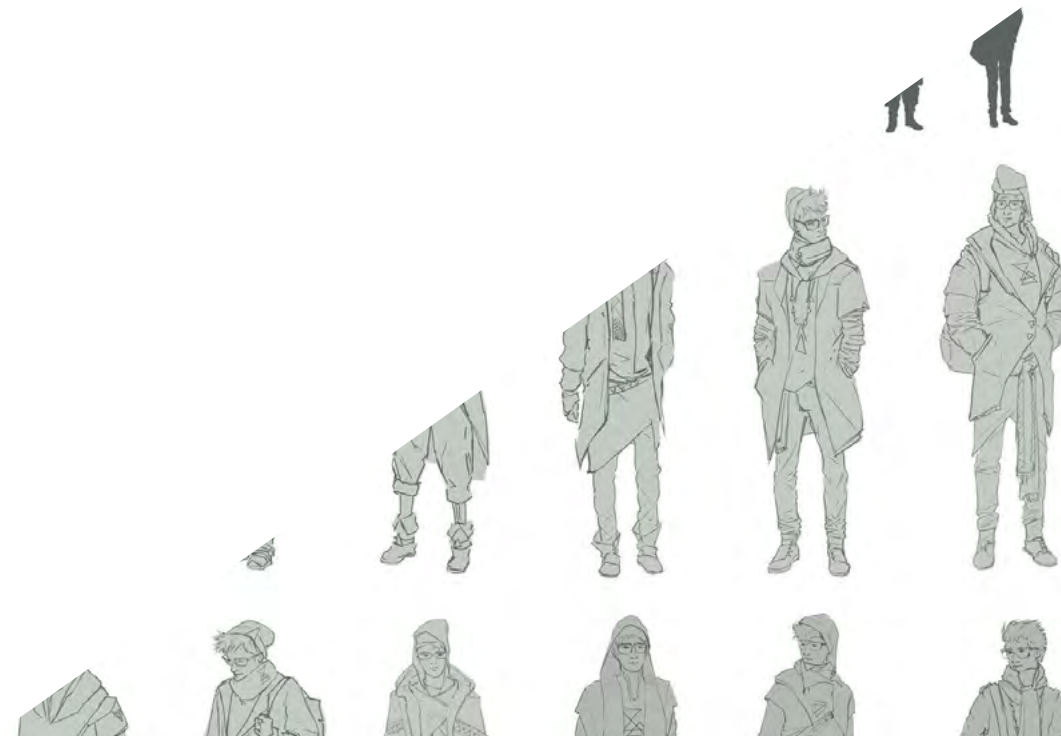
Talented people with ideas are needed to develop the next blockbuster Video Games: this could be you.

This Postgraduate Diploma offers you everything you need to give your career a boost.

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

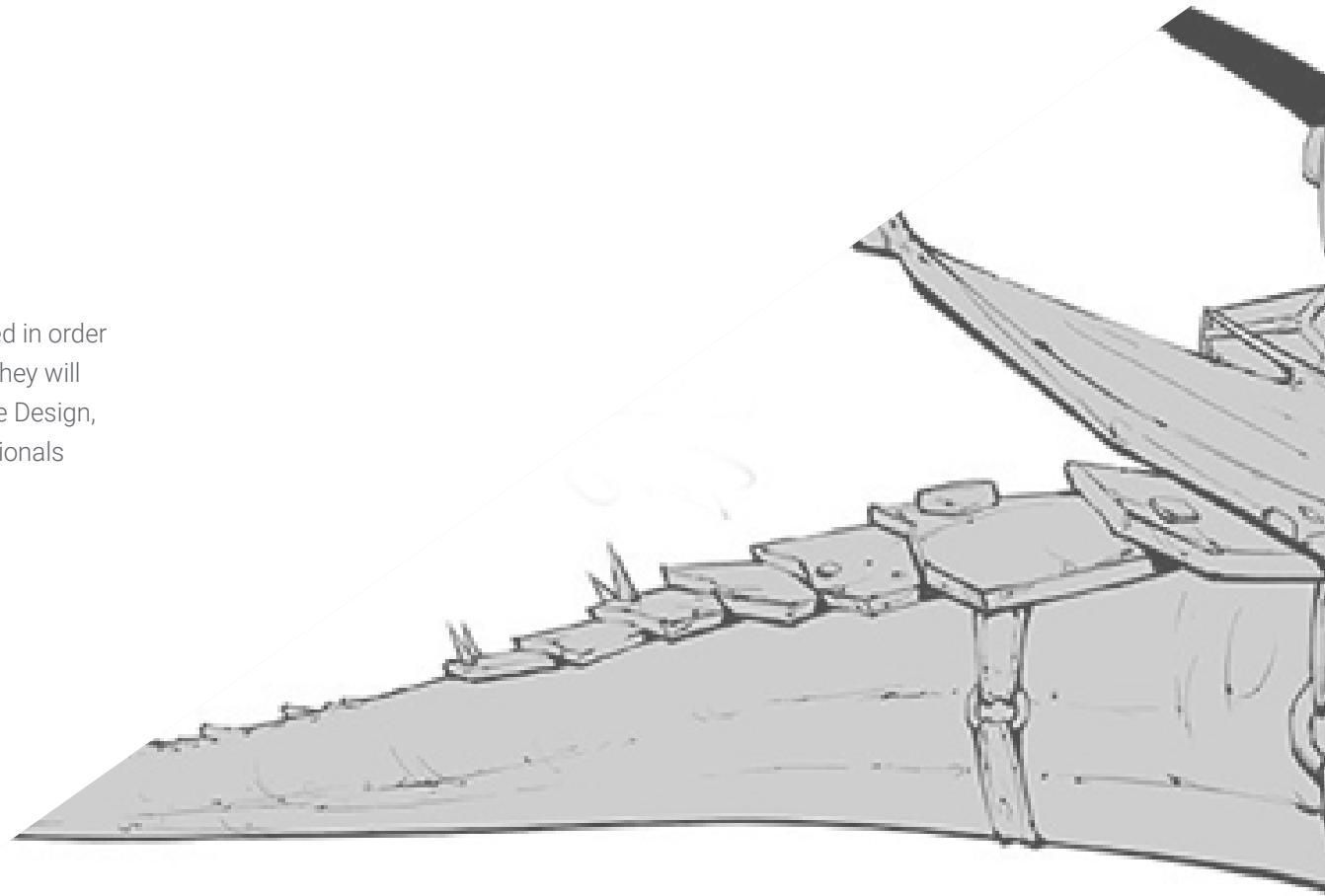
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersion training programmed to train in real situations.

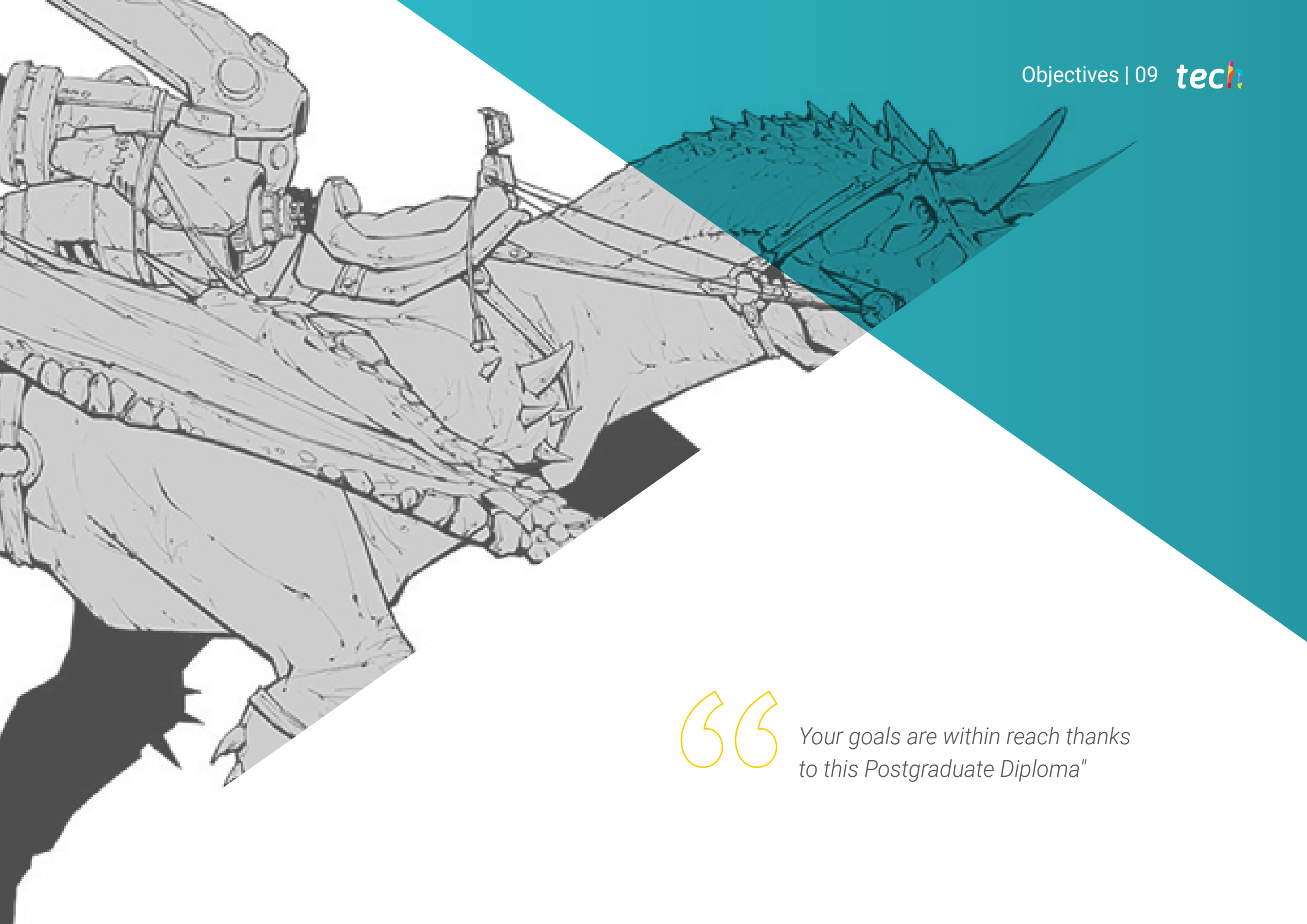
This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. This will be done with the help of an innovative system of interactive videos made by renowned experts.



02 Objectives

The program has been designed to teach students everything they need in order to become Video Game designers. Once they complete this program, they will be able to perform basic as well as more complex tasks in Video Game Design, which will allow them to become highly demanded and valued professionals among clients and companies.





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*Your goals are within reach thanks
to this Postgraduate Diploma"*

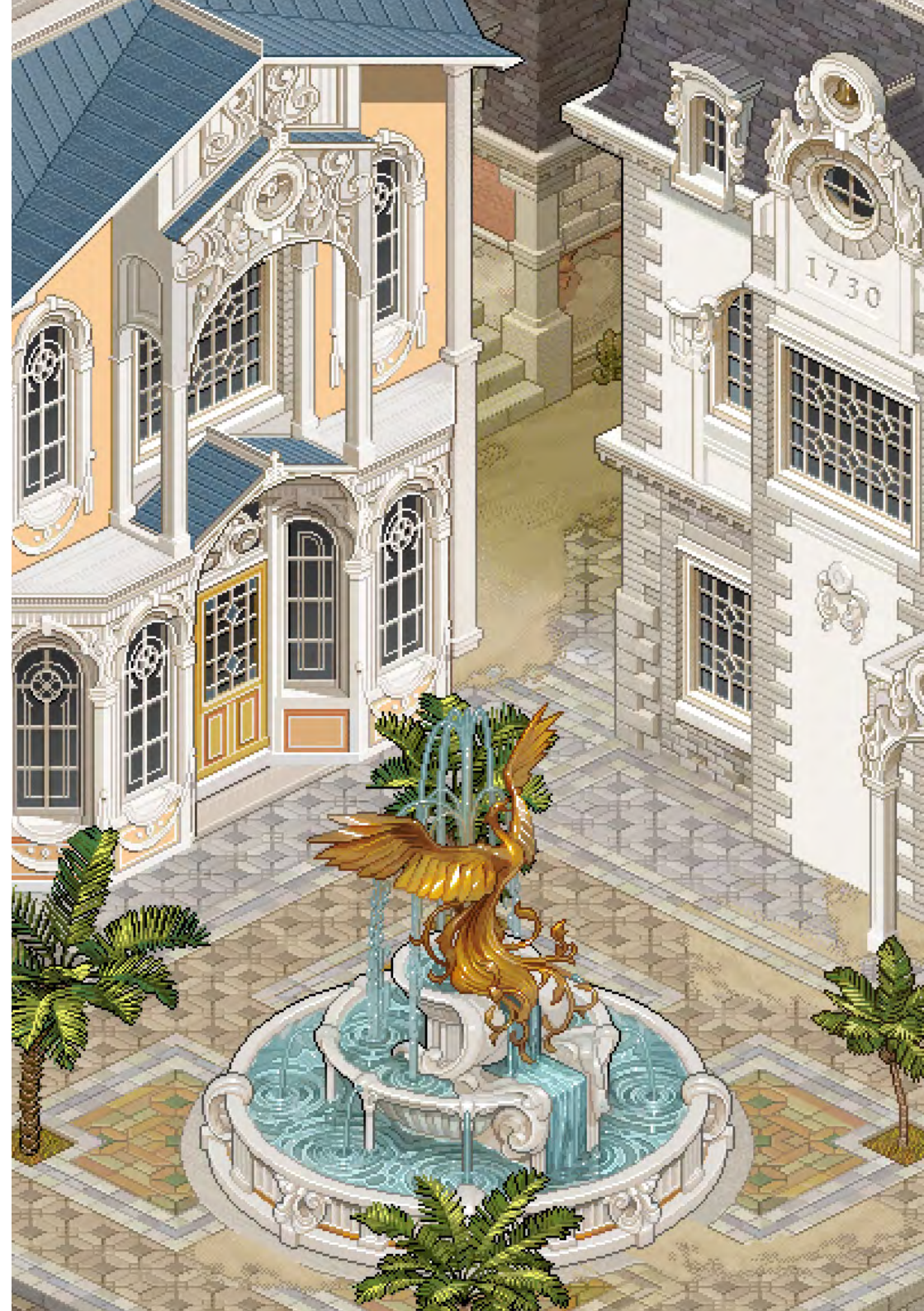


General Objectives

- ◆ Know the different genres of Video Games, their features and the concept of gameplay, in order to apply them in Video Game analysis and in the creation of Video Game designs
- ◆ Study the Video Game production process in depth, as well as Scrum methodology for project production
- ◆ Learn the fundamentals of Video Game Design as well as the theoretical knowledge that a video game designer should be familiar with
- ◆ Generate ideas and create entertaining stories, plots and scripts for Video Games
- ◆ Know the theoretical and practical foundations of the artistic design of a video game
- ◆ In-depth knowledge of 2D and 3D animation, as well as the key elements of object and character animation and learning to perform 3D modeling tasks
- ◆ Perform professional programming with the Unity 3D engine
- ◆ Be able to create an independent digital entertainment start-up

“

If you dream of designing games like the ones that have kept you awake for days, you can do it with this program"





Specific Objectives

Module 1. Video Game Design

- ◆ Understand the theory of Video Game Design
- ◆ In-depth study of the elements of design and gamification
- ◆ Learn about the types of players, their motivations and characteristics
- ◆ Learn about game mechanics, MDA and other Video Game Design theories
- ◆ Learn the critical foundations for video game analysis with theory and examples
- ◆ Learn about game level design, how to create puzzles within these levels and how to place the design elements in the environment

Module 2. Design Document

- ◆ Write and illustrate a professional design document
- ◆ Know each of the parts of a design: general idea, market, gameplay, mechanics, levels, progression, elements of the game, HUD and interface
- ◆ Know the design process of a design document or GDD to be able to represent the idea of the game in an understandable, professional and well-elaborated document

Module 3. Production and Management

- ◆ Understand the production of a video game and its different stages
- ◆ Learn the types of producers
- ◆ Know Project Management for video game development
- ◆ Use different tools for production
- ◆ Coordinate teams and project management



03

Course Management

Video Game Design is a complex but exciting task, which is why students need a well-equipped faculty that can guide them through the process. This Postgraduate Diploma in Video Game Design has the best faculty, highly experienced professionals with the most advanced knowledge who will teach students all the keys aspects of Video Game Design, so that they can themselves become capable professionals upon completion of the program.



“

The best teachers will guide you so that you can finally design the Video Game of your dreams"

Management



Dr. 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

Ms. Molas, Alba

- ♦ Video Game Design
- ♦ Graduate in Film and Media Film School of Catalunya 2015
- ♦ Student of 3D animation, Video Games and Interactive Environments. Currnet – CEV 2020
- ♦ Specialized training in Children's Animation Scriptwriting. Showrunners BCN 2018
- ♦ Member of the association Women in Games
- ♦ Member of the FemDevs Association



“

*You will learn all the details of
Video Game Design thanks to
this comprehensive program"*

04

Structure and Content

This program has been specifically designed to be a comprehensive, broad and in-depth course that contains all the elements required for students to become experts. It has been formulated in such a way as to give a general perspective of Video Game Design but also focuses on more specific aspects, so that students can gain specialized knowledge. This way, throughout the three modules of this Postgraduate Diploma, students will acquire all the knowledge they need to grow in their professional environment.



“

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Video Game Design thanks to
this comprehensive program"*

Module 1. Video Game Design

- 1.1. The Design
 - 1.1.1. Design
 - 1.1.2. Types of Design
 - 1.1.3. Design Process
- 1.2. Design Elements
 - 1.2.1. Rules
 - 1.2.2. Balance
 - 1.2.3. Fun
- 1.3. Types of Players
 - 1.3.1. Explorer and Social
 - 1.3.2. Killer and Achievers
 - 1.3.3. Differences
- 1.4. Player Skills
 - 1.4.1. Role Skills
 - 1.4.2. Action Skills
 - 1.4.3. Platform Skills
- 1.5. Game Mechanics I
 - 1.5.1. Components
 - 1.5.2. Physical
 - 1.5.3. Items
- 1.6. Game Mechanics II
 - 1.6.1. Keys
 - 1.6.2. Platforms
 - 1.6.3. Enemies
- 1.7. Other Elements
 - 1.7.1. Mechanisms
 - 1.7.2. Dynamics
 - 1.7.3. Aesthetics
- 1.8. Video Game Analysis
 - 1.8.1. Analysis of Gameplay
 - 1.8.2. Artistic Analysis
 - 1.8.3. Style Analysis

- 1.9. Video Level Design
 - 1.9.1. Designing Interior Levels
 - 1.9.2. Designing Exterior Levels
 - 1.9.3. Designing Mixed Levels
- 1.10. Advanced-Level Design
 - 1.10.1. Puzzles
 - 1.10.2. Enemies
 - 1.10.3. Environment

Module 2. Design Document

- 2.1. Structure of the Document
 - 2.1.1. Design Document
 - 2.1.2. Structure
 - 2.1.3. Style
- 2.2. General Idea, Market and References
 - 2.2.1. General Idea
 - 2.2.2. Market
 - 2.2.3. References
- 2.3. Setting, Story and Characters
 - 2.3.1. Ambience
 - 2.3.2. History
 - 2.3.3. Characters
- 2.4. Gameplay, Mechanisms and Enemies
 - 2.4.1. Gameplay
 - 2.4.2. Mechanisms
 - 2.4.3. Enemies and NPCs
- 2.5. Controls
 - 2.5.1. Controller
 - 2.5.2. Laptop
 - 2.5.3. Computer
- 2.6. Levels and Progression
 - 2.6.1. Levels
 - 2.6.2. Journey
 - 2.6.3. Progression

- 2.7. Items, Skills and Elements
 - 2.7.1. Items
 - 2.7.2. Skills
 - 2.7.3. Components
- 2.8. Achievements
 - 2.8.1. Medals
 - 2.8.2. Secret Characters
 - 2.8.3. Extra Points
- 2.9. HUD and Interface
 - 2.9.1. HUD
 - 2.9.1. Interface
 - 2.9.2. Structure
- 2.10. Saved and Attached
 - 2.10.1. Saved
 - 2.10.2. Annexed Information
 - 2.10.3. Final Details

Module 3. Production and Management

- 3.1. Production
 - 3.1.1. The Production Process
 - 3.1.2. Production I
 - 3.1.3. Production II
- 3.2. Phases of Video Game Development
 - 3.2.1. Conception Phase
 - 3.2.2. Design Phase
 - 3.2.3. Planning Phase
- 3.3. Phases of Video Game Development II
 - 3.3.1. Production Phase
 - 3.3.2. Testing Phase
 - 3.3.3. Distribution and Marketing Phase
- 3.4. Production and Management
 - 3.4.1. CEO/General Manager
 - 3.4.2. Chief Financial Officer
 - 3.4.3. Sales Manager

- 3.5. The Production Process
 - 3.5.1. Preproduction
 - 3.5.2. Production
 - 3.5.3. Postproduction
- 3.6. Job Positions and Functions
 - 3.6.1. Designers
 - 3.6.2. Programming
 - 3.6.3. Artists
- 3.7. Game Designer
 - 3.7.1. Creative Designer
 - 3.7.2. Lead Designer
 - 3.7.3. Senior Designer
- 3.8. Programming
 - 3.8.1. Technical Director
 - 3.8.2. Lead Programmer
 - 3.8.3. Senior Programmer
- 3.9. Art
 - 3.9.1. Creative Artist
 - 3.9.2. Lead Artist
 - 3.9.3. Senior Artist
- 3.10. Other Profiles
 - 3.10.1. Lead Animator
 - 3.10.2. Senior Animator
 - 3.10.3. Juniors



*A program designed with
market needs in mind"*

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.



“

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.



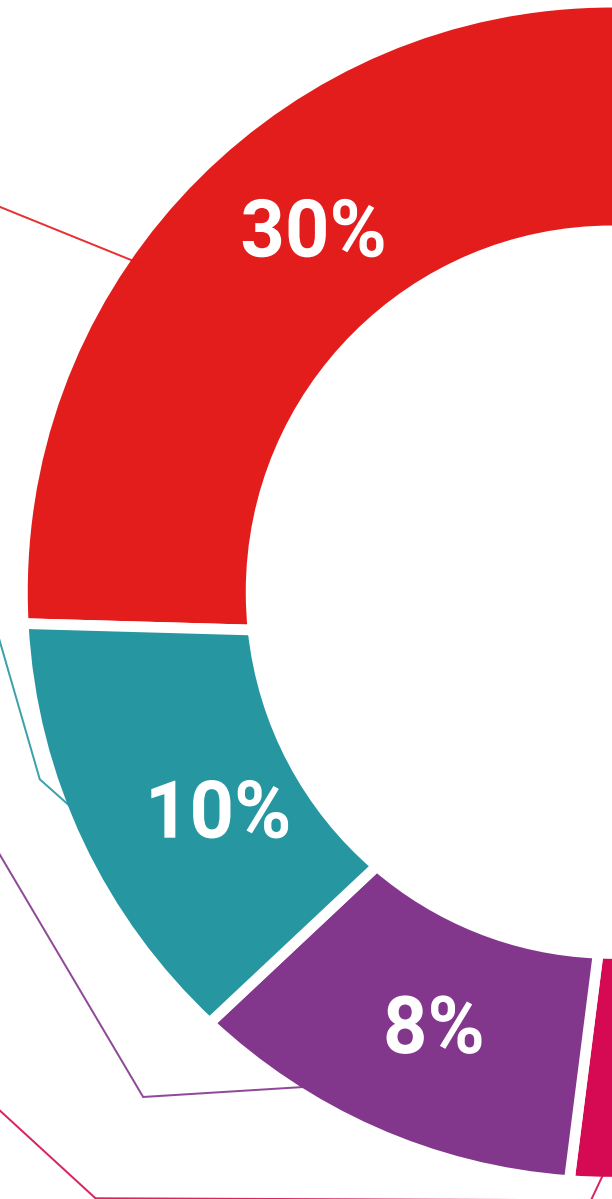
Practising Skills and Abilities

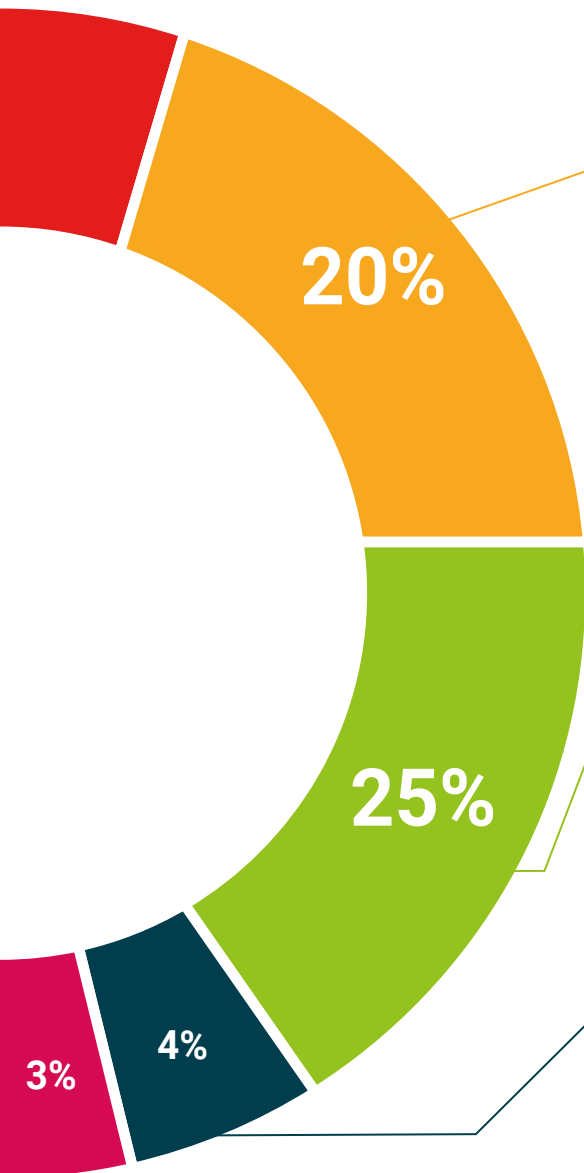
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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.



06 Certificate

The Postgraduate Diploma in Video Game Design guarantees, in addition to the most rigorous and updated training, access to a Postgraduate Diploma issued by TECH Technological University.





*Successfully complete this program
and receive your university degree
without travel or laborious paperwork"*

This **Postgraduate Diploma in Video Game Design** 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 Diploma** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Diploma in Video Game Design**

Official N° of hours: **450 h.**



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



Postgraduate Diploma

Video Game
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Course Modality: Online

Duration: 6 months

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Postgraduate Diploma Video Game Design

