

# Internship Program

## Video Games



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Internship Program  
Video Games

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# 01 Introduction

The world of video games has become an industry in constant evolution and growth. In parallel to their popular form of entertainment, they have been excellently integrated into the field of education and business innovation in recent years. For this reason, there is a growing demand for experts trained in aspects such as script creation, artistic design, sound design or programming for these works. Consequently, TECH has opted to carry out this program, with which the student will delve into these branches of game development in an exclusively practical way. For 3 weeks, you will join a prestigious company in this sector to perfect your skills and grow professionally in this area.

“

*Thanks to this program, you will be able to master cutting-edge techniques for the creation of storylines, characters and artistic design for video games, in order to develop works that will be remembered by users"*





Video game design and development is a complex process that involves the application of a wide variety of technical and creative skills. In this sense, it is necessary to master its conceptual creation, taking into account the plot, the characters and its game mechanics. Along the same lines, it is essential to have skills in graphics, software programming and sound production. All these aspects will make it possible to produce first-class programs that are attractive to viewers and enjoy excellent success in the market. This is why companies in the industry need specialists with a high level of expertise in these fields.

For this reason, TECH has opted to create this program, which will provide students with the best skills in the area of design and development of video games, in order to boost their professional growth in this sector. Throughout 120 intensive hours of 100% hands-on learning, you will be part of an excellent company in the technology field. Within a high quality work team, you will have the ability to manage the creation of the Design Document, master the creation of scripts and storylines or deepen the development of graphics. In the same way, it will delve into the processes of programming and animation of the works.

Throughout his practical stay, he will be guided by an excellent tutor appointed specifically for him. This Postgraduate Diploma expert is responsible for ensuring that your learning expectations are met, as well as for resolving any doubts that may arise during this teaching period. It is, therefore, a unique opportunity to increase skills in the creation of Video Games in a resolute way.

# 02

## Why Study an Internship Program?

In the vast majority of areas, practical experience is crucial to achieve outstanding professional success. In the field of video game design and development, it is not enough to know the best strategies, but it is essential to know how to apply them in the daily work context. To address this need, TECH has carried out this Internship Program, which gives students the opportunity to join for 3 weeks in a company dedicated to the creation of different technological projects. In this way, together with experts with extensive experience in this field, they will obtain skills that will boost their professional growth in the world of Video Games.



*TECH is the only academic institution that offers you the opportunity to improve your practical skills in a real working environment for the design and development of Video Games"*

### 1. Updating from the Latest Technology Available

In recent years, the video game industry has experienced impressive progress, driven by public demand and the development of new artistic, scripting and programming techniques, which have allowed the creation of works of the highest level. For this reason, TECH has created this program, with the purpose of allowing students to apply all these advances in their daily practice.

### 2. Gaining In-depth Knowledge from the Experience of Top Specialists

Throughout this program, students will be integrated into an outstanding work team, made up of the best specialists in the development of Video Games, from whom they will acquire the most outstanding skills in this discipline. In addition, each student will have a personalized tutor who will guide them in perfecting their skills.

### 3. Entering first-class Communication Management environments

TECH carries out a rigorous selection process of the locations where the Internship Program will take place, in order to ensure that students have the opportunity to develop in a first class technological environment regarding Video Game design. They will thus be able to work in highly demanding equipment and with exceptional professional quality.



#### 4. Putting the acquired knowledge into daily practice from the very first moment

Currently, it is common to find educational programs that are not adapted to the daily needs of workers, offering theoretical content with little practical applicability. Therefore, TECH has developed an innovative pedagogical approach focused on internships, which will allow students to solidly improve their skills in a high-level work environment.

#### 5. Expanding the Boundaries of Knowledge

TECH offers students the opportunity to carry out internships in renowned institutions, with the aim of learning from experts with extensive experience in projects related to the field of Video Games. This is a unique opportunity that only this educational institution can offer its students.



*You will have full practical immersion at the center of your choice"*

# 03 Objectives

The main objective of the Internship Program in Video Games is to provide students with exceptional skills in this discipline. In order to achieve this, they will be given the opportunity to carry out internships. To achieve this, they will be given the opportunity to carry out a 120-hour professional internship in a recognized company in the sector, which will allow them to acquire skills applicable in a real work environment, thus standing out in a field in constant growth and transformation.

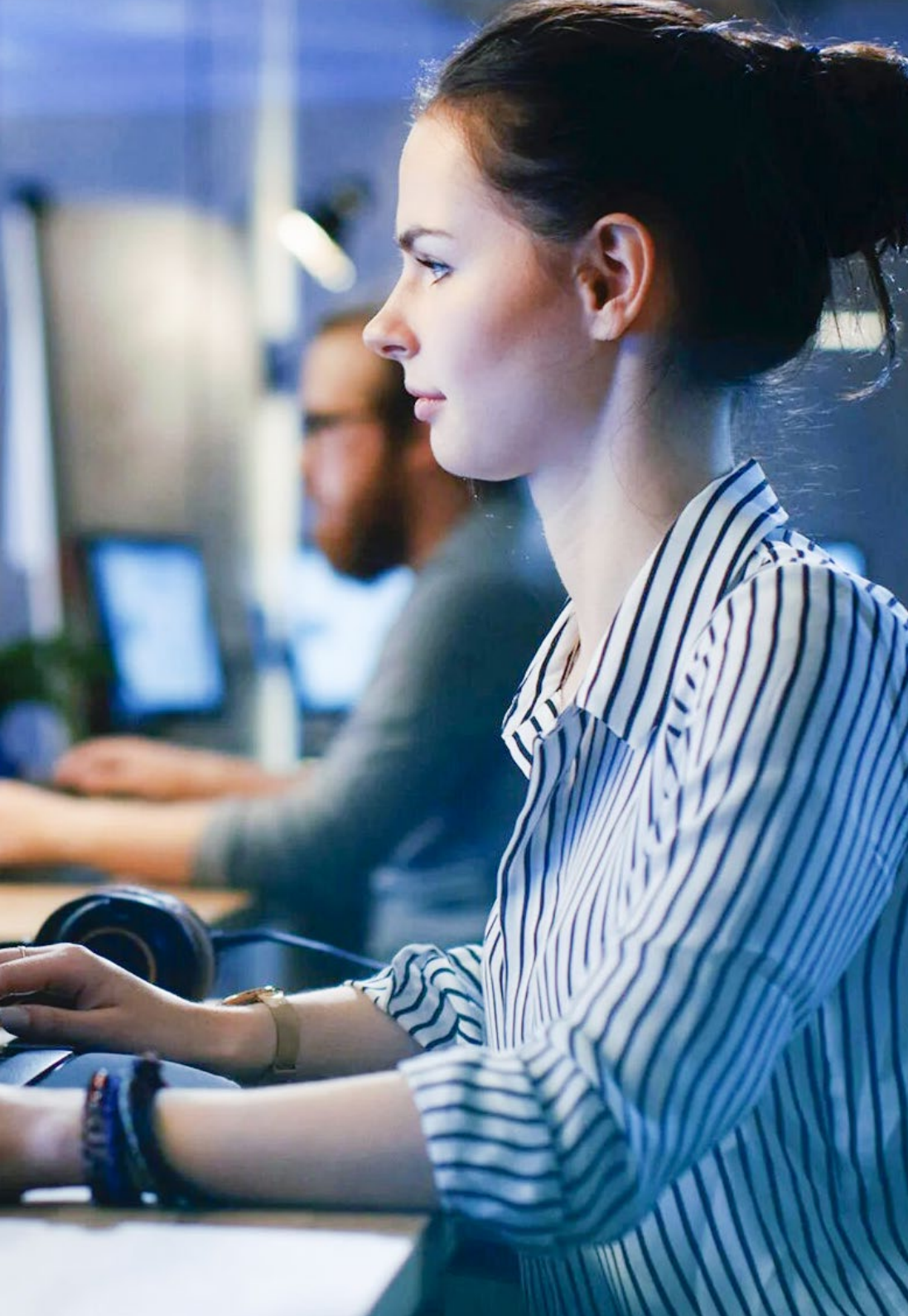


## General Objectives

- Generate ideas and create entertaining stories, plots and scripts for video games
- Be able to perform 3D modeling tasks
- Perform professional programming with the Unity 3D engine







## Specific Objectives

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- ◆ Get to know the theory of videogame design
- ◆ Delve into the elements of design and gamification
- ◆ Learn about the types of players, their motivations and characteristics
- ◆ Gain knowledge of game mechanics, knowledge of MDA and other 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
- ◆ Write and illustrate a professional design document
- ◆ Know each one of the parts of 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
- ◆ Understand general narrative and storytelling in video games
- ◆ Know the complex elements of storytelling such as characters, purpose and setting
- ◆ Delve into narrative structures and complex application in the design of a video game
- ◆ Get to know the latest news about the universe and settings such as fantasy or science fiction and their characteristics in the plots
- ◆ Have a thorough and practical knowledge of a story line

- ♦ Learn about the creation of main and secondary characters
- ♦ Delve into the structuring of a video game script and the difference between video games and cinema
- ♦ Gain knowledge the process of creating a script and the characteristics and elements for its creation
- ♦ Gain knowledge about the artistic theory, color theory, character and environment theory
- ♦ Create complex sketches and *concept art*
- ♦ Get into the 2D art of characters, objects and environments with Photoshop programs
- ♦ Create 3D objects, characters and environments with 3D Studio Max and Mudbox
- ♦ Know the artistic styles of characters and scenery, as well as the typologies of setting and presentation in drawings
- ♦ Handle the most used engine in videogame development: Unity 3D Engine
- ♦ Study Unity programming and learn the program's interface
- ♦ Learn about the creation of a 2D video game: programming character movements, enemies and animations
- ♦ Develop different elements of the game such as platforms or keys
- ♦ Create the game interface or HUD
- ♦ Expand knowledge in AI, both for the creation of enemies and 2D non-playable characters (NPCs)
- ♦ Model and texturize 3D objects and characters
- ♦ Gain knowledge about the 3D Studio Max and Mudbox program interface for modeling objects and characters
- ♦ Understand the theory of 3D modeling
- ♦ Be able to extract textures
- ♦ Get to know how 3D cameras work
- ♦ Know how to perform advanced programming
- ♦ Design 3D characters and environments
- ♦ Program different gameplays, environment puzzles and level objects
- ♦ Create different game elements and program player skills such as jump, run, shoot or hide
- ♦ Create a computer game
- ♦ Perform 2D and 3D animation
- ♦ Gain knowledge about the theory of animation on elements and characters
- ♦ Gain knowledge about 2D animation rigging
- ♦ Perform animation in 3D Studio Max: element and character movement
- ♦ Learn about 3D Studio Max Rigging
- ♦ Know how to perform advanced character animations
- ♦ Compose and develop music



- ◆ Design music composition software
- ◆ Know how to carry out the production and post-production-production process
- ◆ Learn how to do internal mixing and sound design
- ◆ Use sound libraries, synthetic sounds and *foley*
- ◆ Know music composition techniques for videogames
- ◆ Understand the production of a video game and the different stages
- ◆ Learn the types of producers
- ◆ Knowledge of project management for the development of video games
- ◆ Use different tools for production
- ◆ Coordinate teams and project management

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*Increase your skills in the design and development of Video Games through this 120-hour Internship Program"*

# 04

## Educational Plan

The Internship Program lasts 3 consecutive weeks, from Monday to Friday, during which the student will join the staff of a renowned technology company. In this way, you will be able to participate in projects related to the creation of Video Games, in an exceptional work environment, using the most advanced techniques and tools available in this field.

In this training proposal, of a completely practical nature, the activities are aimed at the development and improvement of the skills necessary to work on high quality projects in the Video Game industry, and are oriented to the specific training for the exercise of the activity.

This innovative pedagogical approach will enable students to effectively face the challenges that may arise in their professional career in the world of Video Games, providing them with the necessary skills to stand out as specialists in this field.

The practical teaching will be carried out with the active participation of the student performing the activities and procedures of each area of competence (learning to learn and learning to do), with the accompaniment and guidance of teachers and other training partners that facilitate teamwork and multidisciplinary integration as transversal competencies for the design practice (learning to be and learning to relate).





The procedures described below will be the basis of the practical part of the training, and their implementation will be subject to the center's own availability and workload, the proposed activities being the following:

| Module                      | Practical Activity  |
|-----------------------------|---|
| Design Document             | Write and illustrate a professional design document   |
|                             | Carry out the conception of the mechanics and levels of a video game  |
| Narrative and script design | Create a storyline oriented to a video game   |
|                             | Create main and secondary characters  |
|                             | Properly structuring the script of a videogame  |
|                             | Carry out the process of creating a script, taking into account the characteristics and elements available for its creation |
| Art for videogames          | Create 2D designs of characters, objects and environments in Photoshop  |
|                             | Create three-dimensional objects, characters and environments with 3D Studio Max and Mudbox                                 |
|                             | Modeling and texturing 3D objects and characters  |
| Programming                 | Perform advanced programming  |
|                             | Design 3D characters and environments   |
|                             | Program different gameplays, environment puzzles and level objects  |
|                             | Create different game elements and program player skills such as jumping, running, shooting or hiding                       |
| Animation                   | Rigging of a character in 3D Studio Max   |
|                             | Perform advanced character animations   |

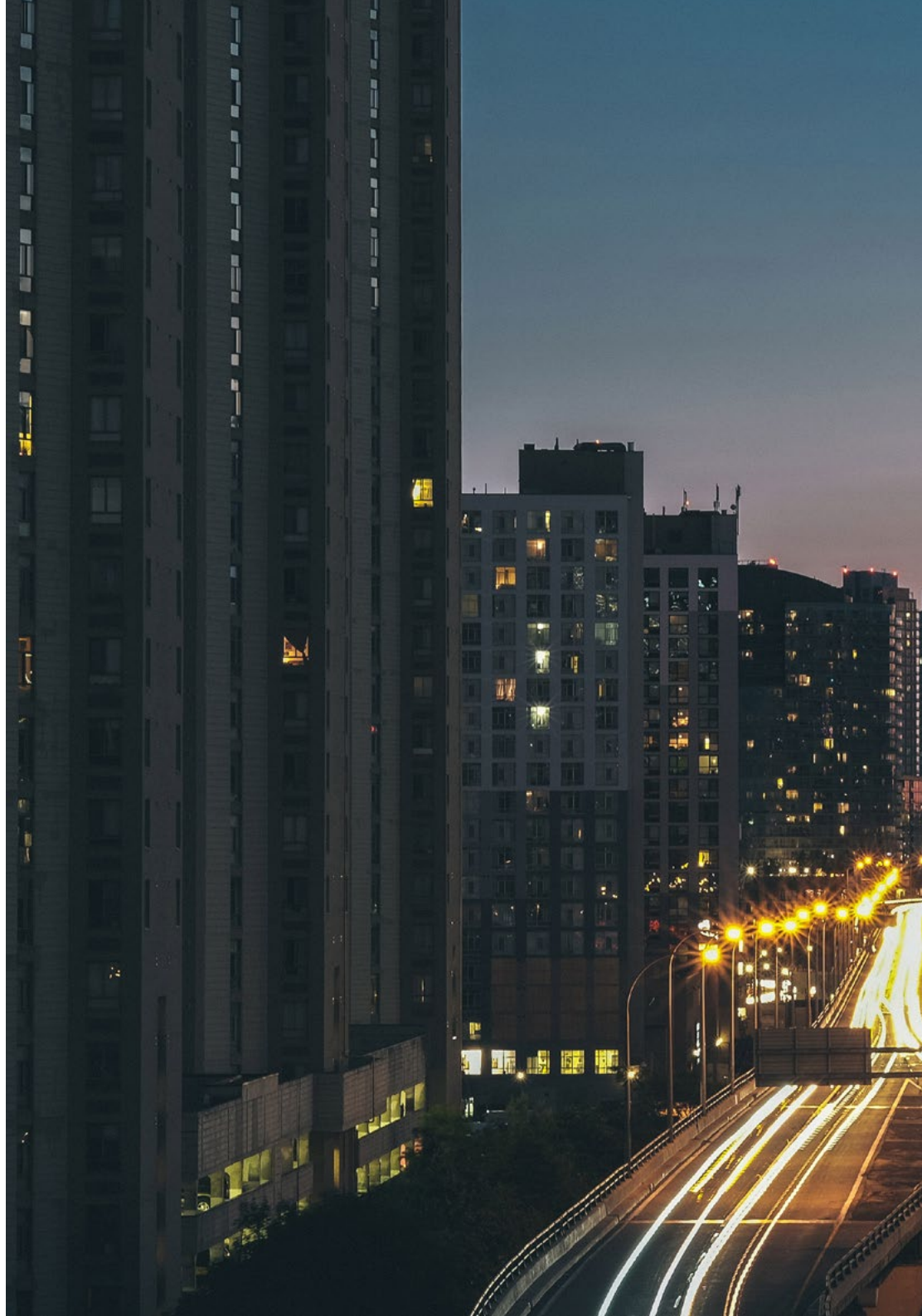
05

# Where Can I Do the Internship Program?

TECH provides the opportunity to gain hands-on experience in a leading technology company. During a 3-week intensive teaching program, students will have the opportunity to improve their skills in the design and creation of video games in a high-level professional environment.

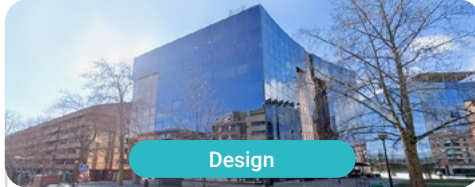


*Do your internship in a first class technological environment and stand out in the world of Video Games"*





The student will be able to do this program at the following centers:



Design

### Lab66

|         |         |
|---------|---------|
| Country | City    |
| Spain   | Navarra |

Address: Tomás Caballero nº2,  
1ª Planta Oficina 9, 31005

Studio specialized in Virtual Reality  
and 3D Rendering

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**Related internship programs:**

- Organic 3D Modeling
- Video Game Programming



*Make the most of this opportunity to surround yourself with expert professionals and learn from their work methodology"*

# 06 General Conditions

## Civil Liability Insurance

This institution's main concern is to guarantee the safety of the trainees and other collaborating agents involved in the internship process at the company. Among the measures dedicated to achieve this is the response to any incident that may occur during the entire teaching-learning process.

To this end, this entity commits to purchasing a civil liability insurance policy to cover any eventuality that may arise during the course of the internship at the center.

This liability policy for interns will have broad coverage and will be taken out prior to the start of the practical training period. That way professionals will not have to worry in case of having to face an unexpected situation and will be covered until the end of the internship program at the center.





## General Conditions of the Internship Program

The general terms and conditions of the internship program agreement shall be as follows: follows:

**1. TUTOR:** During the Internship Program, students will be assigned with two tutors who will accompany them throughout the process, answering any doubts and questions that may arise. On the one hand, there will be a professional tutor belonging to the internship center who will have the purpose of guiding and supporting the student at all times. On the other hand, they will also be assigned with an academic tutor, whose mission will be to coordinate and help the students during the whole process, solving doubts and facilitating everything they may need. In this way, the student will be accompanied and will be able to discuss any doubts that may arise, both clinical and academic.

**2. DURATION:** The internship program will have a duration of three continuous weeks, in 8-hour days, 5 days a week. The days of attendance and the schedule will be the responsibility of the center and the professional will be informed well in advance so that they can make the appropriate arrangements.

**3. ABSENCE:** If the students does not show up on the start date of the Internship Program, they will lose the right to it, without the possibility of reimbursement or change of dates. Absence for more than two days from the internship, without justification or a medical reason, will result in the professional's withdrawal from the internship, therefore, automatic termination of the internship. Any problems that may arise during the course of the internship must be urgently reported to the academic tutor.

**4. CERTIFICATION:** Professionals who pass the Internship Program will receive a certificate accrediting their stay at the center.

**5. EMPLOYMENT RELATIONSHIP:** The Internship Program shall not constitute an employment relationship of any kind.

**6. PRIOR EDUCATION:** Some centers may require a certificate of prior education for the Internship Program. In these cases, it will be necessary to submit it to the TECH internship department so that the assignment of the chosen center can be confirmed.

**7. DOES NOT INCLUDE:** The Internship Program will not include any element not described in the present conditions. Therefore, it does not include accommodation, transportation to the city where the internship takes place, visas or any other items not listed.

However, students may consult with their academic tutor for any questions or recommendations in this regard. The academic tutor will provide the student with all the necessary information to facilitate the procedures in any case.

# 07 Certificate

This **Internship Program in Video Games** contains the most complete and up-to-date program in the professional and academic landscape.

After the student has passed the assessments, they will receive their corresponding Internship Program diploma issued by TECH Technological University via tracked delivery\*.

The certificate issued by TECH will reflect the grade obtained in the test.

Title: **Internship Program in Video Games**

Duration: **3 weeks**

Attendance: **Monday to Friday, 8-hour consecutive shifts**

Total Hours: **120 h. of professional practice**



salud futuro  
confianza personas  
educación información tutores  
garantía acreditación enseñanza  
instituciones tecnología aprendizaje  
comunidad compromiso  
atención personalizada innovación  
conocimiento presente calidad  
desarrollo web formación  
aula virtual idiomas

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Internship Program  
Video Games

# Internship Program

## Video Games



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