

Postgraduate Certificate Narrative and Script Design for Video Games





Postgraduate Certificate Video Game Narrative and Script Design

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/pk/design/postgraduate-certificate/video-game-narrative-script-design

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01

Introduction

Since the beginning of the Gaming industry, the narrative of games has grown and developed. For this reason, they are now considered works of art. Digital storytelling has become a genre in itself, which allows video game designers to tell stories and evoke people's emotions without the need for words. To this we must add the development of a good script, which works as the backbone to support the plot of a video game. As a result, large industries have turned to look for professionals with knowledge in these two aspects and this certificate will offer the student the opportunity to specialize in them.





“

*You will be able to write a narrative and script on par with *The Witcher 3: Wild Hunt*, ranked as one of the most excellent video game scripts ever written"*

Narrative has become an intrinsic element of video games. It gives the player a purpose to continue the story, such as running away from colorful ghosts in Pac-Man or saving humanity from the zombie virus developed by a pharmaceutical company as in Resident Evil. This, combined with a good script, forms the basis for knowing what happens in the story and who is responsible for those acts.

With this in mind, this course will provide students with the tools they require to write their own scripts in a creative and fresh way but without forgetting the professional component. This way, they will also learn more about narrative structures and their complex application in video game design.

As such, this program allows students a complete and direct specialization in which they do not have to submit a final project in order to obtain the qualification. Furthermore, the content is available at all times and each class is taught online. In other words, students are able to choose the best time to continue learning.

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

- ◆ Knowledge in specific writing for videogames
- ◆ A specialized point of view, so that the graduate professional can immediately join the video game sector
- ◆ Practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Access to content from any fixed or portable device with an Internet connection



This program will allow you to study wherever and whenever you want, you only need a device with an internet connection"

“

Pong (1972) was the first commercial game to include a narrative component, completely revolutionizing the industry at the time”

Don't think twice, sign up now and develop the narrative of the next global blockbuster.

This qualification is what you need if you are passionate about video games and want to create your own story.

The program's teaching staff includes professionals from sector who contribute their work experience to this training program, 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.

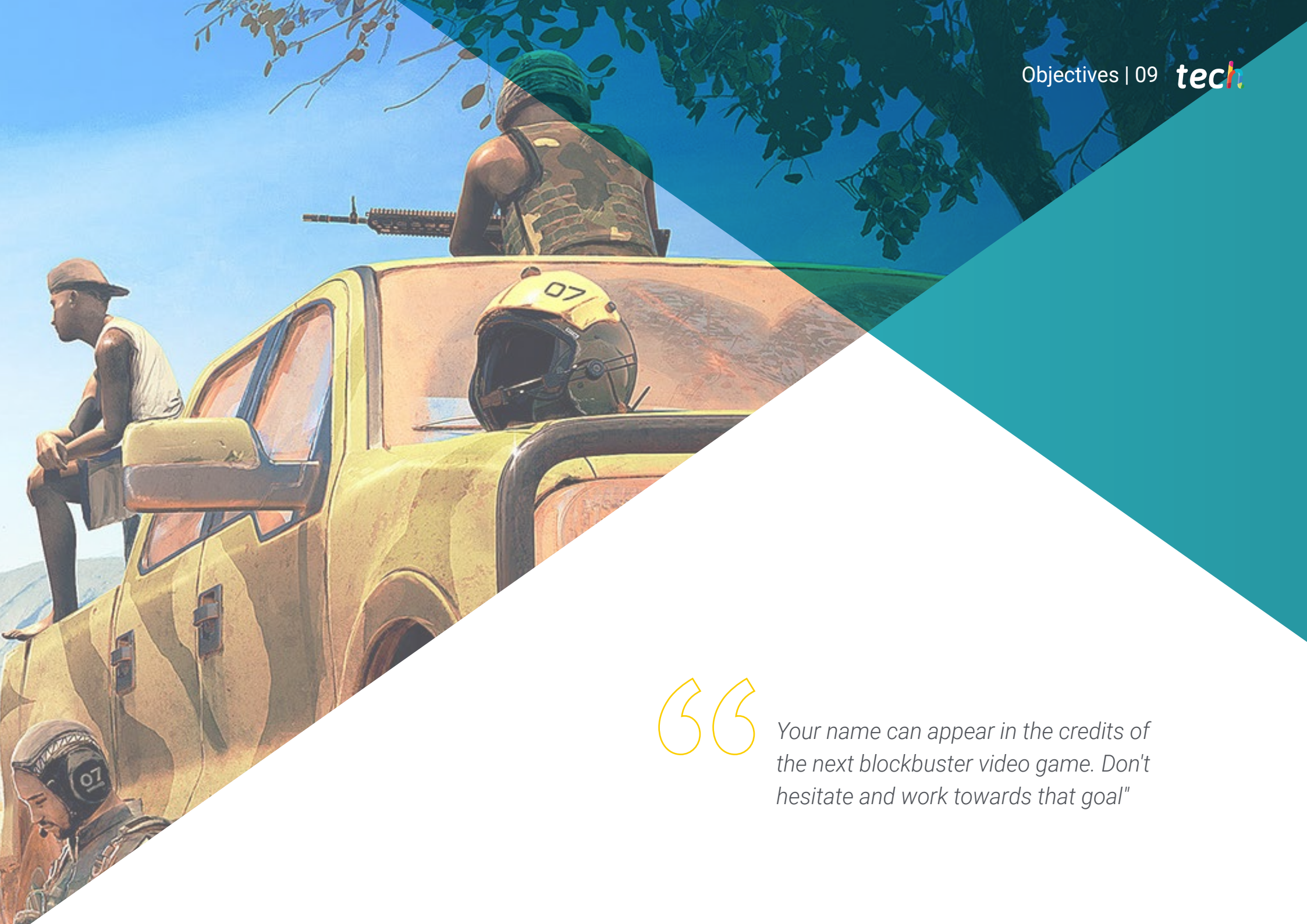
This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.



02 Objectives

In this Postgraduate Certificate, the objectives are clear: To help students write excellent scripts and develop the narrative of a video game. To this end, you will be provided with the necessary linguistic tools to logically spin your ideas. You will also have an online program, which allows you to take the course at any time and consult it 24 hours a day.





“

Your name can appear in the credits of the next blockbuster video game. Don't hesitate and work towards that goal"



General Objectives

- ◆ Know the different genres of video games, the concept of gameplay and features in order to apply them in the analysis of video games and in the creation of the design of the video game
- ◆ 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
- ◆ 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
- ◆ Be able to create an independent digital entertainment startup



*Would you like to be able to write a story that is on par with *The Last of Us*? With this program you will be able to achieve it"*





Specific Objectives

- ◆ Understand general narrative and video game narrative
- ◆ Identify the complex elements of narrative such as characters, purpose, and setting
- ◆ In-depth understanding of narrative structures and complex application in video game design
- ◆ Learn the latest news about the universe and settings such as fantasy or science fiction , and their characteristics in the plots
- ◆ Have a thorough working knowledge of a storyline
- ◆ Learn about the creation of main and secondary characters
- ◆ In-depth study of the structuring of a video game script and the difference between video games and cinema
- ◆ Learn the process of creating a script, and the characteristics and elements for its creation

03

Course Management

A team of respected professionals is in charge of teaching the contents of this Postgraduate Certificate. They are specialists with a great trajectory in the sector, which has allowed them to participate in large projects and to be in charge of them. In addition, some have gone on to become founders and managers of major companies in the industry, so they are more than qualified to boost students' careers.





“

This teaching staff will propel you to become an industry-acclaimed video game script writer”

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
- ◆ Student of 3D animation, video games and interactive environments. Curnet – CEV
- ◆ Specialized training in Children's Animation Scriptwriting. Showrunners BCN
- ◆ Member of the association Women in Games
- ◆ Member of the FemDevs Association of Teachers

“

Professionals with extensive experience will help you specialize in this field”

04

Structure and Content

This Postgraduate Certificate has been designed to help students grow in the world of video games. In this way, they will be provided with the best knowledge in the development and writing of a script, containing all the linguistic elements necessary to logically spin the story. Thus, and by completing an online program, students will find themselves ready to face any challenge that may arise, making them a valuable human asset for any international company.



“

*Start today on your new career path
and enter a highly demanded sector"*

Module 1. Narrative and Script Design

- 1.1. Video Game Narrative
 - 1.1.1. Archetypes
 - 1.1.2. Hero's Journey
 - 1.1.3. Monomyth Structure
- 1.2. Elements of Narrative
 - 1.2.1. Linear
 - 1.2.2. Ramified
 - 1.2.3. Funnels
- 1.3. Narrative Structures
 - 1.3.1. Non-Linear Narrative: Blocks
 - 1.3.2. Environmental Narratives and Subplots
 - 1.3.3. Other Structure Types: Short Stories, 4 Acts
- 1.4. Resources
 - 1.4.1. Callbacks
 - 1.4.2. Foreshadowing
 - 1.4.3. Plantering and Pay-Off
- 1.5. Plot
 - 1.5.1. The Plot
 - 1.5.2. Dramatic Tension
 - 1.5.3. Interest Curve
- 1.6. Characters
 - 1.6.1. Round and Flat
 - 1.6.2. Character Evolution
 - 1.6.3. Secondary Characters
- 1.7. Characters
 - 1.7.1. Psychology
 - 1.7.2. Motivation
 - 1.7.3. Skills



- 1.8. Types of Dialogue
 - 1.8.1. Internal
 - 1.8.2. External
 - 1.8.3. Others
- 1.9. Script: Elements
 - 1.9.1. Characteristic of the Script
 - 1.9.2. Scenes and Sequences
 - 1.9.3. Elements in a Script
- 1.10. Script: Writing
 - 1.10.1. Structure
 - 1.10.2. Style
 - 1.10.3. Other Details

“

The direct qualification of this program will allow you to work immediately as a script designer for video games”



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.



A photograph of a desk with a laptop, a blue pen, and a silver marker. The image is partially obscured by a teal and white geometric overlay.

“

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 is the most widely used learning system in the best faculties in the world. 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 we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their 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.

With this methodology we have 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, markets, and financial 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.

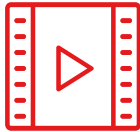
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

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.



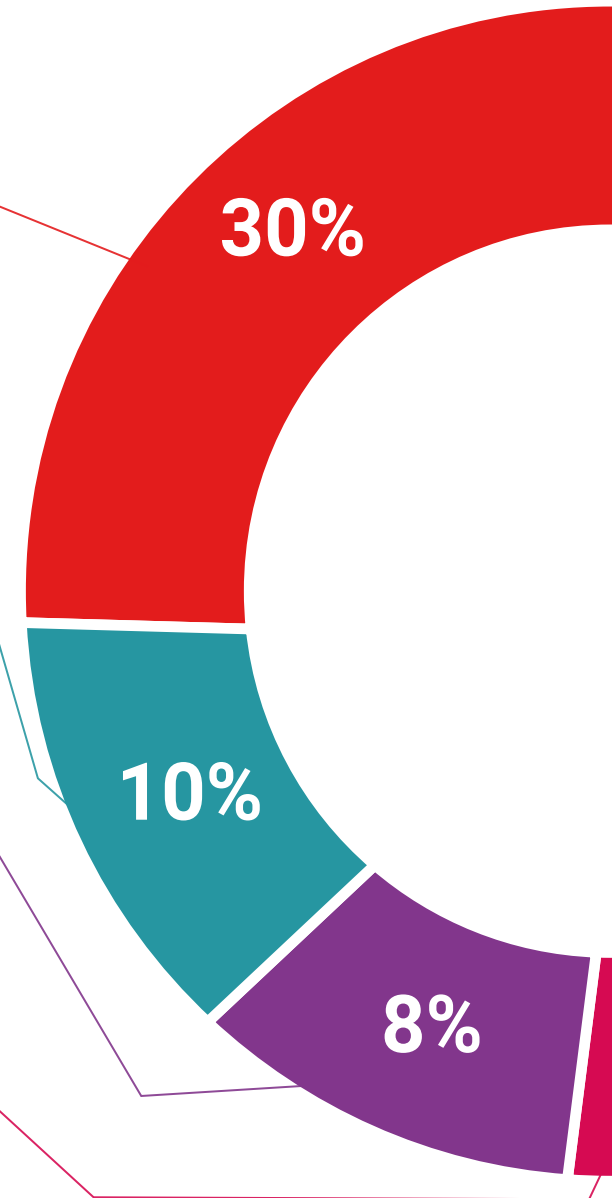
Practising Skills and Abilities

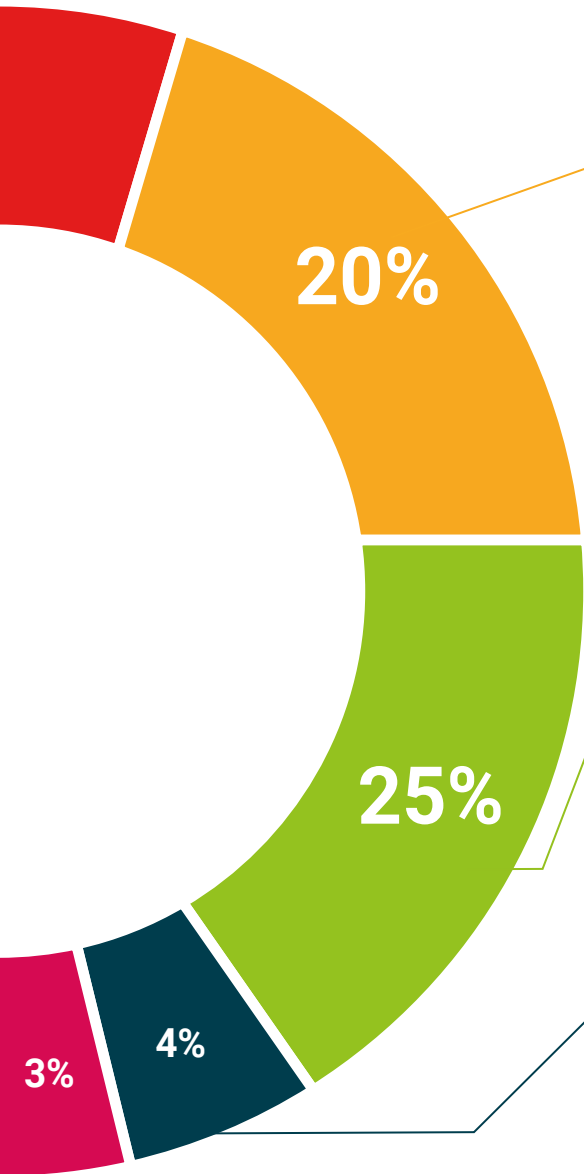
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



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 Narrative and Script Design for Video Games guarantees, in addition to the most rigorous and updated training, 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 Narrative and Script Design** contains the most complete and up-to-date scientific 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 certificate issued by **TECH Technological University** will reflect the qualification obtained through 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 and Script Design**

Official N° of hours: **150 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.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
online training
development language
classroom



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