

# Postgraduate Certificate Video Game Production and Management





## Postgraduate Certificate Video Game Production and Management

- » Modality: **online**
- » Duration: **6 weeks**
- » Certificate: **TECH Global University**
- » Credits: **6 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: [www.techtute.com/us/design/postgraduate-certificate/video-game-production-management](http://www.techtute.com/us/design/postgraduate-certificate/video-game-production-management)

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# 01

# Introduction

Video game development can be similar to that of a movie, segmented into three phases: pre-production, production and post-production. Thanks to this, the work methodology is established throughout the creation of a game. To carry out this task, it is essential to have specialized knowledge to lead a work team, distribute activities and use different tools to follow up on them. Therefore, designers who wish to go a step further in their profession and seek to acquire a Project Management profile can count on the contents of this program.





“

*Producing a video game is a meticulous task that must be done to perfection. You can become the PM the industry needs"*

Producing a game involves the same procedures used in film development. Specifically, a series of activities and human resources need to be managed and organized to ensure team harmony, task compliance and that errors are minimized. This is a complex task, and everyone in the sector is aware of the need to specialize in this area.

Taking this into account, the Postgraduate Certificate offers designers looking for new opportunities all the knowledge and skills they need to practice as a Project Management specialized in video games. That way, they will be aware of all the steps involved in game development and will learn the tools used by great professionals to manage the work.

Therefore, not only will there be an up-to-date program that aims to help designers excel as project managers. The program also seeks to go a step further and encourage students to manage their time and effort, leading them to found and manage their own company to develop and animate video games.

This **Postgraduate Certificate in Video Game Production and Management** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ The use of case studies so that students can deal with real-life experiences that will help them in their professional careers
- ◆ Complete and innovative content with everything you need to succeed in the video game industry
- ◆ 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



*Be more than a designer. Become the person in charge of managing and supervising the production of a video game"*

“*Your attention to detail when designing animations will help you manage the activities to the millimeter to develop a video game”*

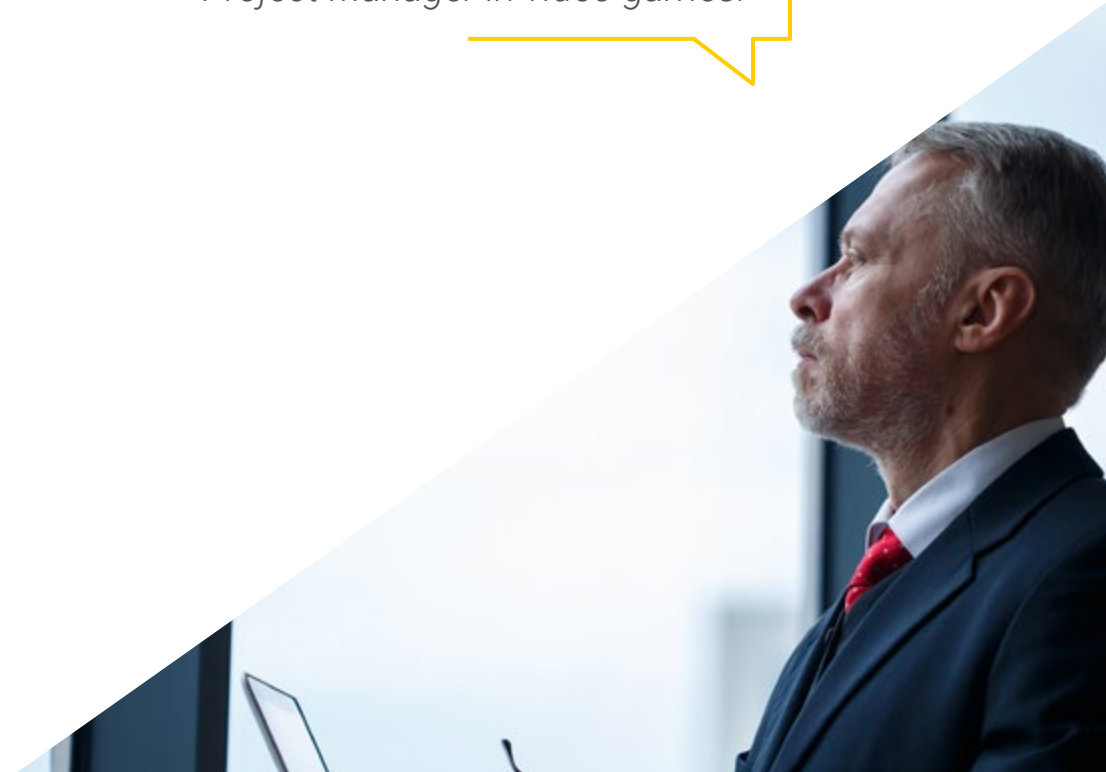
The program’s teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

*By the end of this program, you will be prepared to be the CEO of your own video game development company.*

*Get trained and embark on an excellent professional career as a Project Manager in video games.*



# 02 Objectives

The objective of this Postgraduate Certificate is to provide its students with the skills required to develop their professional profiles. For this, they will be provided with content that will help them improve their skills in managing a development team as well as the production phases involved in a video game project. All this, condensed into a fully online program that awards a direct qualification, eliminating final assignments to guarantee swift insertion in this sector.







“

*At TECH, you will get your name in the credits of a videogame, not as a designer, but as the leader of the development department"*



## General Objectives

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- ◆ 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
- ◆ Be able to create an independent digital entertainment startup





## Specific Objectives

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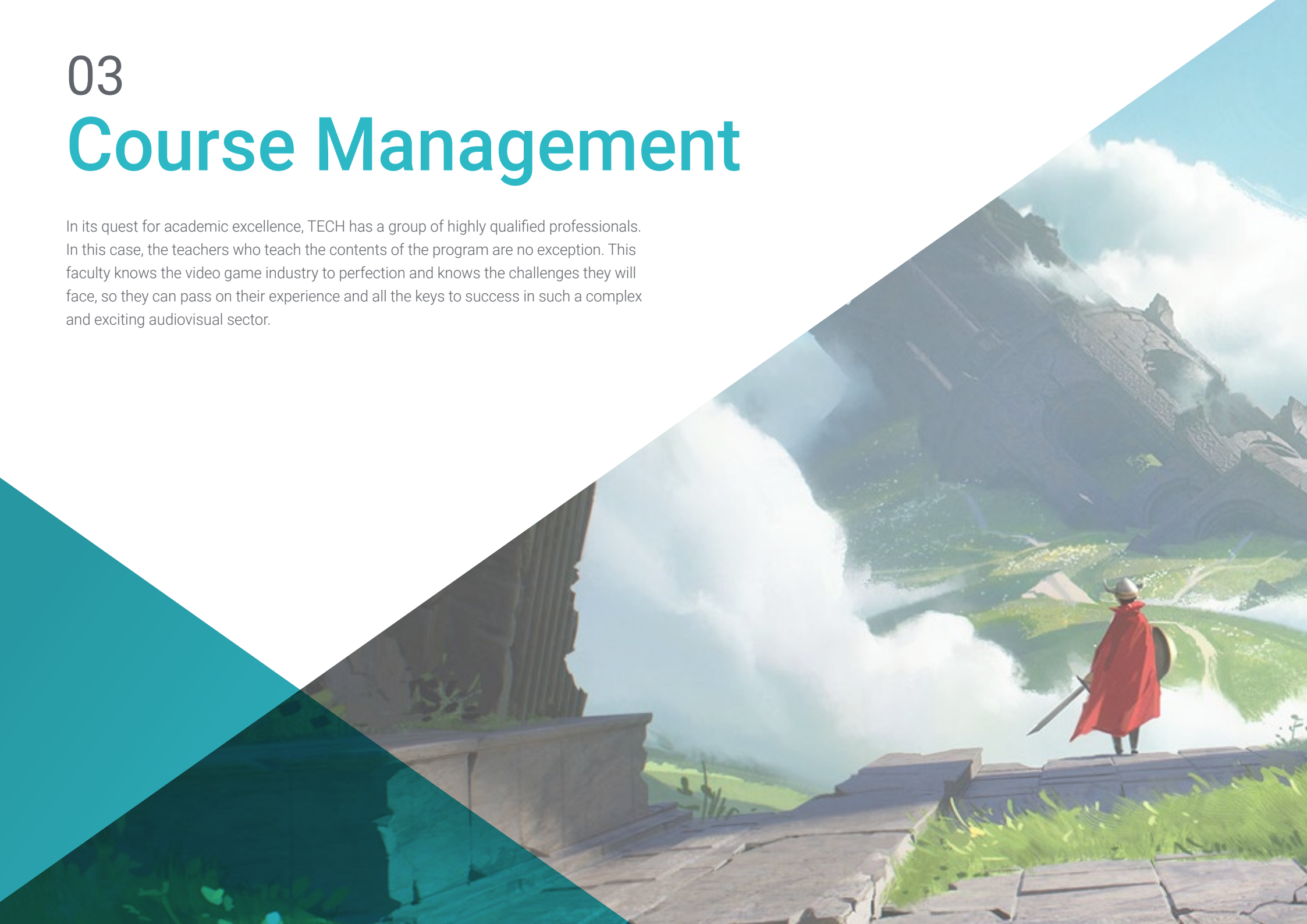
- ◆ Understand the production of a video game and the different stages
- ◆ Learn the types of producers
- ◆ Know Project Management for video game development
- ◆ Use different tools for production
- ◆ Coordinate teams and project management

“*You are one step away from excellence.  
Enroll today in this Postgraduate Certificate  
and start seeing your goals come true”*

03

# Course Management

In its quest for academic excellence, TECH has a group of highly qualified professionals. In this case, the teachers who teach the contents of the program are no exception. This faculty knows the video game industry to perfection and knows the challenges they will face, so they can pass on their experience and all the keys to success in such a complex and exciting audiovisual sector.





“

*Our teachers are fully involved so that you learn in a simple and efficient way”*

## 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



# 04

# Structure and Content

The contents of this Postgraduate Certificate have been designed to ensure the academic excellence of designers who wish to be at the forefront of the sector, acting as team leaders. As such, this title is composed of a module of 10 topics in which everything necessary to understand the management and production of video game projects is explained. In addition to the online content and direct qualification, this program will open the doors to enter the industry independently.





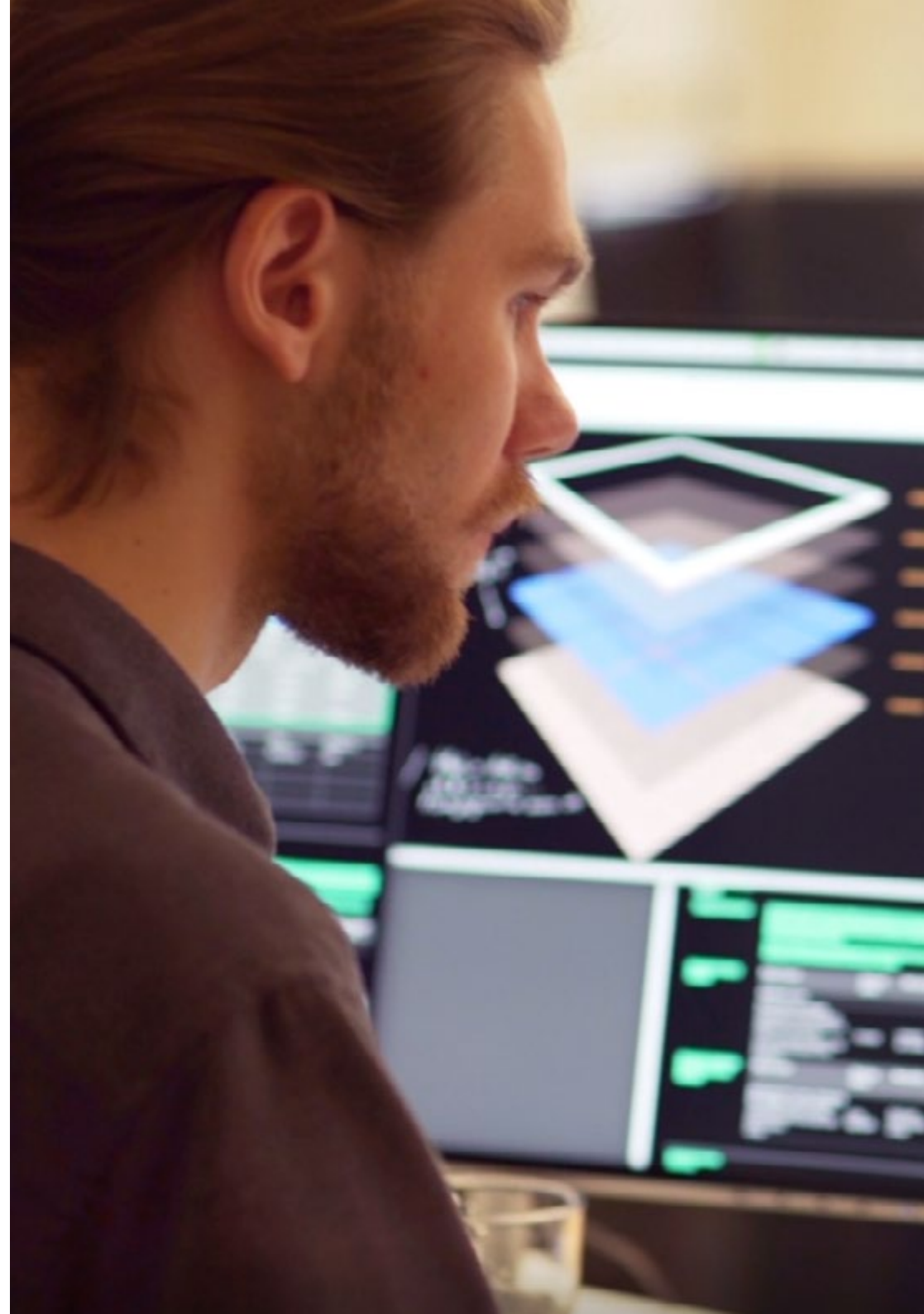


“

*Thanks to this program you will be able to produce your own video games, knowing the pre- and post-production process"*

## Module 1. Production and Management

- 1.1. Production
  - 1.1.1. The Production Process
  - 1.1.2. Production I
  - 1.1.3. Production II
- 1.2. Phases of Video Game Development
  - 1.2.1. Conception Phase
  - 1.2.2. Design Phase
  - 1.2.3. Planning Phase
- 1.3. Phases of Video Game Development II
  - 1.3.1. Production Phase
  - 1.3.2. Testing Phase
  - 1.3.3. Distribution and Marketing Phase
- 1.4. Production and Management
  - 1.4.1. CEO/General Manager
  - 1.4.2. Chief Financial Officer
  - 1.4.3. Sales Manager
- 1.5. The Production Process
  - 1.5.1. Preproduction
  - 1.5.2. Production
  - 1.5.3. Postproduction
- 1.6. Job Positions and Functions
  - 1.6.1. Designers
  - 1.6.2. Programming
  - 1.6.3. Artists
- 1.7. Game Designer
  - 1.7.1. Creative Designer
  - 1.7.2. Lead Designer
  - 1.7.3. Senior Designer



- 1.8. Programming
  - 1.8.1. Technical Director
  - 1.8.2. Lead Programmer
  - 1.8.3. Senior Programmer
- 1.9. Art
  - 1.9.1. Creative Artist
  - 1.9.2. Lead Artist
  - 1.9.3. Senior Artist
- 1.10. Other Profiles
  - 1.10.1. Lead Animator
  - 1.10.2. Senior Animator
  - 1.10.3. Juniors

“

*If you've been thinking about starting your own business for years, this program will help you get started. Enroll now”*

# 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.*



### 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 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.

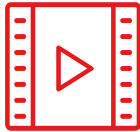
*Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.*

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 Video Game Production and Management guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.



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

This program will allow you to obtain your **Postgraduate Certificate in Video Game Production and Management** endorsed by **TECH Global University**, the world's largest online university.

**TECH Global University** is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

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Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



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



## Postgraduate Certificate Video Game Production and Management

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

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