Postgraduate Diploma
Video Game Script Design

tech *technological university*

Postgraduate Diploma
Video Game Script Design

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

Website: **www.techtitute.com/in/design/postgraduate-diploma/postgraduate-diploma-video-game-script-design**

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01
Introduction

The video game industry is booming, no one doubts it. Technology has favored this take-off, taking graphics to a level of realism never seen before. But, beyond all this, there is a person who oversees writing and designing the story behind a game. For this reason, the figure of the script writer is in great demand in the industry, as it requires a high level of creativity and ingenuity to develop good narratives. With this in mind, this program offers interested designers all the tools and linguistic resources they need to succeed internationally in this area.

Want to take the next step in your career? Specialize as a video game script designer"

Scripts are a fundamental part of any work. So much so that, in the various festivals and award ceremonies, there is an honor dedicated to this theme. In the world of video games, this is no exception. A good script determines what, how and when an event occurs that changes the course of the story and provides that "Plot Twist" that will keep the user's attention and motivation.

A video game script writer does not write a solid document, rather, they develop the key moments that will add up to a complete story. This is what marks the difference with film or theater scripts, providing an extra level of difficulty to the profession. Due to this, large companies are looking for professionals who have profiles that would suggest they are capable of accepting this challenge, being one of the most valued and cared for human resources within the industry.

With this in mind, there is no better time to specialize in this sector. As such, this program in Script Design for Video Games will help the student understand and learn everything that they need to become a successful script writer, creating original and interesting stories that will lead a video game to widespread critical and fan acclaim.

This **Postgraduate Diploma in Video Game Script Design** has a complete educational program specialized and focused on the video game industry that will meet the demands of students. Its most notable features are:

- Expertise in video game script writing, a new and interesting discipline
- The practical methodology, which emphasizes the application of knowledge in concrete and real cases
- Practical exercises where self-assessment can be used to improve learning
- Content that is accessible from any fixed or portable device with an Internet connection

Your ideas will be valued within the industry after completing this program"

Become one of the few video game script writers in the market and be a valuable resource for any company"

In-depth study of the structuring of a video game script and the difference between video games and cinema.

The script of a video game is the skeleton that supports the whole 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 immersive 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

The objective of this Postgraduate Diploma goes beyond providing students with knowledge and narrative techniques. The intention of this program is to introduce designers to a new job market, enhancing their creative skills and competencies to develop an emotional, dynamic, engaging and, above all, novel story. For this, they will have a program that will allow them to deepen their knowledge of narrative structures and the complex application in the design of a video game.

" *Fulfilling your professional goals will be easy by completing this Postgraduate Diploma"*

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
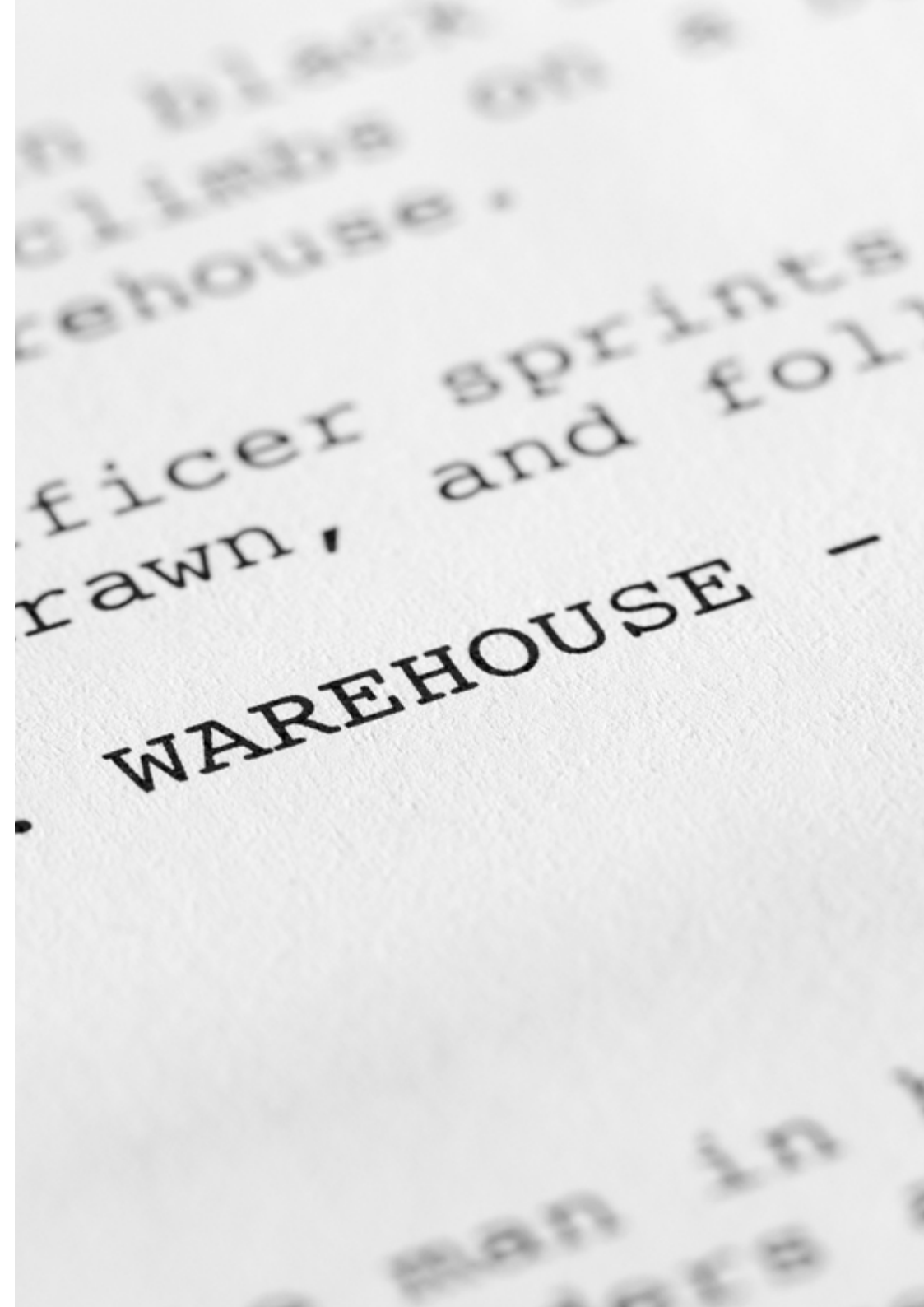
Specific Objectives

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 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 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

Module 3. Narrative and Script Design

- 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 and 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

You could write the story of the world's next blockbuster video game. Start on this path today by enrolling in the program"

03
Course Management

The teaching staff of this program is made up of excellence professionals in the sector. They have dedicated their careers to perfecting the techniques they use to write and create the scripts for various video games. Therefore, they are more than capable of not only imparting the empirical knowledge contained within this Postgraduate Diploma, but they are also capable of motivating students to achieve excellence in this field of work.

"
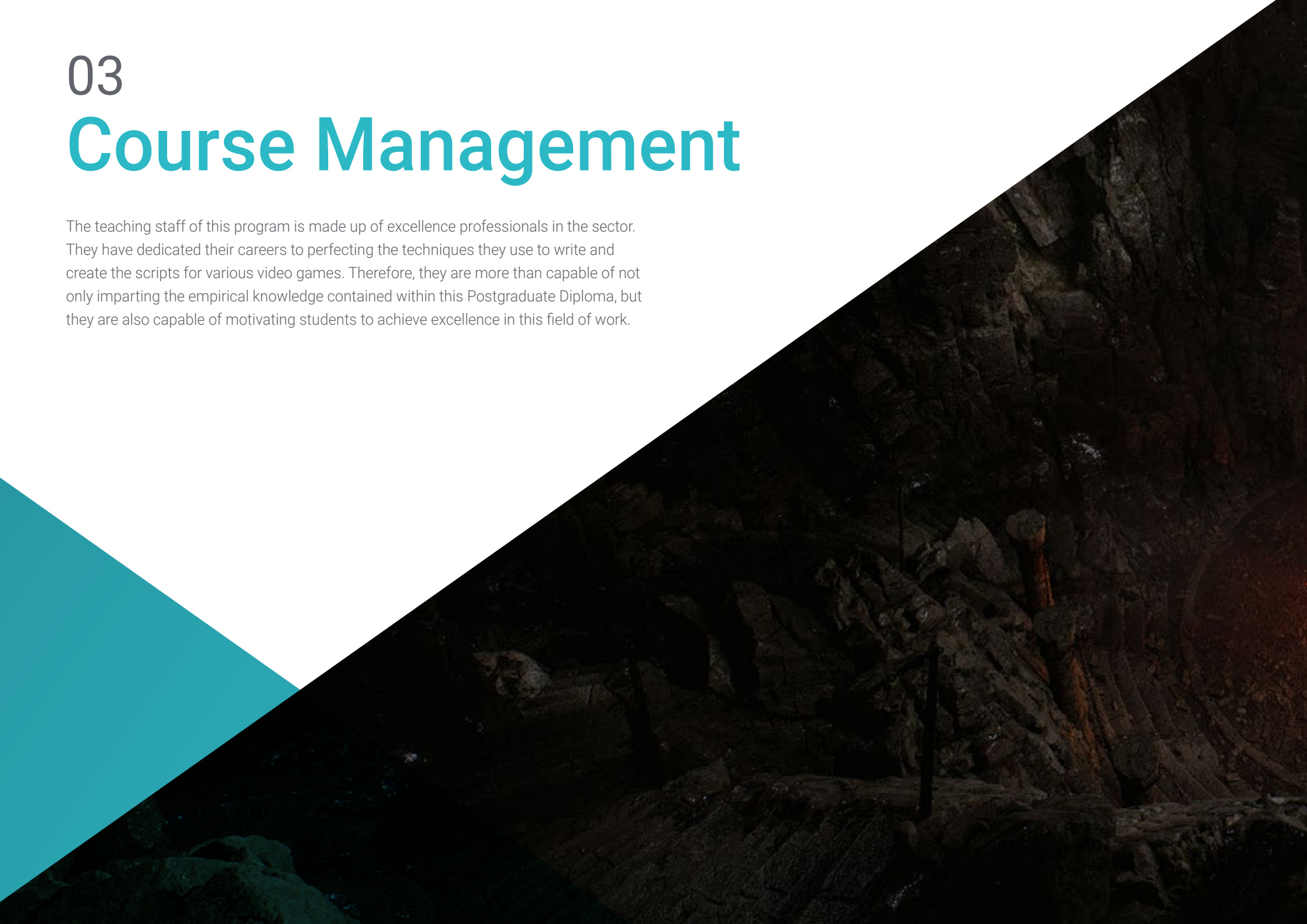
This teaching staff has specialized in the writing and creation of scripts that have led to the success of various video games"

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 of Teachers

*Don't miss the opportunity to study with the best teachers in the sector"*

04
Structure and Content

All the contents of this Postgraduate Diploma in Video Game Script Design will lay the foundations to delve into the structuring of a video game script and the difference between video games and cinema. Therefore, upon completion of the program, students are ready to make a difference in the industry, bringing new and refreshing stories. Additionally, we benefit from the experience of a group of professionals who have specialized in this field, thereby allowing for a complete qualification.
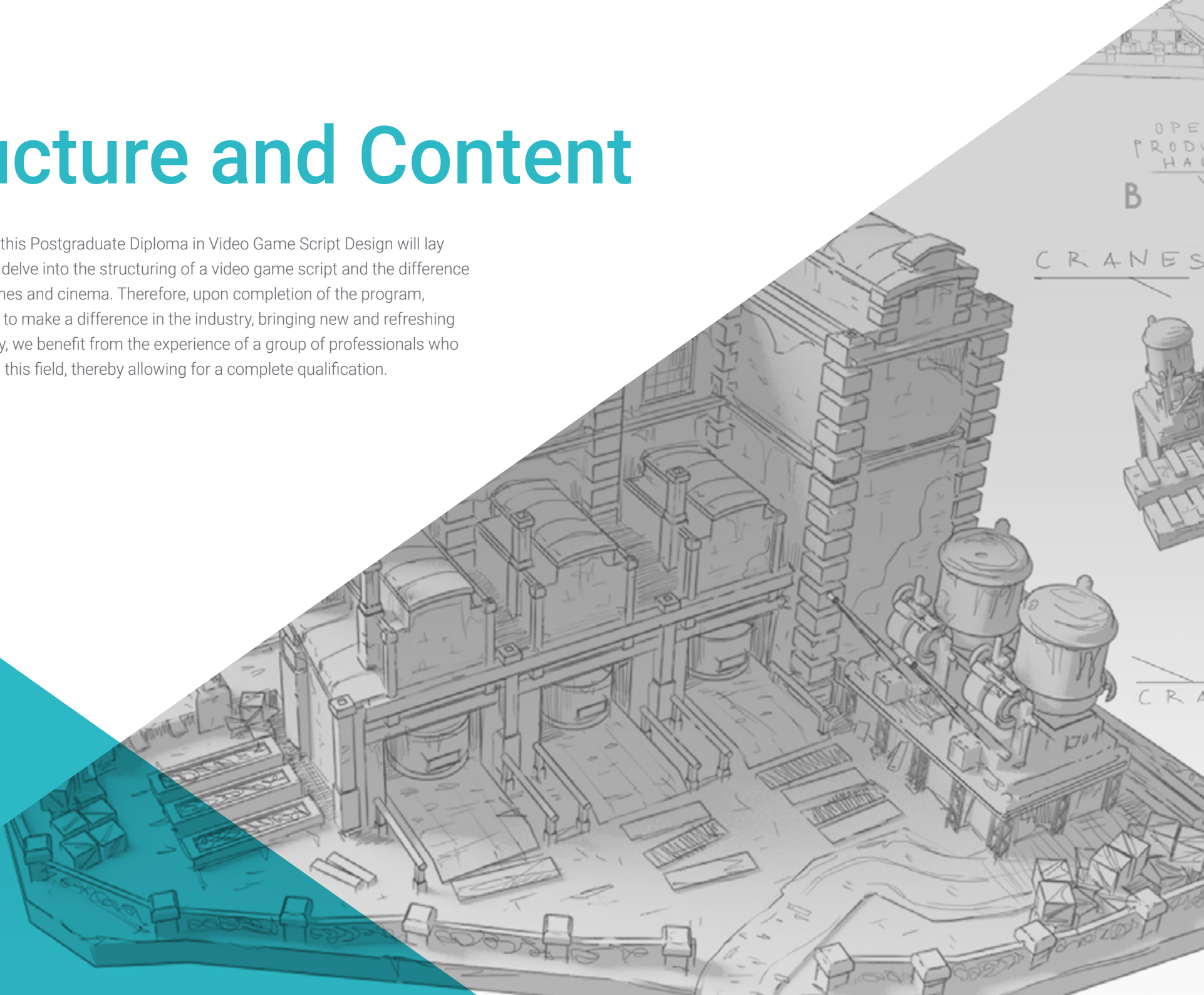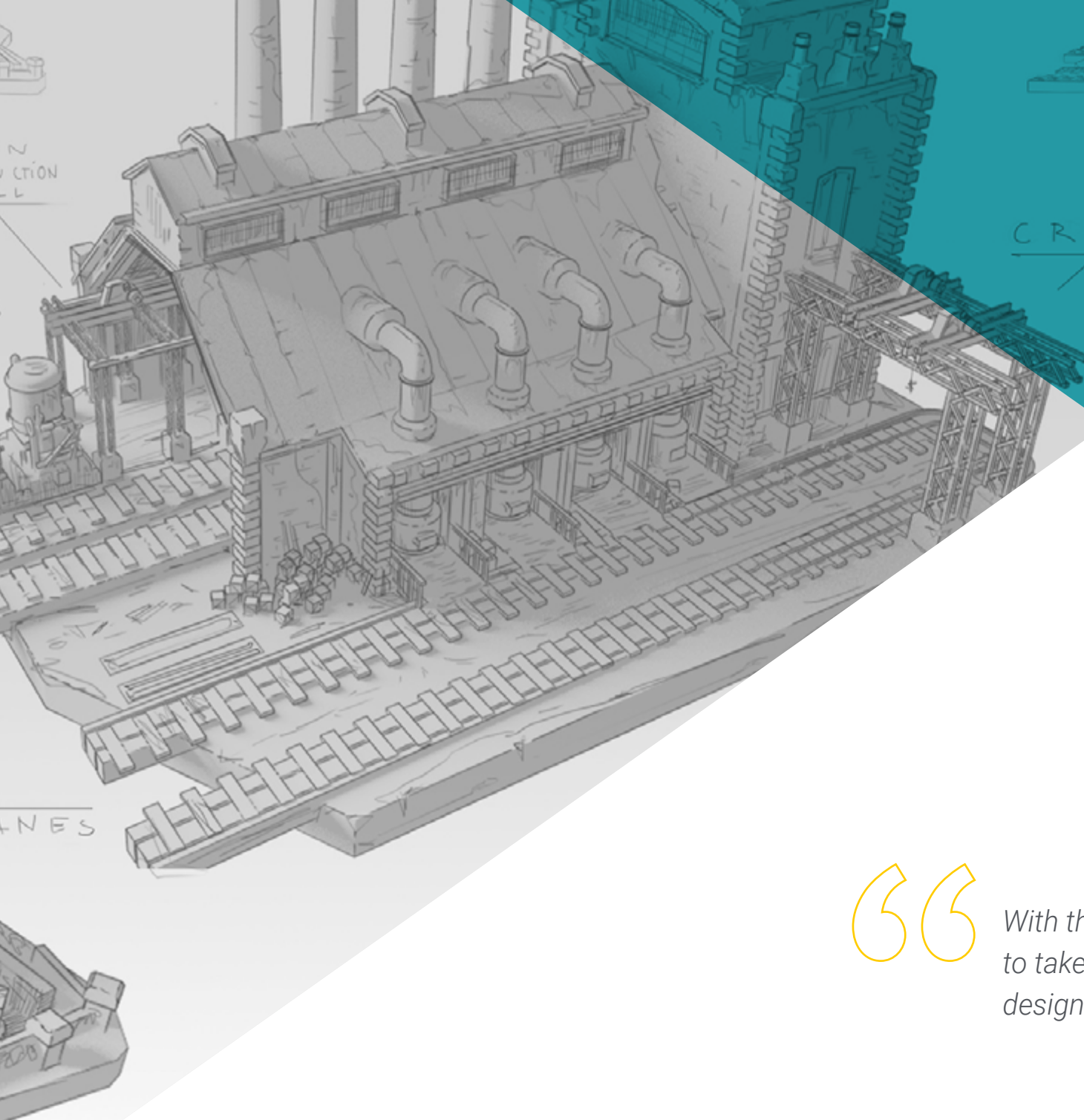
With this syllabus you will be ready to take on your next challenge as a designer: scripting a video game"

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.   Esthetics
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 Documentation

2.1.   Structure of the Document
    2.1.1.   Design Document
    2.1.2.   Structure A
    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 NPC
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

Module 3. Narrative and Script Design

Don't delay it any longer. This is the best time to enroll and start growing in the world of video games"

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 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.

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. 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:
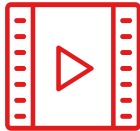
Study Material

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.

30%

10%

8%

20%

25%

4%

3%
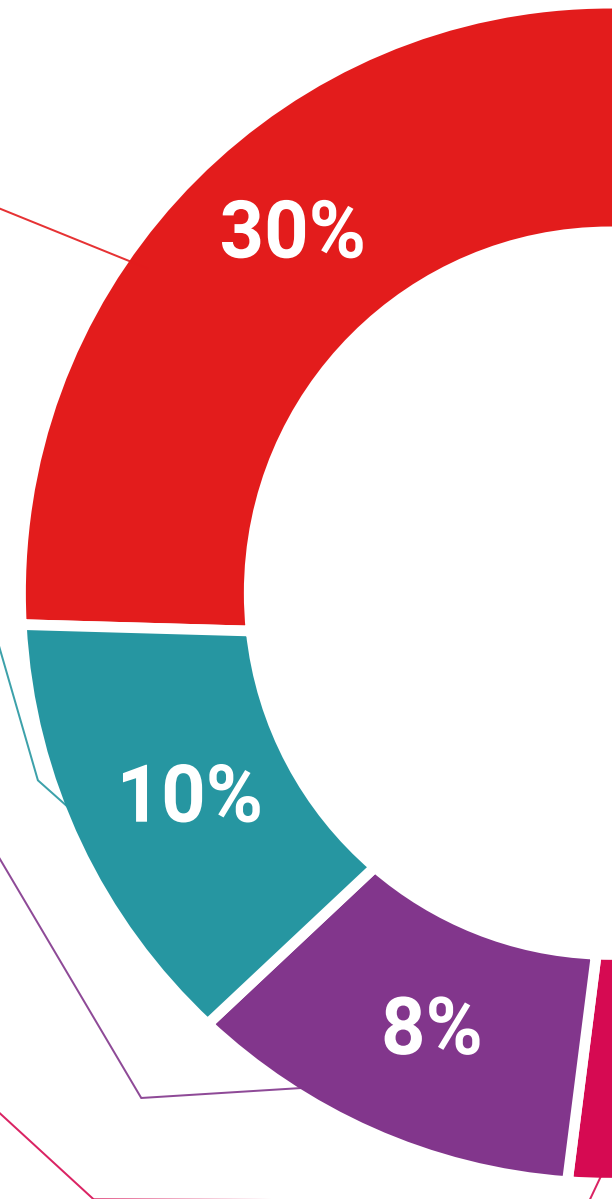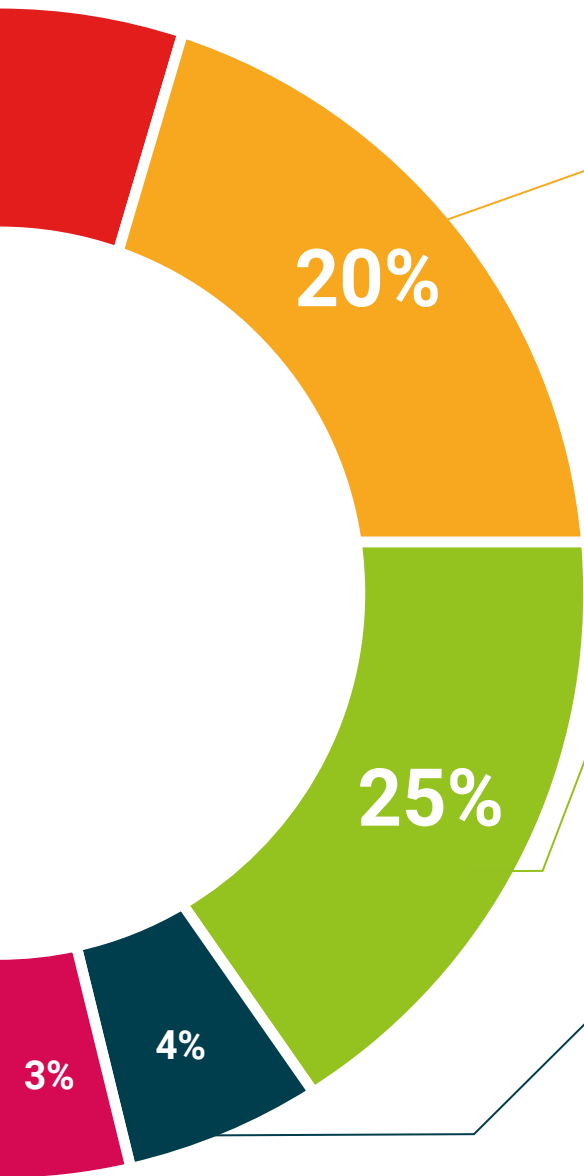
Case Studies

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.

06
Certificate

The Postgraduate Diploma in Video Game Script 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 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 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 Script Design**

Official Nº of hours: **450 h.**

tech technological university

Awards the following
CERTIFICATE
to

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

POSTGRADUATE DIPLOMA
in

Video Game Script Design

This is a qualification awarded by this University, equivalent to 450 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 certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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