



Postgraduate Certificate 2D in the Video Game Industry

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Credits: 6 ECTS

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/videogames/postgraduate-certificate/2d-video-game-industry

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Certificate

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tech 06 | Introduction

From the beginning, there have been really successful projects such as "Pac-Man or Pacman", which became a worldwide phenomenon, attaining the Guinness World record for the most successful arcade video game of all time. These 2D video games are characterized by using graphics with a flat appearance and by using horizontal screen *Scroll*, as in Super Mario Bros or Sonic the Hedgehog; or vertical, as in Bubble Bobble and Donkey Kong, which require for their creative process the intervention of digital artists with specific profiles. With the arrival of new video game consoles and the launching of large 2D games, there is an increasing demand for specialists who know how to tell stories, create scenarios and direct the work; that is why in this Postgraduate Certificate in 2D in the Video Game Industry you will learn everything you need to define your professional profile.

The student will review the advances in the digital entertainment industry, its history and highlights. You will advance through the different programs implemented in 2D design until you get to know the profile of each of the professionals in the environment, including the art director, their competence and importance. You will be able to learn about the diversity of proposals that exist within the 2D design and that show originality in their approaches such as in *Indie* video games.

A program developed by TECH Global University, for six weeks of online study from any device and place, making the learning process easy and comfortable, with the constant accompaniment of a team of teachers specialized in video game art that integrate TECH's educational platform.

This **Postgraduate Certificate in 2D in the Video Game Industry** contains the most complete and up-to-date program on the market. The most important features include:

- The development of practical cases presented by experts in design for Video Games
- The graphic, schematic and eminently practical contents of the book provide theoretical and practical information on those disciplines that are essential for professional practice
- Practical exercises where self assessment can be used to improve learning
- Its special emphasis on innovative methodologies in Advanced Practice Nursing
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection



Broaden your vision by learning about the different roles of the digital artist in the video game industry"



With this Postgraduate Certificate, you will be able to profile yourself as an Environment Artist by understanding its importance in the digital entertainment industry"

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 specialization programmed to learn 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.

2D is the most classic and developed platforming style in the video game industry.

TECH's virtual campus offers you a safe and comfortable environment for your studies.







tech 10 | Objectives

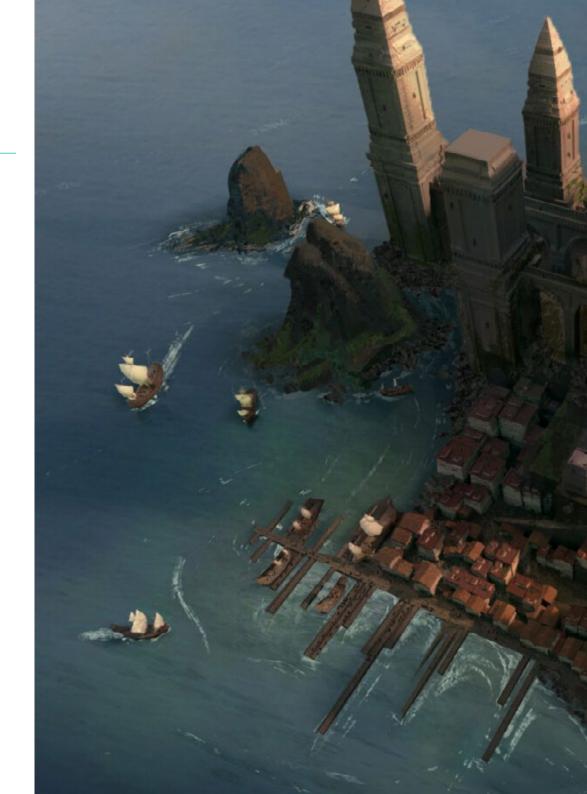


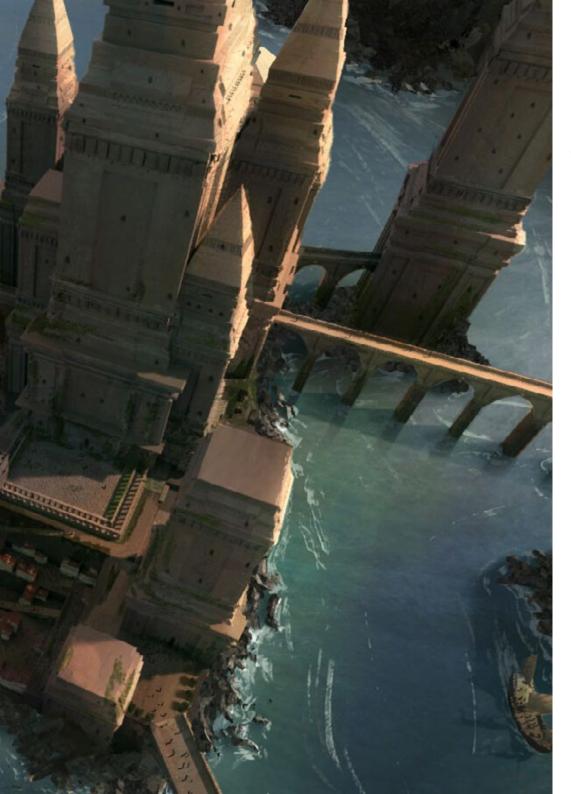
General Objectives

- Create designs for 2D platforms for the audiovisual industry
- Compose a specialized portfolio for the video game industry
- Broaden your knowledge of the current use of 2D in the video game industry
- Promote the presentation of works in a professional manner
- Study technical artistic knowledge in depth



If you are passionate about video games, entering the gaming industry as a professional will be a very profitable decision"



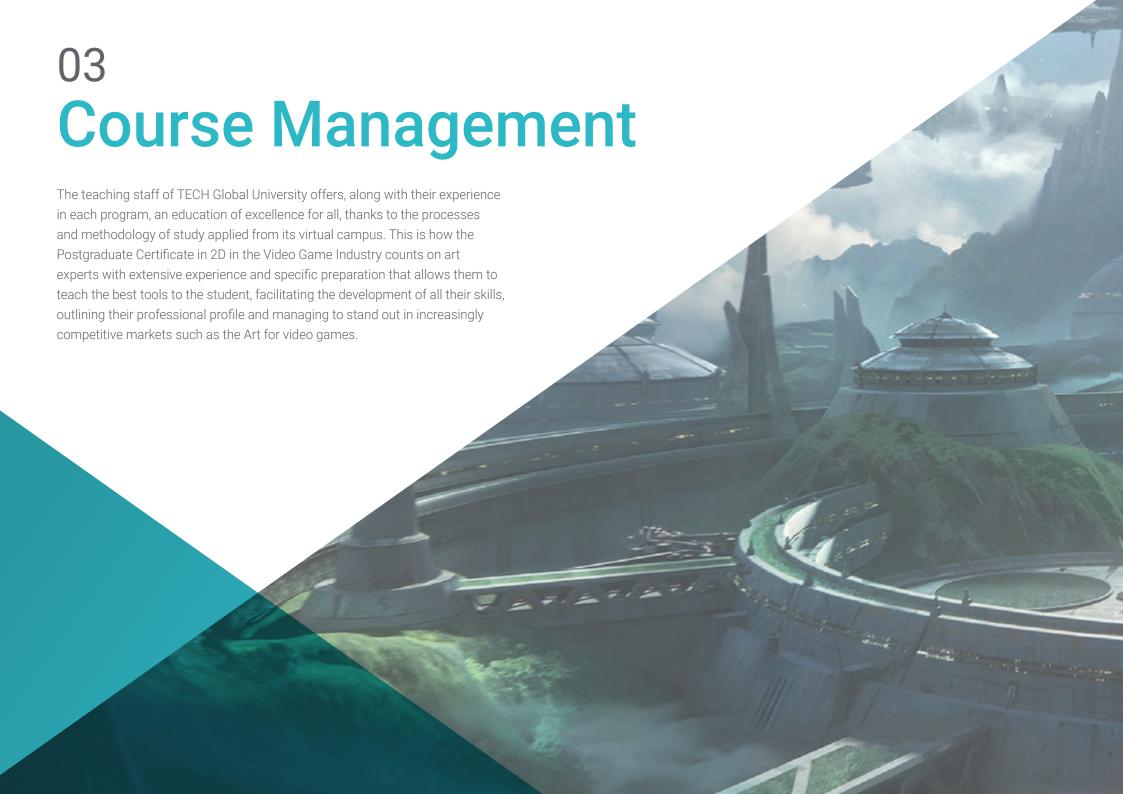


Objectives | 11 tech



Specific Objectives

- Analyze the state of the digital entertainment industry today
- Study the different types of artists in demand in the industry in depth
- Study the integration of the different roles of the artist in a transversal work group
- Recognize the importance of the art director in a video game project





tech 14 | Course Management

Management

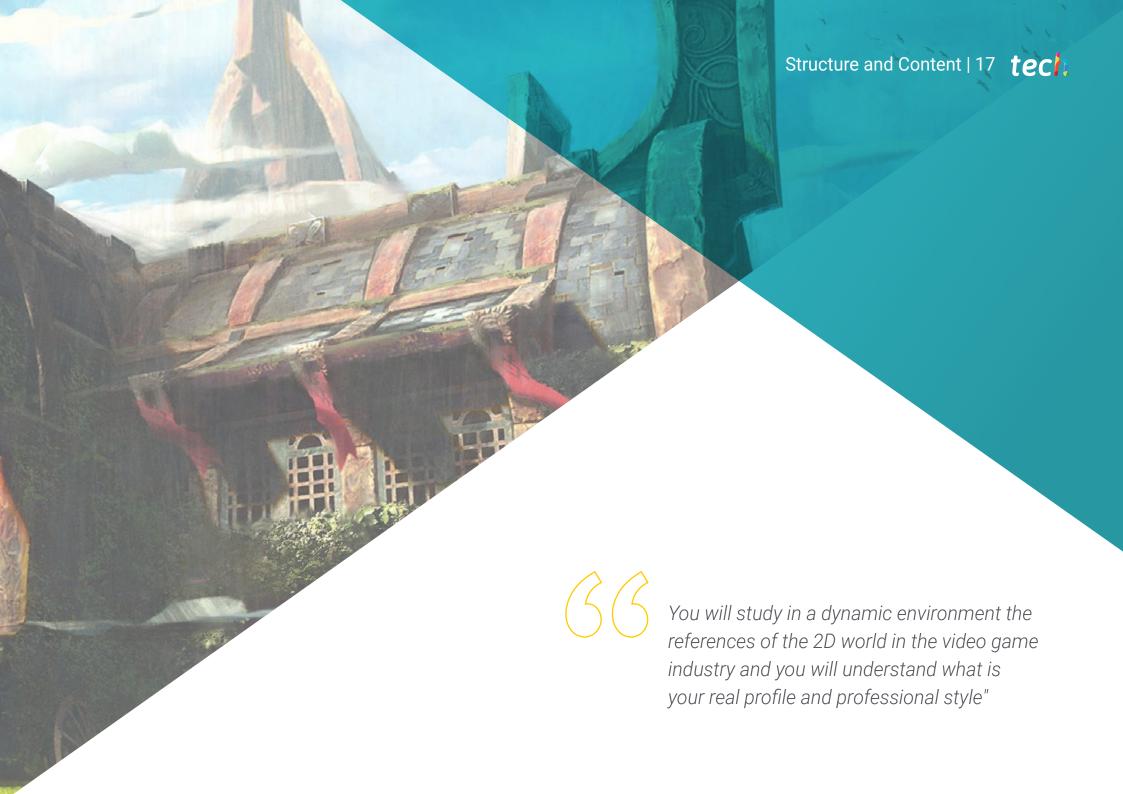


Mr. Mikel Alaez, Jon

- Conceptual artist for characters in English Coach Podcas
- Conceptual Artist in Master D
- Graduated in Art at the University of Fine Arts UPV.
- Concept Art and Digital Illustration in Master D Renda



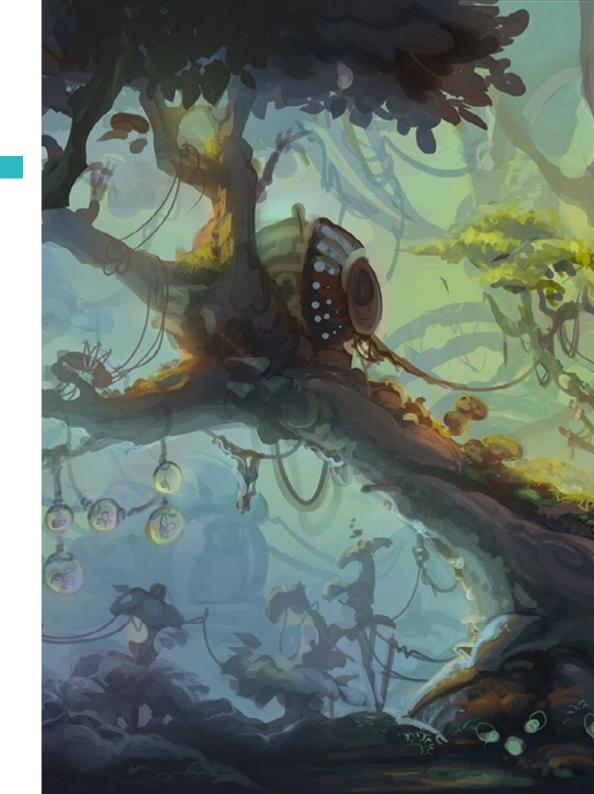


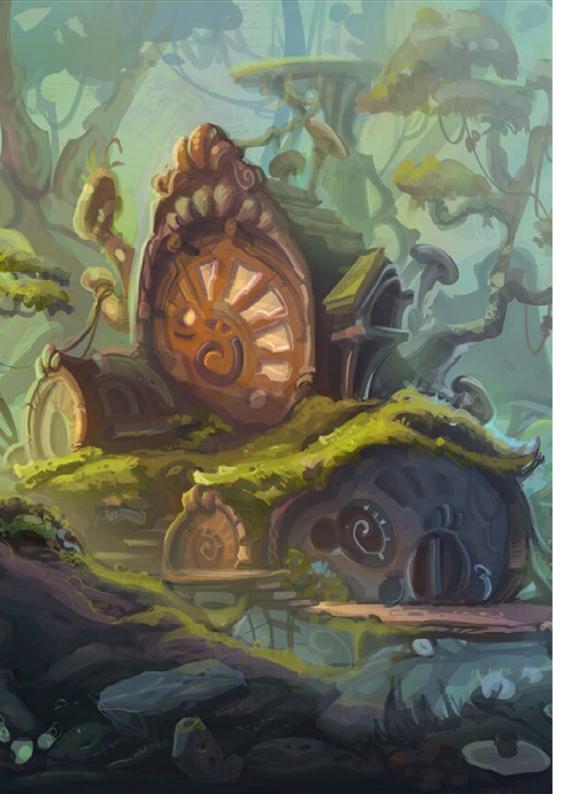


tech 18 | Structure and Content

Module 1. 2D in the Video Game Industry

- 1.1. Digital Entertainment Industry
 - 1.1.1. At Present
 - 1.1.2. Competition
 - 1.1.3. BORRAR
- 1.2. Concept Art
 - 1.2.1. Importance
 - 1.2.2. Types
 - 1.2.3. Movies/Video Games
- 1.3. Illustration
 - 1.3.1. Illustration for Videogames
 - 1.3.2. Uses
 - 1.3.3. Recommendations
- 1.4. UI Artist
 - 1.4.1. Use
 - 1.4.2. Design
 - 1.4.3. History
- 1.5. Environment Artist
 - 1.5.1. Difference
 - 1.5.2. Importance
 - 1.5.3. India
- 1.6. Pixel Art
 - 1.6.1. At Present
 - 1.6.2. Advice
 - 1.6.3. Programs





Structure and Content | 19 tech

- 1.7. Animators
 - 1.7.1. 3D
 - 1.7.2. 2D in Video Games
 - 1.7.3. Advice
- 1.8. Storyboarder
 - 1.8.1. Importance
 - 1.8.2. Large Studios
 - 1.8.3. In Video Games
- 1.9. Splash Art
 - 1.9.1. Online
 - 1.9.2. At Present
 - 1.9.3. Advice
- 1.10. Art Director
 - 1.10.1. Importance
 - 1.10.2. India
 - 1.10.3. Competition



Hone your skills and find what you need to be part of the professional environment for 2D artists in the video game industry"





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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.



Methodology | 25 tech

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.



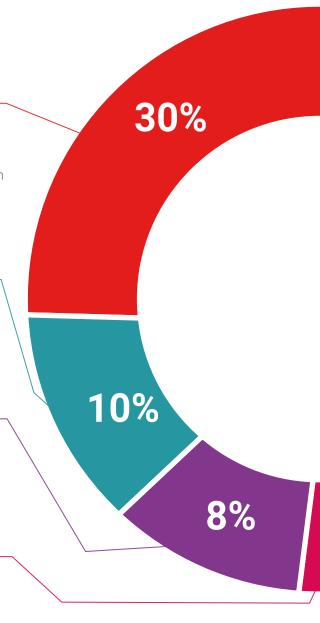
Practising Skills and Abilities

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.

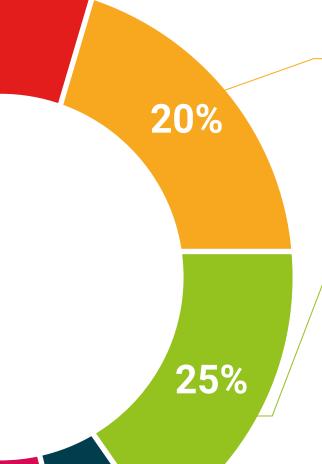


Additional Reading

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.



Methodology | 27 tech



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.





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This program will allow you to obtain your **Postgraduate Certificate in 2D in the Video Game Industry** 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.

Title: Postgraduate Certificate in 2D in the Video Game Industry

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



Mr./Ms. ______ with identification document _____ has successfully passed and obtained the title of:

Postgraduate Certificate in 2D in the Video Game Industry

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



health confidence people
leducation information tutors
guarantee accreditation teaching
institutions technology learning



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