

Postgraduate Certificate Advanced Harmony for Video Games





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- » 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/advanced-harmony-video-games

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01

Introduction

The world of video games is made up of several factors that make its development unique. The accompanied soundtrack is essential to create a link between the game and the player. In this way, being able to create melodies from random creations or knowing the differences of the distinct modes and sonorities gives an additional value to the professionals that companies are looking for to include in a staff. This program will enhance your knowledge related to the most advanced harmony applicable to video games.





“

Become the professional music composer that every video game company wants on their staff. Thanks to this scientific program, it is possible”

In a video game, it is important that the player finds harmony between the soundtrack and the story it is supposed to tell. The sounds are directly related to the narrative of the game. For this reason, companies engaged in the creation of video games are looking for professional experts in the creation of soundtracks for their productions.

This Postgraduate Certificate delves into the more specific learning in which the graduates will acquire a good command of harmonies. The evolution that these have had in the last century, has made that the music currently has an infinite number of resources. In this way, students will learn from expert teachers in the sector which are the most important sonorities of audiovisual music for video games.

With a complete syllabus written by the faculty that teaches this program, students will acquire the most specific knowledge in Advanced Harmony. All this is enhanced by an online methodology, which far from hindering the students' learning experience, will make it more convenient for them, as it allows them to learn from anywhere, at the time that suits them best.

Moreover, TECH has the most innovative learning techniques in the educational sector. Firstly, it has Relearning, a new learning concept based on repetition by the teaching staff with a minimum of 8 and a maximum of 16 per concept. It is also important to highlight learning based on multimedia resources, since it has been scientifically proven that visual memory is highly effective.

This **Postgraduate Certificate in Advanced Harmony for Video Games** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ Practical cases so that learning is carried out in a more direct way
- ◆ Specialized content on development and animation in video games
- ◆ 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



With this program, you will be able to delve harmoniously into sonorities very different from the conventional ones to stand out as a professional in video game companies"

“

Enhance your compositions through more advanced harmonies and create unforgettable soundtracks such as Tetris or The Legend of Zelda”

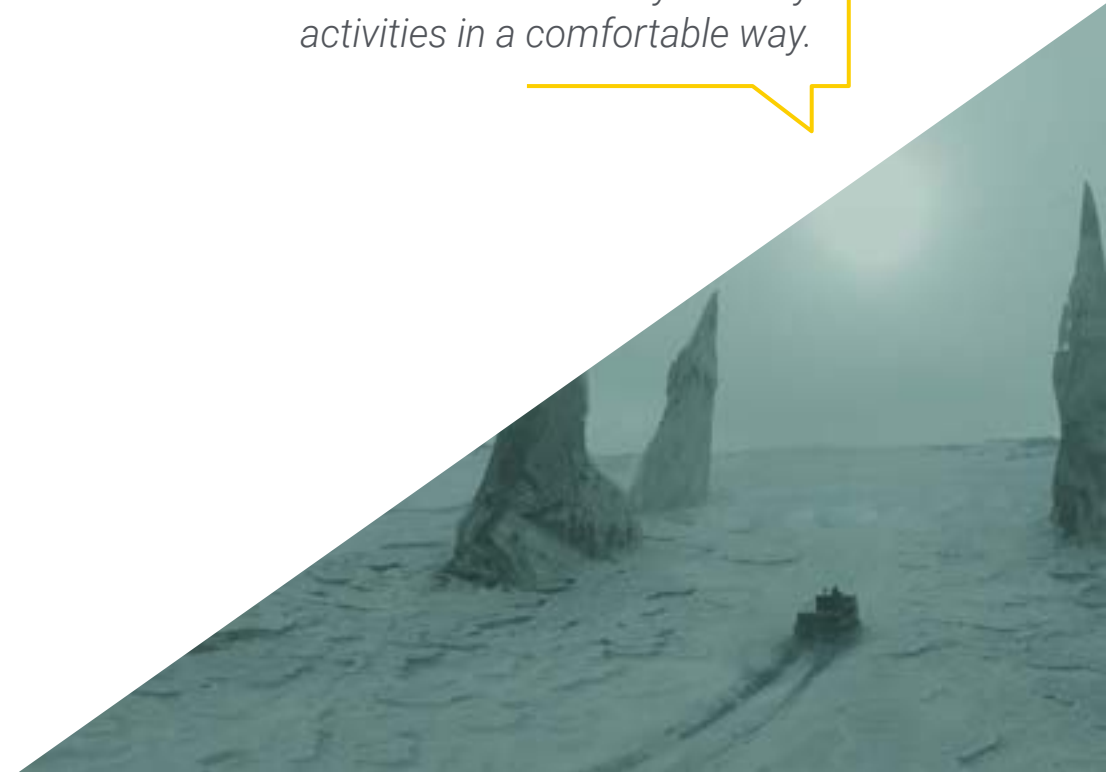
The program's teaching staff includes professionals from sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

Its multimedia content, developed with the latest educational technology, will allow professionals to learn in a contextual and situated learning environment, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, through which professionals must try to solve the different professional practice situations that arise during the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

TECH has implemented a syllabus with the best techniques in concept acquisition for you to successfully complete your learning.

This Postgraduate Certificate has a 100% online methodology that helps you to combine your studies with the rest of your daily activities in a comfortable way.



02 Objectives

This program aims to qualify students for a professional development at the level of the skills required by video game sound departments. Through a series of general and specific objectives, professionals will learn about advanced harmony and its resources for digital games. This program includes skills such as knowledge of modern modal music and an understanding of the differences in tonalities.



“

TECH helps you to follow the evolution towards harmonic deconstruction by setting up a logical series that makes your creations unique”



General Objectives

- ◆ Understand in depth the construction and basic movements of chords
- ◆ Differentiate and use the various types of modern modes
- ◆ Learn comprehensively how to manage harmonic constructions outside of key

“

*Enroll in this program
and learn how to make
random music creations
focused on video games”*





Specific Objectives

- ◆ Classify and define modern modes according to their modal degrees and movements
- ◆ Relate the various types of modal chords
- ◆ Comprehensively learn the construction and use of the various ethnic modes
- ◆ Comprehensively learn the construction and use of the various synthetic modes
- ◆ Analyze the difference between tonality, atonality and the various harmonic colors
- ◆ Assimilate the concepts of extra tonal harmony
- ◆ Understand in depth and differentiate the various methods of avant-garde music

03

Course Management

This program includes highly qualified faculty in the field of soundtrack development for video games with thousands of players. Thanks to their experience in the area, they will teach the students of this diploma course concepts such as the differences between the different modes, characteristics and sonorities that are applicable to a video game. Having such experienced teachers will give a plus to the graduates, since they will be able to learn from their experience in the working environment dedicated to this specialization.



“

The faculty of this program has one goal: Provide you with a wide knowledge of harmony and its different resources”

Internationaler Gastdirektor

Dr. Alexander Horowitz ist ein führender Audiodirektor und Videospieldirektor mit einer soliden Karriere in der digitalen Unterhaltungsindustrie. Er war als Direktor für Criterion Audio bei Electronic Arts in Guildford, Großbritannien, tätig. Seine Spezialisierung auf das Sounddesign von Videospiele hat ihm die Arbeit an hochkarätigen Projekten ermöglicht, darunter sein Beitrag zum Soundtrack für Hogwarts Legacy, ein Spiel, das für einen Grammy Award nominiert wurde.

Im Laufe seiner Karriere hat er außerdem wertvolle Erfahrungen bei einer Reihe von bekannten Unternehmen der Videospelbranche gesammelt. So war er beispielsweise Audiodirektor bei Improbable und Audio Lead bei Studio Gobo in Brighton and Hove. Darüber hinaus hat er in seiner Karriere Schlüsselrollen bei der Entwicklung von Audioerlebnissen für AAA-Spiele wie Red Dead Redemption 2 und GTA V: Online für Rockstar North sowie Madden NFL 17 für Electronic Arts übernommen. Diese Erfahrungen haben es ihm ermöglicht, ein tiefes Verständnis für Audioproduktion und -regie im Kontext großer Projekte zu entwickeln.

International hat er Anerkennung für seine innovative Arbeit im Bereich des Videospel-Sounddesigns erhalten. Für seine Arbeit an dem Kurzfilm Room 9 wurde er für einen BAFTA-Preis nominiert und war an der Entwicklung mehrerer von der Kritik hochgelobter Spiele beteiligt. Seine Fähigkeit, Kreativität und Technologie zu verbinden, hat ihm einen herausragenden Platz im internationalen Bereich des Audiodesigns für Videospiele eingebracht.

Neben seinen beruflichen Erfolgen hat Dr. Alexander Horowitz auch durch seine Forschungsarbeit zu seinem Fachgebiet beigetragen. So hat er unter anderem Veröffentlichungen und Studien zum Thema Ton für interaktive Medien verfasst, die wertvolle Erkenntnisse und Fortschritte in seinem Fachgebiet liefern.



Dr. Horowitz, Alexander

- Direktor für Criterion Audio bei Electronic Arts, Guildford, UK
- Audiodirektor bei Improbable
- Audio Lead bei Studio Gobo
- Führender Audioentwickler bei FundamentalVR
- Leiter der Abteilung Audio bei The Imaginati Studios Ltd.
- Spieltester bei Rockstar Games
- Audio-Produktionsassistent bei Electronic Arts (EA)
- Promotion in Spieleentwicklung an der Glasgow School of Art
- Masterstudiengang in Serious Games und Virtueller Realität an der Glasgow School of Art
- Masterstudiengang in Sound Design für das bewegte Bild von der Glasgow School of Art
- Hochschulabschluss in Komposition am Royal Conservatoire of Scotland



Dank TECH werden Sie mit den besten Fachleuten der Welt lernen können"

Management



Mr. Raya Buenache, Alberto

- Musician Specialist in Performance and Composition for Audiovisual Media
- Musical director from of the Colmejazz Big Band
- Director of the Colmenar Viejo Youth Symphony Orchestra
- Professor of Music Composition for Audiovisual Media and Music Production
- Advanced Music Degree in the Specialty of Performance from the Royal Conservatory of Music of Madrid
- Master's Degree in Composition for Audiovisual Media (MCAV) from the Katarina Gurska University of Applied Sciences



04

Structure and Content

This Postgraduate Certificate consists of a single module covering 10 different topics. Through them, students will develop all the relevant skills to delve into less conventional harmonies. The Major and Minor Chords, the Tonal Functions or the Extra-Tonal Harmony are some of the aspects that will be worked throughout the 6 weeks of duration of this program.





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*Thanks to the contents of this program,
you will become a great specialist in
Video Game Sound Design”*

Module 1. Advanced Harmony

- 1.1. Modern Modes
 - 1.1.1. Mode Classification
 - 1.1.2. Modal Scale
 - 1.1.3. Modal Operation
- 1.2. Modal Harmonic Relationships
 - 1.2.1. Major and Minor Chords
 - 1.2.2. Modal Cadences
 - 1.2.3. Modal Harmonization
- 1.3. Modal Tone Use of the Modality
 - 1.3.1. Tonal Function of the Modal Chord
 - 1.3.2. Tonal Cadences with Modal Chords
 - 1.3.3. Tonal Use of the Modal Chord
- 1.4. Ethnic Modes
 - 1.4.1. Modal Scales
 - 1.4.2. Tonal Use
 - 1.4.3. Modal Chord
- 1.5. Synthetic Modes
 - 1.5.1. Construction
 - 1.5.2. Modal Scales
 - 1.5.3. Tonal Use
- 1.6. Tonal Use of Ethnic and Synthetic Modes
 - 1.6.1. The Idea
 - 1.6.2. Tonal Functions
 - 1.6.3. The Chord as a Harmonic Color
- 1.7. Harmonic Colors: Tonality and Atonality
 - 1.7.1. Tonality vs Atonality
 - 1.7.2. Chords without a Function
 - 1.7.3. Harmonic Omission
- 1.8. Harmonic Colors: Constructions
 - 1.8.1. Chord Construction in Different Intervals
 - 1.8.2. Overlapping Chords
 - 1.8.3. Colored Modal Chord





- 1.9. Extra-Tonal Harmony
 - 1.9.1. Bitonality
 - 1.9.2. Polytonality vs. Atonality
 - 1.9.3. Dodecaphonism and Serialism
- 1.10. Avant-Garde Music
 - 1.10.1. Random Music
 - 1.10.2. Indeterminism
 - 1.10.3. Minimalism

“

Enroll in this Postgraduate Certificate and delve into your skills in soundtrack composition. You will improve your resume and be in demand by the best companies in the industry”

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.



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.



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.



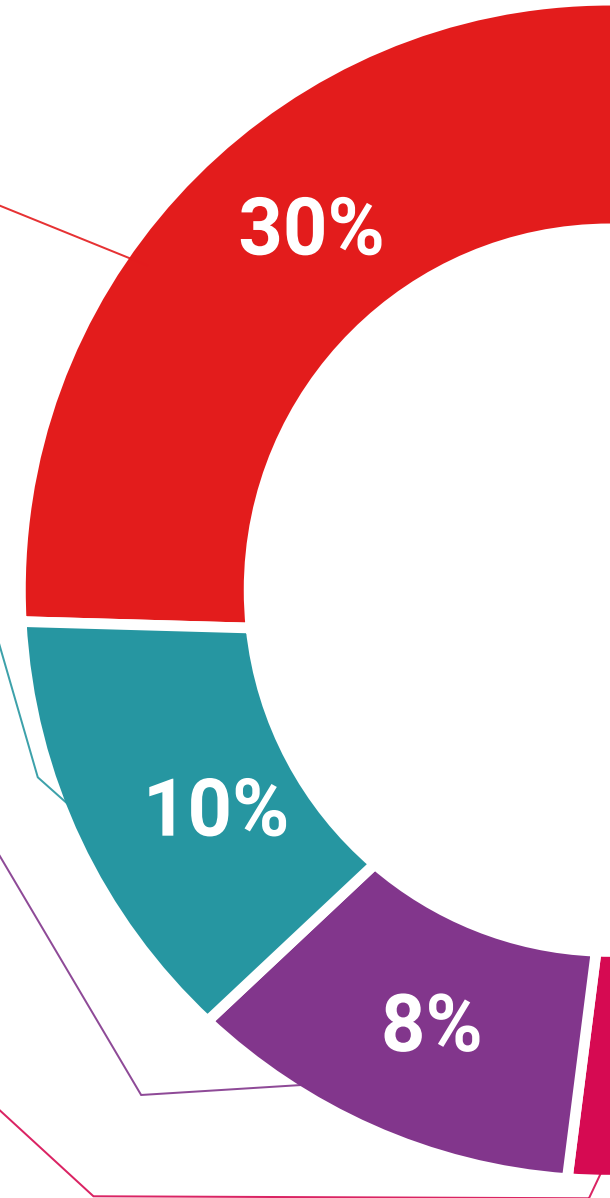
Practising Skills and Abilities

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.





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 Advanced Harmony for Video Games 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 qualification without having to travel or fill out laborious paperwork”

This program will allow you to obtain your **Postgraduate Certificate in Advanced Harmony for Video Games** 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 Advanced Harmony for Video Games**

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
virtual classroom



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