

Postgraduate Certificate Aesthetics in Video Games





Postgraduate Certificate Aesthetics in Video Games

Course Modality: **Online**

Duration: **6 weeks**

Certificate: **TECH Technological University**

Official N° of hours: **150 h.**

Website: www.techtute.com/pk/videogames/postgraduate-certificate/aesthetics-video-games

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Methodology

p. 20

06

Certificate

p. 28

01

Introduction

One of the most pertinent aspects when choosing a video game is its aesthetics. Those features that make the user's gaze uninterrupted, thanks to the realistic characters, surprising scenarios, dynamism and care in their presentation make the user's experience fascinating. To achieve this, a lot of work goes on behind the scenes; the use of color, shading, light and perspective in an appropriate way, mark the style of the work. If you work in the creative world or want to specialize in video game aesthetics, this program includes the essential content for your professionalization taught through an ideal methodology for those who wish to perfect their current profile.





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Aesthetics is fundamental in the success of the video game, to be able to make images that shock is what catches the user, for this you need experts to make it possible, in TECH we help you"

TECH Technological University has developed an entire educational program dedicated to video game art. The student will be able to specialize in each of the areas of competence according to their interests and needs. If you want to become a professional in the implementation of Aesthetics in Video Games, this program is for you.

The graduate will learn the different styles and canons from ancient to modern: such as the 8-headed or Disney, European, Asian, American styles, as well as by genre and fantasy, studying in depth the perfection of the figure and its anatomy, which will allow them to develop their own style according to the knowledge acquired as a professional of aesthetics for video games.

Another aspect that will be handled at the end of the program will be the aesthetics in illustration and animation, enhancing the visual narrative of the works, making unique projects thanks to innovative techniques learned through the study methodology applied by the team of expert teachers in Concept Art for video games.

An online learning program, which provides the student with the ease of being able to study it comfortably, wherever and whenever they want. Using the device of your choice with internet access, in a modality adjusted to the current systematic reality; with all the guarantees to boost the positioning of the professional in a highly demanded sector.

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

- ◆ Case studies presented by experts in art and 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



Going a step further in your professional preparation is knowing how to choose current and in-demand topics”

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Prepare yourself as an expert in Aesthetics in Video Games with the most innovative learning system and expand your chances of entering the job market with one of the most sought-after positions in the video game industry”

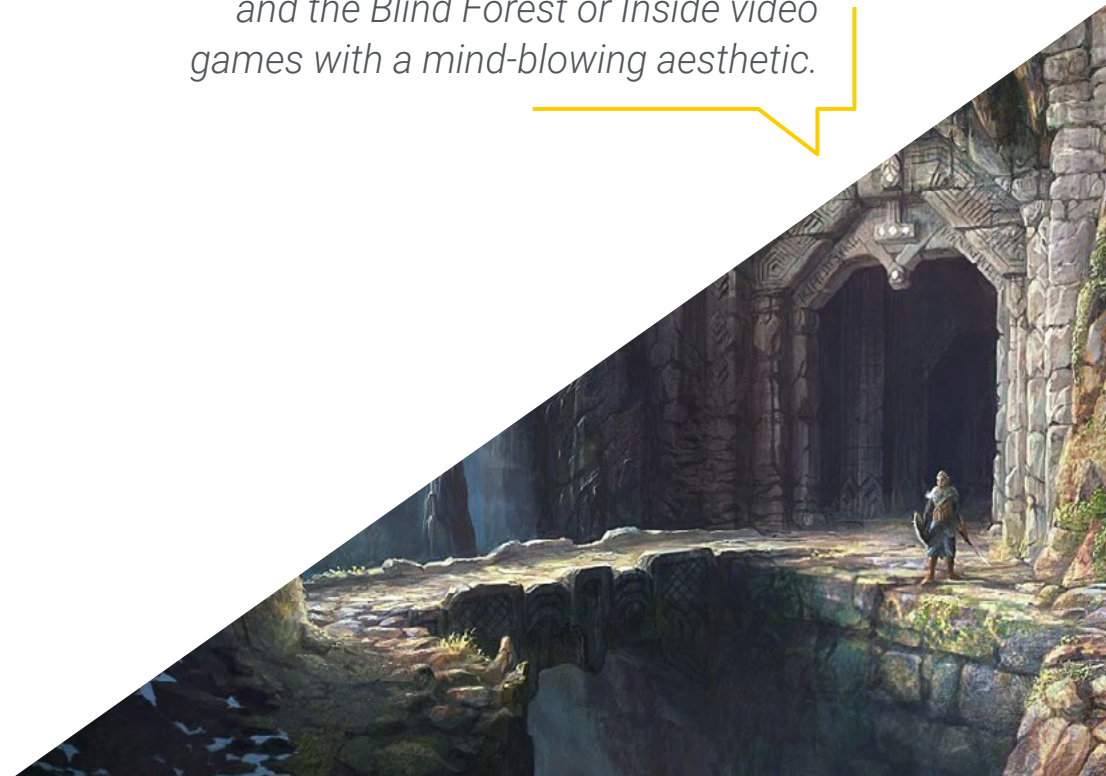
The program's teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

The aesthetics in the design of a video game defines its success, it knows all the styles from ancient art to make works in the present that mark an extraordinary future.

Learn how to enhance the visual narrative of the works by achieving the balance of its parts, as in Gris, Ori and the Blind Forest or Inside video games with a mind-blowing aesthetic.



02

Objectives

This Postgraduate Certificate in Aesthetics in Videogames will allow students to profile themselves in the Concept Art market, providing them with the necessary skills that will allow them to study, in depth, the techniques of beautification and visual balance of a virtual work. You will be able to discover your own style, among a variety of examples and practical exercises supported by theoretical content developed by experts after an exhaustive selection of the best tools. Within this selection process, TECH has established a series of general and specific objectives to make the teaching process of the future graduate more efficient.



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Choosing the learning process that best suits your reality is possible thanks to the methodology applied by TECH”



General Objectives

- ◆ Generate a unique style for dynamic works in adaptable virtual environments
- ◆ Be able to create an attractive and innovative image by implementing various styling techniques
- ◆ Unify elements of art history with new technologies
- ◆ Be able to apply in detail the variables of aesthetics in design
- ◆ Optimize results by learning innovative methodologies applied in this program
- ◆ Achieve differentiating knowledge for each project





Specific Objectives

- ◆ Study the different styles and modern canons
- ◆ Study the stylization of the human being in depth
- ◆ Developing your own style
- ◆ Enhance the visual narrative of the works

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Apply the most advanced visual techniques in your next designs and stand out”

03

Course Management

The professionals who make up the teaching staff of TECH Technological University offer with their experience an education of excellence for all, thanks to the processes and methodology of study applied from its virtual campus. That is why the Postgraduate Certificate in Videogame Aesthetics counts on experts, who provide the best tools for students to develop all their capabilities. Raise your profile and stand out in an increasingly competitive video game art market.





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*Remember the phrase of Kratos in
God of War: the greater your goal,
the greater will be the taste of your
victory... be guided by those who know"*

Management



Mr. Mikel Alaez, Jon

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



04

Structure and Content

The syllabus has been designed for dynamic and thorough learning based on practical and theoretical content, following the requirements and parameters of all TECH Technological University programs. This Postgraduate Certificate in Aesthetics in Video Games developed in this module will allow the student to understand the most avant-garde concepts, applying new technologies and procedures that will make the professional a much more competitive being.





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Choose the program that best suits your needs with TECH you can achieve your goals and improve your professional profile”

Module 1. Aesthetics

- 1.1. Styles
 - 1.1.1. Classical
 - 1.1.2. Modern
 - 1.1.3. Video Games
- 1.2. Modern Styles and Canon
 - 1.2.1. 8 Heads
 - 1.2.2. Disney
 - 1.2.3. Video Games
- 1.3. American Style
 - 1.3.1. Comics
 - 1.3.2. Illustration
 - 1.3.3. Animation
- 1.4. Asian Style
 - 1.4.1. Manga
 - 1.4.2. Anime
 - 1.4.3. Traditional
- 1.5. European Style
 - 1.5.1. History
 - 1.5.2. Comics
 - 1.5.3. Illustration
- 1.6. Aesthetics by Gender
 - 1.6.1. Infantile/Juvenile
 - 1.6.2. Fantasy
 - 1.6.3. Other
- 1.7. Canons
 - 1.7.1. History
 - 1.7.2. Canons
 - 1.7.3. Flexibility



- 1.8. Styling
 - 1.8.1. The Human Being
 - 1.8.2. Adaptation
 - 1.8.3. Shapes
- 1.9. Visual Storytelling
 - 1.9.1. Meaning
 - 1.9.2. Intention
 - 1.9.3. Environment
- 1.10. Own Style
 - 1.10.1. Analysis
 - 1.10.2. Practice
 - 1.10.3. Advice

“*Analysis, work experience, recommendations and participation in forums and community of experts will make the learning experience constant and dynamic so do not miss this opportunity to meet the best*”



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.





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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.

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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 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 Aesthetics in Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This **Postgraduate Certificate in Aesthetics in Video Games** contains the most complete and up-to-date 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 in the **Postgraduate Certificate**, and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Postgraduate Certificate in Aesthetics in Video Games**

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
development languages
virtual classroom



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