

Postgraduate Certificate Composition Techniques for Video Games



Postgraduate Certificate Composition Techniques for Video Games

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

Website: www.techtute.com/us/videogames/postgraduate-certificate/composition-techniques-video-games

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01

Introduction

In a video game, there are many factors that influence its success in the market. One of them is, no doubt, its soundtrack. In order to achieve this, it is important that the company in charge of its development relies on professionals with advanced knowledge of composition and the most innovative techniques in the sector. Through this program, students will delve into the different techniques of composition so that they can develop their creativity without limitations within the different keys of common and interactive composition.



“

Enroll now and acquire the main techniques to successfully enhance compositional resources”

Video games have occupied a space of great importance in today's entertainment. It is an element that can be key, since in many occasions the soundtrack of the game itself will serve as identification for the game. Therefore, the demand for professionals who are engaged in the composition of soundtracks for video games has grown, as every day there are more new projects that come to market from the hand of large companies. This program prepares graduates profoundly to successfully develop different types of compositions oriented to the world of digital games.

The objective of this Postgraduate Certificate is to guide graduates in depth to successfully develop different types of compositions oriented to the world of video games. In this way, this program will help students learn not only the keys to enhance compositional resources but also the different tools that are necessary for a composition that is up to par. The syllabus contains the keys for a successful and quality professional development, making it the ideal option for those who want to become professionals in the field of Video Game Composition. Students will learn the different common compositional techniques while crafting great thematic melodies that make the video game itself stand out.

The special feature of this program is its 100% online methodology, which allows students to combine their learning and specialization with their daily lives. TECH offers the most innovative learning techniques in the educational sector such as Relearning or the use of different multimedia resources. All of the above is possible as a result of the professionals who make up the faculty of this program, who have high-quality professional experience.

This **Postgraduate Certificate in Composition Techniques 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



At the end of this program, you will know all the specific tools for video games such as Loop or Stinger”

“

Our faculty will ensure that you learn the key concepts from an innovative online pedagogical system that is shaking the foundations of learning as we know it”

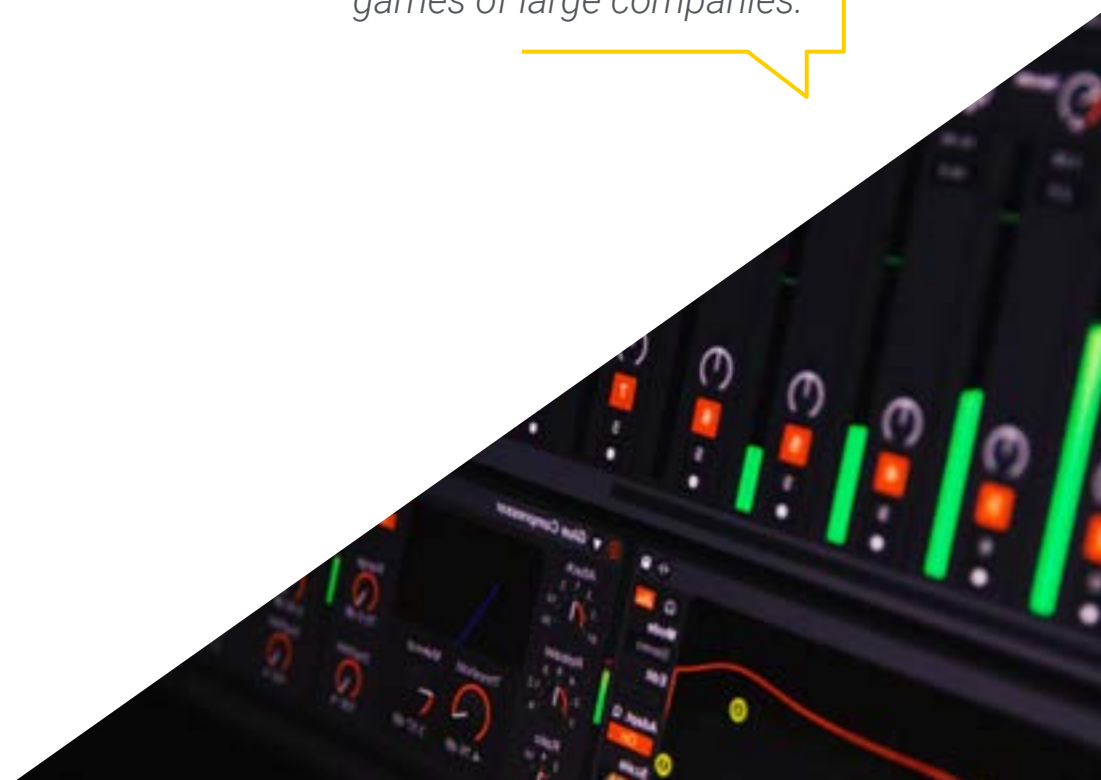
The program's teaching staff includes professionals from sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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 prepare in real situations.

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

A unique program to boost your professional career to success.

You will develop great theme tunes that will serve as accompaniment for the video games of large companies.



02

Objectives

Learn the ins and outs of composing soundtracks for video games is essential for a proper development in the workplace. The techniques used for this task are a fundamental part of the creation process. Therefore, through a series of general and specific objectives, students will learn the different composition techniques that will propel them to enter the market of video game soundtracking.





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Acquire the knowledge necessary to craft great theme tunes through the objectives of this program”



General Objectives

- ◆ Differentiate and use the various types of modern modes
- ◆ Have a sound knowledge of and handle the various specific techniques of video game composition

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At the end of this course, you will know all the keys to the creation of dynamic music for a digital game”





Specific Objectives

- ◆ Understand in depth the various basic elements for thematic creation
- ◆ Understand the behavior of the origin of counterpoint
- ◆ Assimilate the functioning of musical accompaniment
- ◆ Differentiate and create various types of thematic melodies
- ◆ Broadly understand the characteristics and typology of the stinger
- ◆ Create one shot musical compositions
- ◆ Compose using interactive techniques such as layering or horizontal sequencing
- ◆ Understand the functioning of the different variants of dynamic music

03

Course Management

TECH has a highly qualified faculty. As a result, graduates will acquire all the relevant knowledge for the correct development of video game composition techniques. In this way, this program offers not only the most up to date syllabus, but also the professional experience of experts in the field. These will guide students towards a future career in the field of video game composition.



“

The teaching staff of this Postgraduate Certificate is highly qualified to guide you in your specialization in Composition Techniques for Video Games”

International Guest Director

Dr. Alexander Horowitz is a leading audio director and video game composer with a solid career in the digital entertainment industry. As such, he has held the position of Audio Director for Criterion at Electronic Arts, in Guildford, UK. In fact, his specialization in sound design for video games has led him to work on high-profile projects, including his contribution to the soundtrack of Hogwarts Legacy, a game that received a Grammy Award nomination.

Likewise, throughout his career, he has accumulated valuable experience in several well-known companies in the video game industry. For example, he has been Audio Director at Improbable and Audio Lead at Studio Gobo in Brighton and Hove. In addition, his career has included key roles in creating audio experiences for AAA titles such as Red Dead Redemption 2 and GTA V: Online for Rockstar North, as well as Madden NFL 17 for Electronic Arts. These experiences have allowed him to develop a deep understanding of audio production and direction in the context of large projects.

Internationally, he has gained recognition for his innovative work in sound design for video games. In this sense, he has been nominated for a BAFTA award for his work on the short film Room 9 and has participated in the creation of several critically acclaimed games. His ability to combine creativity and technology has earned him a prominent place in the international field of audio design for video games.

In addition to his great professional success, Dr. Alexander Horowitz has contributed to his field through research, as his work includes publications and studies on sound for interactive media, providing valuable knowledge and advances in his specialty.



Dr. Horowitz, Alexander

- Criterion Audio Director at Electronic Arts, Guildford, UK
- Audio Director at Improbable
- Audio Lead at Studio Gobo
- Lead Audio Developer at FundamentalVR
- Audio Lead at The Imaginati Studios Ltd.
- Game Tester at Rockstar Games
- Audio Production Assistant at Electronic Arts (EA)
- Ph.D. in Game Development from Glasgow School of Art
- Master's Degree in Serious Games and Virtual Reality at Glasgow School of Art
- Master's Degree in Sound Design for the Moving Image from the Glasgow School of Art
- Bachelor of Music in Composition from the Royal Conservatory of Scotland



Thanks to TECH, you will be able to learn with the best professionals in the world"

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

Professors

Ms. Valencia Loaiza, Carolina

- ♦ Composer Specializing in Video Games
- ♦ Teacher of piano and theory of musical initiation
- ♦ Bachelor's Degree in History from Valle University
- ♦ Master's Degree in Audiovisual Media Composition



04

Structure and Content

A well-developed syllabus is the key to the successful acquisition of the basic skills and knowledge of video game composing techniques. For this purpose, TECH has prepared, together with the faculty of this program, a very complete table of contents, through which the graduates will acquire knowledge about interactive composition or the main techniques for composition.





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It is important to know the latest developments in interactive composition to integrate specific melodies to video games. At the end of this program, you will be up to date and prepared for your professional career in the best companies in the sector”

Module 1. Composition Techniques

- 1.1. Thematic Construction
 - 1.1.1. The Shape
 - 1.1.2. The Motive
 - 1.1.3. The Musical Phrase
- 1.2. Counterpoint
 - 1.2.1. The Musical Phrase
 - 1.2.2. Melodic Rhythm and Harmonic Rhythm
 - 1.2.3. Counterpoint in Several Voices
- 1.3. Accompaniment
 - 1.3.1. Types of Accompaniment
 - 1.3.2. Reason for Accompaniment
 - 1.3.3. Bass Line
- 1.4. Melody
 - 1.4.1. Vocal Melody
 - 1.4.2. Instrumental Melody
 - 1.4.3. Counter Theme Melody
- 1.5. Creative Techniques
 - 1.5.1. The Pedal and the Ostinato
 - 1.5.2. Multi-Tonics and Repetitions
 - 1.5.3. Re-Harmonizing
- 1.6. Composition Techniques for Video Games: The Linear Loop
 - 1.6.1. Features
 - 1.6.2. Methods
 - 1.6.3. Technical Problems



- 1.7. Composition Techniques for Video Games: The Stinger
 - 1.7.1. Features
 - 1.7.2. Types
 - 1.7.3. Stingers in Action
- 1.8. Composition Techniques for Video Games: One-1HotTracks
 - 1.8.1. Features
 - 1.8.2. Cinematics and Scenes
 - 1.8.3. Hyphenated Events
- 1.9. Composition Techniques for Video Games: Interactive Music
 - 1.9.1. Introduction to Interactive Music
 - 1.9.2. Horizontal Sequencing
 - 1.9.3. Vertical Layering
- 1.10. Dynamic Music
 - 1.10.1. Generative Music
 - 1.10.2. Adaptive Music
 - 1.10.3. Problems of Dynamic Music



TECH offers you the opportunity to study this program from the comfort of your home, thanks to its online methodology”

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 Composition Techniques 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 Composition Techniques 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 Composition Techniques 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

tech global
university

personalized service innovation

knowledge present

online training

development language

virtual classroom

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