

Postgraduate Certificate Creativity Soundtrack Design for Video Games





Postgraduate Certificate Creativity Soundtrack Design 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/creativity-soundtrack-design-video-games

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01

Introduction

There is no doubt that sound is an indispensable element within the elements that make up a video game. Through sound, it is possible to build an auditory aesthetic that gives meaning and harmony to the story that accompanies the game. This program is the ideal option for those who want to specialize in Creativity Soundtrack Design for Video Games. In this way, they will be able to become aware of the indispensable elements in the creative process, as well as to develop it with soundscapes or space design.





“

Enroll now and enter one of the fastest growing job markets in recent years”

The world of video games has grown at lightning speed and, consequently, the need for companies to find professional profiles that meet their needs. There are many aspects to work on in the production of a digital game. The sound aspect is definitely a key element to fit all the pieces within the product and determine its success or failure in the market.

Therefore, it is important for professionals in this field to be up to date with all the new tools and of all the tools and new developments that are coming up. This Postgraduate Certificate is designed for those professional profiles that want to specialize in Creativity Soundtrack Design for Video Games During this program, students will learn how to develop their creativity when it comes to generating a sound identity to enhance the personality of the game.

This program is taught by top professionals in the sector. They have elaborated a detailed syllabus where all the knowledge and skills that students must develop if they want to become experts in the corresponding area of study. Graduates will learn not only the most important theoretical aspects, but also the real experiences that can be encountered in a real work environment.

As an advantage, TECH offers a 100% online methodology, with no schedules or mandatory attendance. Those who decide to follow this program will enjoy the possibility of learning from anywhere in the world with Internet access, without having to put aside other daily activities.

This **Postgraduate Certificate in Creativity Soundtrack Design 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



TECH offers you everything you need to make your path towards your specialization in the working world as profitable and affordable as possible”

“

TECH is the world's largest Online University. Join our community and enjoy the experience of learning from the best professionals in the industry”

Enhance your creativity when creating sound identities for the different characters in a video game.

The online methodology is the best option if you do not have time to attend classes. Learn from wherever you want, however you want and whenever you want.

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.

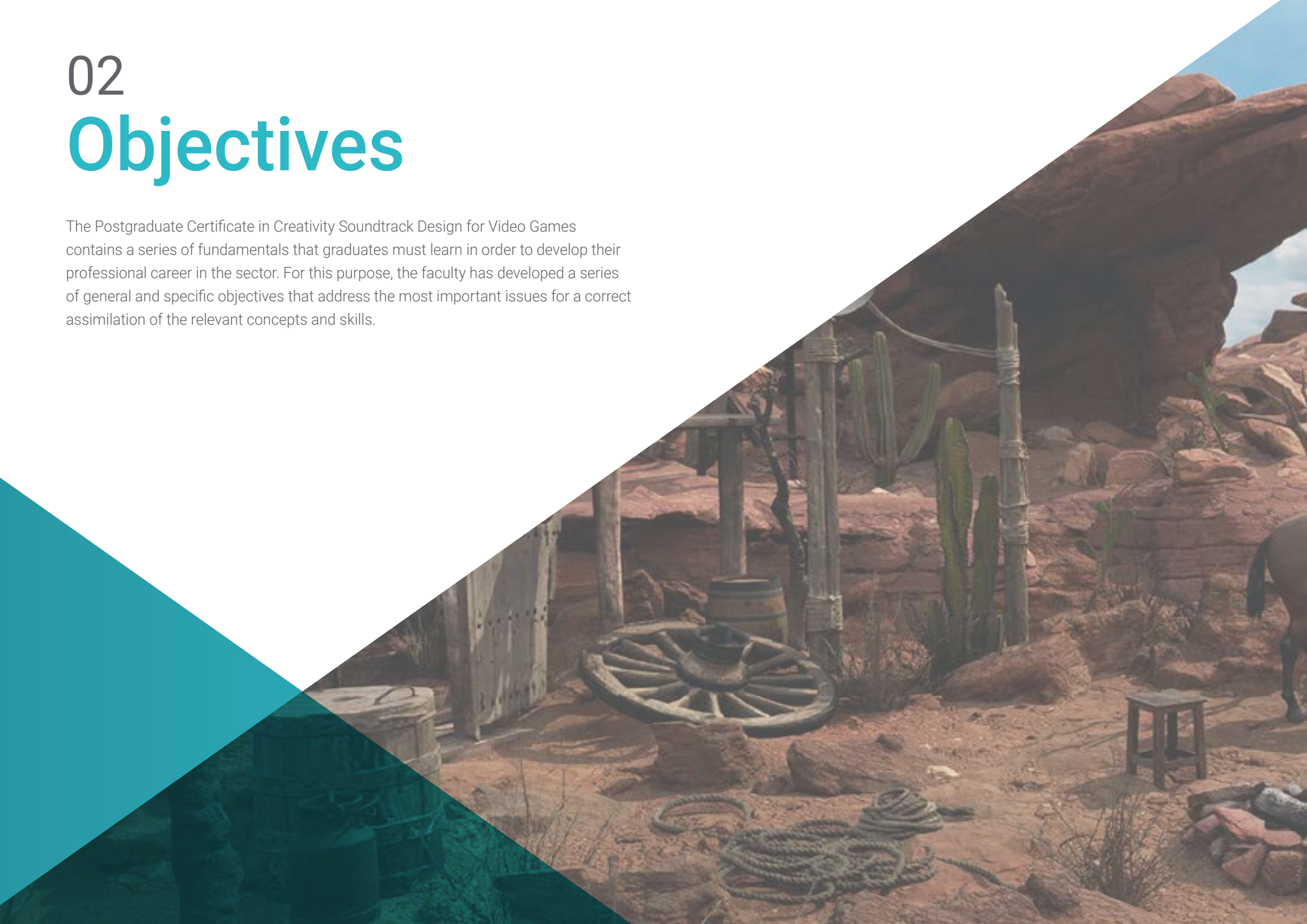
Its multimedia content, developed with the latest educational technology, will allow professionals to learn in a contextual and situated learning environment, i.e., a simulated environment that will provide immersive education programmed to prepare in real situations.

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.



02 Objectives

The Postgraduate Certificate in Creativity Soundtrack Design for Video Games contains a series of fundamentals that graduates must learn in order to develop their professional career in the sector. For this purpose, the faculty has developed a series of general and specific objectives that address the most important issues for a correct assimilation of the relevant concepts and skills.





“

Don't wait any longer to access the most complete syllabus to develop your skills in Creativity Soundtrack Design for Video Games”



General Objective

- ◆ Relate sound to the different parts of the video game

“

*The greatest content,
with the most qualified
faculty, for the best: You”*





Specific Objectives

- ◆ Analyze the different types and characteristics of sound
- ◆ Understand in depth the various components that are sound objects
- ◆ Create and produce the sonority of different types of soundscapes
- ◆ Create and produce the sonority of different types of physical phenomena
- ◆ Create and produce the sonority of different characters
- ◆ Use and assimilate the Mophing technique for sound creation
- ◆ Manage the use of sound layers
- ◆ Assimilate the different parameters of a sound space
- ◆ Create a sound space
- ◆ Understand and create sounds through sound synthesis

03

Course Management

This program has a teaching staff of the highest level. Professionals who have a successful working career background in the sector, which will help the students to know what they will experience in this field. As a result of their knowledge, the faculty of this degree has developed a syllabus emphasizing the most important concepts with the Relearningmethod, so that the graduates acquire the necessary knowledge for their professional development.





“

The teaching staff of this program will help you to develop your skills in Creativity Soundtrack Design 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

Mr. García Cabrero, Alejandro

- ♦ Degree in Cinematography and Visual Arts
- ♦ Sound assistant at Lucky Road
- ♦ Sound editing assistant at Lucky Road
- ♦ Degree in Cinematography and Visual Arts from the University School of ARTs TAI

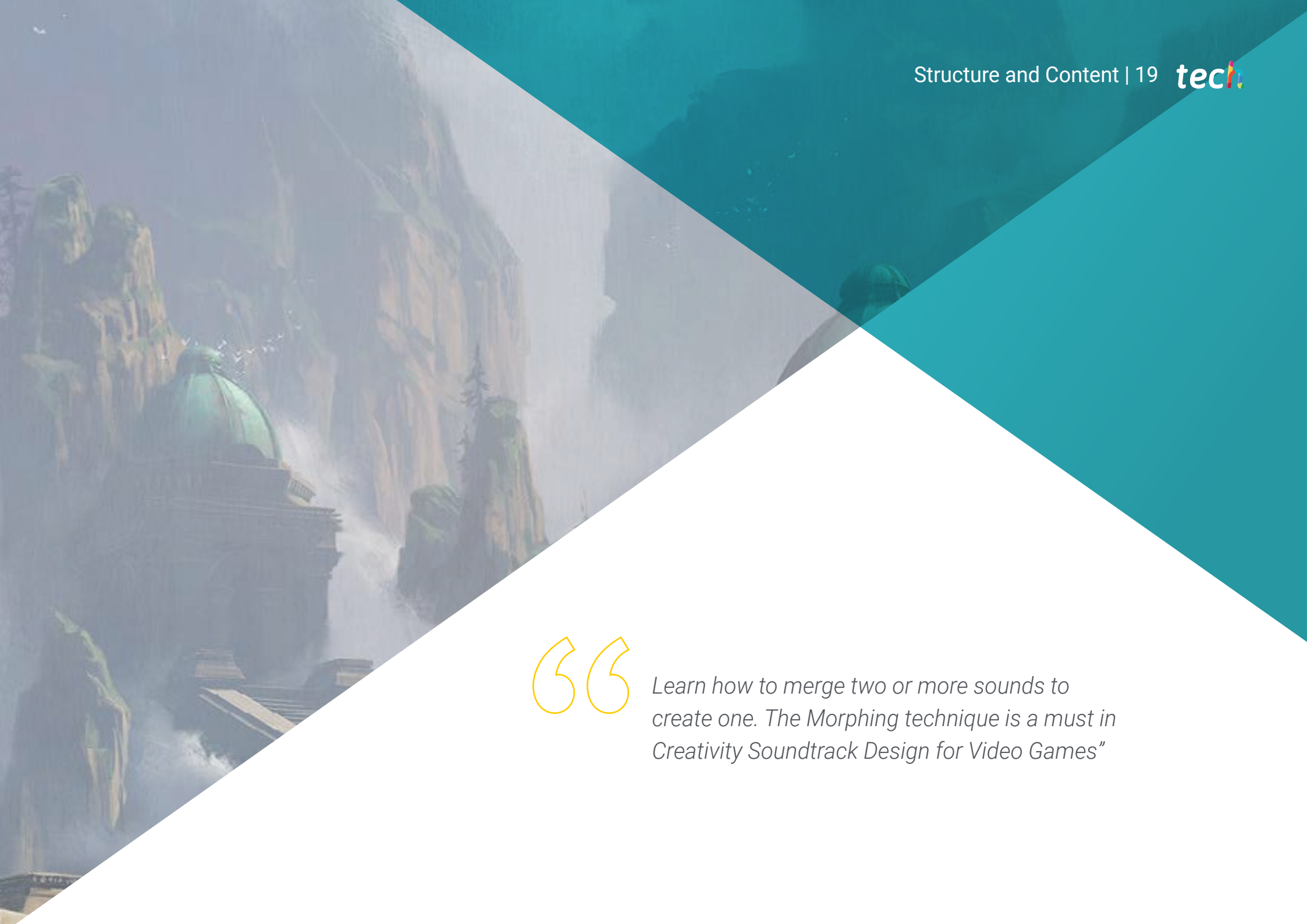


04

Structure and Content

The structure of this Postgraduate Certificate is organized in a single module, which in turn has 10 topics. Each one of them focuses on a different aspect, but all of them are equally important in Creativity Soundtrack Design for Video Games. The creativity of the graduates will be developed when creating an identity, as well as in the design of spaces or in the creation of a character based on sound.





“

Learn how to merge two or more sounds to create one. The Morphing technique is a must in Creativity Soundtrack Design for Video Games”

Module 1. Sound Creativity

- 1.1. Sound Analysis
 - 1.1.1. Features
 - 1.1.2. Types of Sounds
 - 1.1.3. Narrative Development
- 1.2. Sound Object
 - 1.2.1. Silences
 - 1.2.2. Environment
 - 1.2.3. Metaphor
- 1.3. Soundscapes
 - 1.3.1. Features of the Environment
 - 1.3.2. Layers of the Environment
 - 1.3.3. Hybridizations
- 1.4. Physical Phenomena
 - 1.4.1. Waves and Frequences
 - 1.4.2. Particles
 - 1.4.3. Subject
- 1.5. Creating Characters
 - 1.5.1. Analysis
 - 1.5.2. Natural Sounds
 - 1.5.3. Game Sounds
- 1.6. Morphing
 - 1.6.1. Amplitude
 - 1.6.2. Substitution
 - 1.6.3. Interpolation
- 1.7. Layers
 - 1.7.1. Materials
 - 1.7.2. Psychological Techniques/Tactics
 - 1.7.3. Reflexive





- 1.8. Space Design: Panoramic
 - 1.8.1. Overview
 - 1.8.2. Reverberation
 - 1.8.3. Absorption
- 1.9. Space Design: Noise
 - 1.9.1. Noise
 - 1.9.2. Sound Planes
 - 1.9.3. Randomness
- 1.10. Generation by Synthesis
 - 1.10.1. Analog Synthesis
 - 1.10.2. Digital Synthesis
 - 1.10.3. Modular Synthesis



Take advantage of all the benefits TECH has to offer. Join the community of the largest University on the Internet and become the professional you dream of being”

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.

“

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

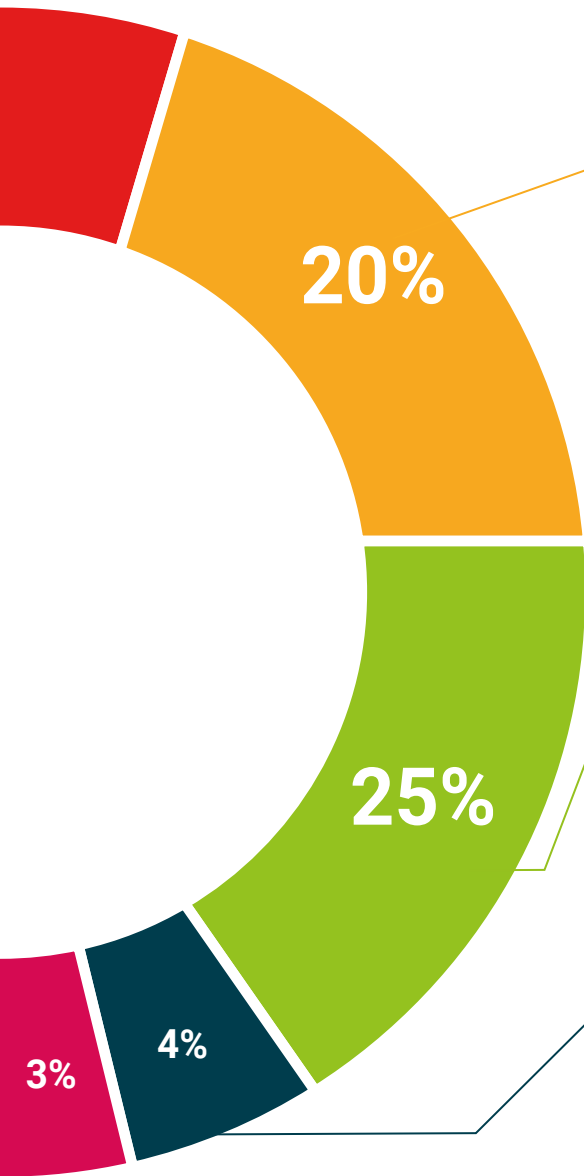
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Creativity Soundtrack Design 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 Creativity Soundtrack Design 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 Creativity Soundtrack Design for Video Games**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University 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 language

virtual classroom

tech global
university

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