Postgraduate Certificate

Drawing Development
for Video Games

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Postgraduate Certificate
Drawing Development for Video Games

- » Modality: **online**
- » Duration: **6 weeks**
- » Certificate: **TECH Technological University**
- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: **www.techtitute.com/in/videogames/postgraduate-certificate/drawing-development-video-games**

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01
Introduction

In the creation of video games, developing ideas and capturing them correctly from the imagination requires preparation and dedication. Knowing the basics of drawing and taking up to date references in the digital entertainment sector will make possible good practices for those who want to specialize in this professional field. This study program will provide the video game designer with all the tools to move from idea to action. All this, condensed in a program that stands out for being taught in 100% online mode and in only 6 weeks: to guarantee the student an efficient learning process in the shortest possible time.

"

Drawing like a professional requires discipline. In this program you will learn how to take the right references and follow the right routine"

Not only creativity seems to be enough when it comes to developing a video game, education and updating are needed. It is necessary to understand the basics in order to develop ideas. Putting them on paper may have been enough at some point in history, but now, with the use of new technologies, software and the immediacy of market needs, the professional demands more knowledge.

The student will understand that as a draftsman or designer it is necessary to get out of the comfort zone to look at new perspectives, also learn that it is important to participate in specialized communities and events where new trends are integrated and know how to take advantage of them, as well as the opinions and feedback from their environment.

This program has been designed for people who want to perfect their skills and transform them into professional tools. That is why with TECH Technological University's online study methodology, more and more people are benefiting from education in a safe and personalized environment through agile and effective learning processes.

TECH offers a complete online educational program that brings together downloadable practical and theoretical content designed by experts. Where the student has a digital campus composed of forums, meeting rooms, digital libraries, chats and Streaming platforms, aimed at anyone who is passionate about professional education.

This **Postgraduate Certificate in Drawing Development for 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 design for video games
- The graphic and schematic content of the system provides practical information on those disciplines that are essential for professional practice
- The process of self-assessment to improve learning through practical exercises
- Its special emphasis on the multiple facets that make up a video game development project
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- The availability of access to downloadable content from any fixed or portable device with an Internet connection

"

Enjoying, studying and working at the same time is possible thanks to the methodology applied in this program"

Interact with the different communities of video game specialists and discern among the most appropriate references that will help define your own style"

Give shape to your ideas as a true professional and focus your profile to the working environment of the video game industry.

You will learn not to get stuck and get out of your comfort zone with the abstraction and change techniques taught in this program.

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.

02
Objectives

The Postgraduate Certificate in Drawing Development for Video Games will provide students with the tools to be able to become professionals in the creative world, following their own parameters and routines, but understanding the fundamentals of a career that is in constant movement. Drawing poses, shaping lines, developing a notebook, testing styles and drawing from imagination, will be possible at the end of this program, learning also to listen to recommendations and opinions that will make it easier to build your own style to create a future on your professional bases.

Develop your ability to draw any complex shape from your imagination in a simple way thanks to the methodology applied by TECH"

General Objectives

- Learn the most effective professional drawing techniques and procedures
- Implement effective work routines to obtain efficient results
- Carry out practical work applying the techniques learned thanks to the interactive methodology of the course
- Acquire skills to understand which are the best references and opinions to consider when developing one's own style

Specific Objectives

- Develop your own drawing techniques
- Create professional and effective work routines
- Know the techniques to get out of the comfort zone
- Know the communities to actively participate in them and seek feedback

By learning new drawing techniques, you will develop your own and create unique pieces in your next video games"

03
Course Management

This Postgraduate Certificate has been designed by personnel with extensive knowledge and experience in the art for video games, which will allow the student to enhance their skills to start a career in the world of drawing professionally; through a defined agenda will provide the necessary tools to the student who can choose different options within the current labor market. Ensuring quality education with the endorsement of TECH, the largest digital university in the world.
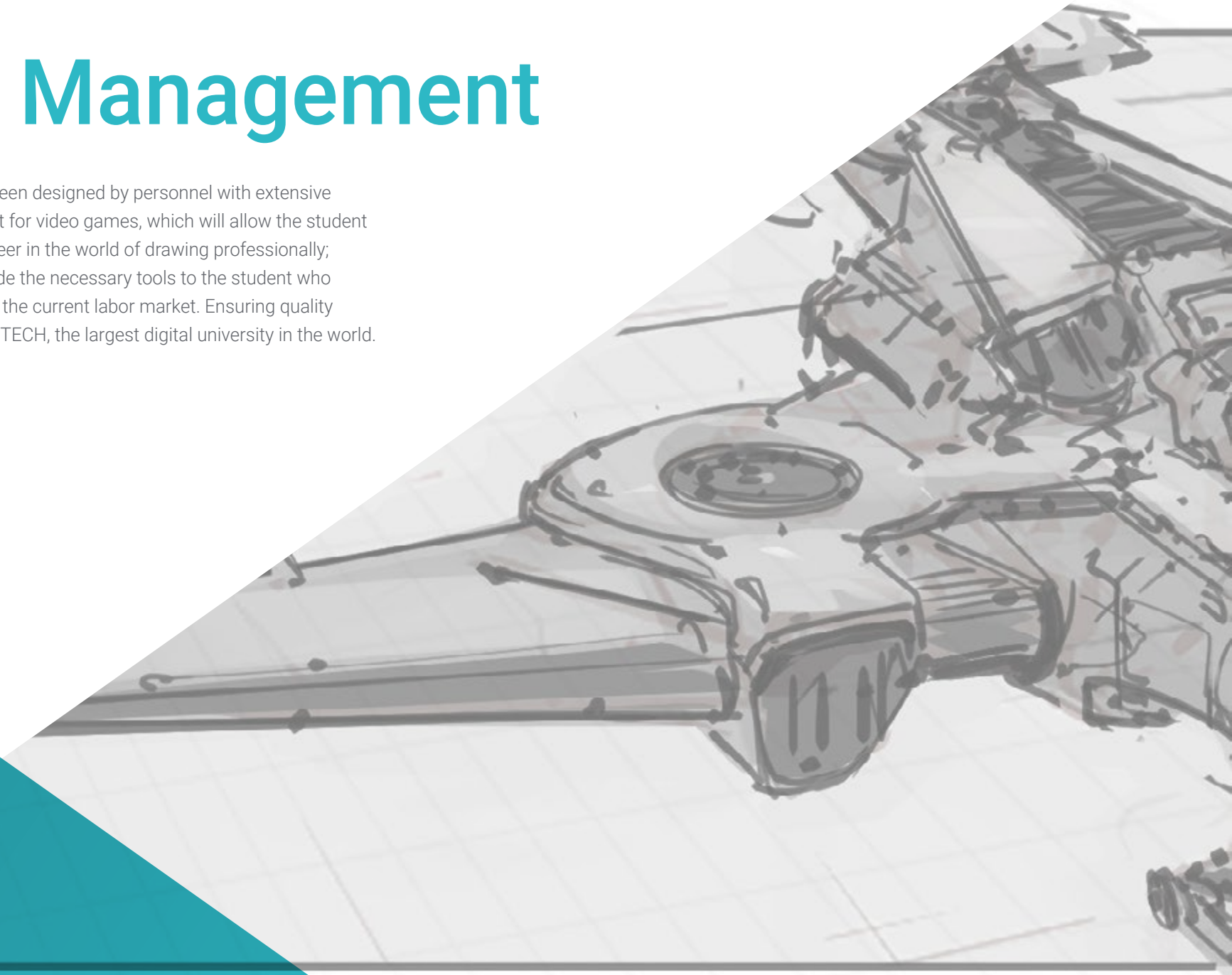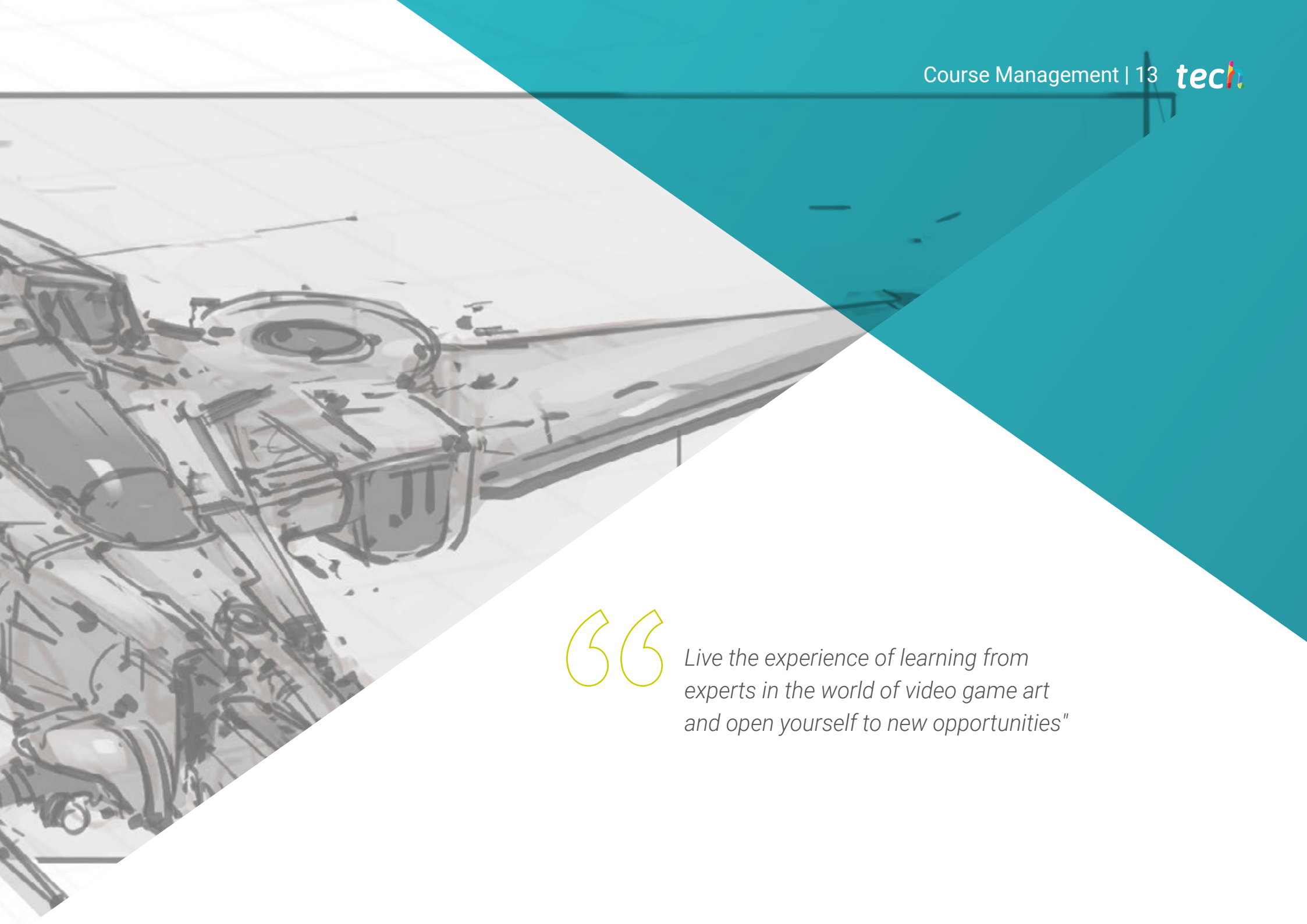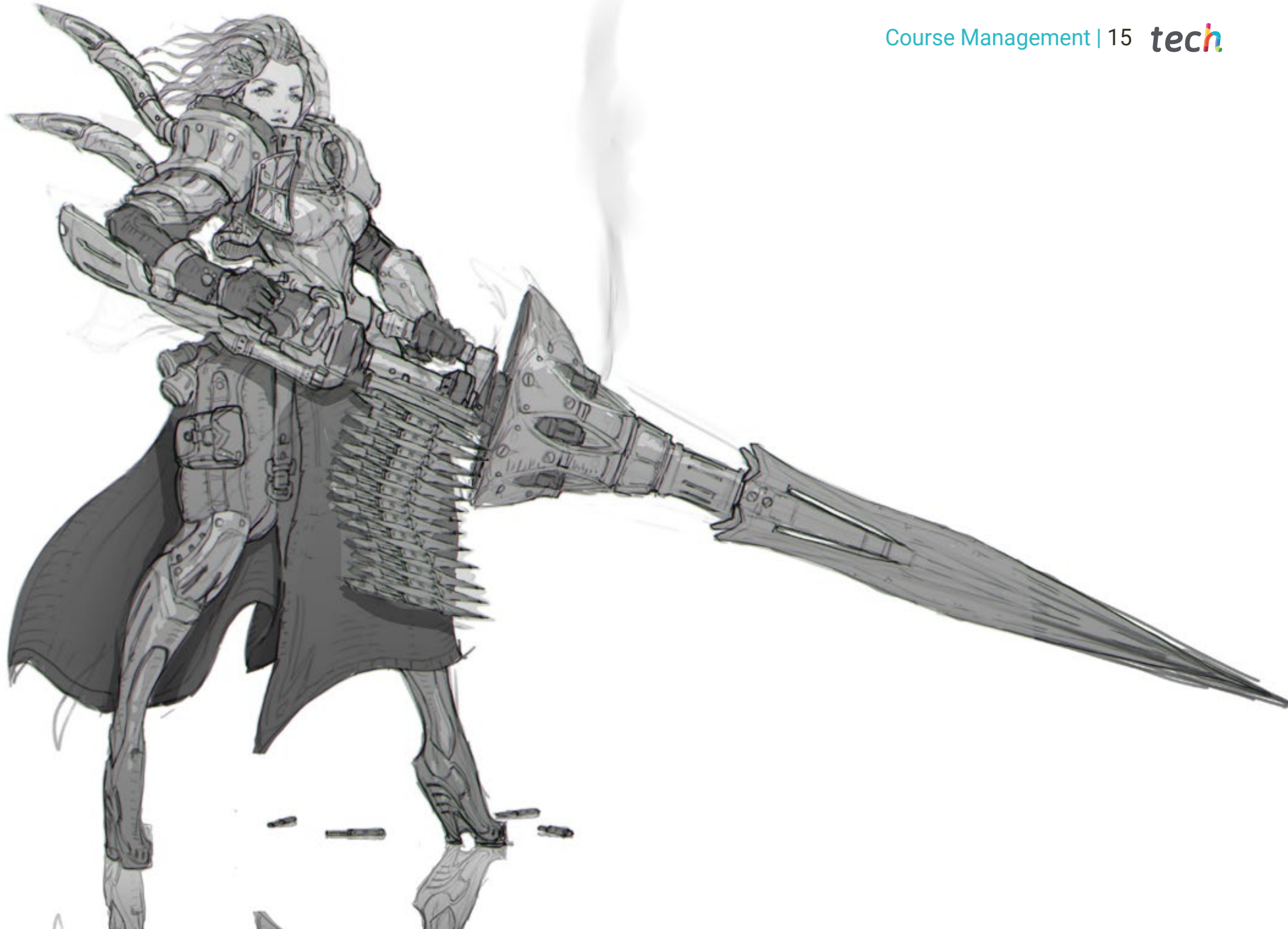
Live the experience of learning from experts in the world of video game art and open yourself to new opportunities"

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 design of this Postgraduate Certificate in Drawing Development for Video Games is immersed in a whole program of study of the art in this industry. The distribution of the contents has been designed so that the student obtains the required knowledge in a dynamic way, obtaining the most relevant and practical concepts for learning in a natural and comfortable way. Always counting on the support of the Postgraduate Diploma teaching team and the possibility of participating in communities that nourish your references up to date, connecting from any device with internet and adjusted to your daily planning.
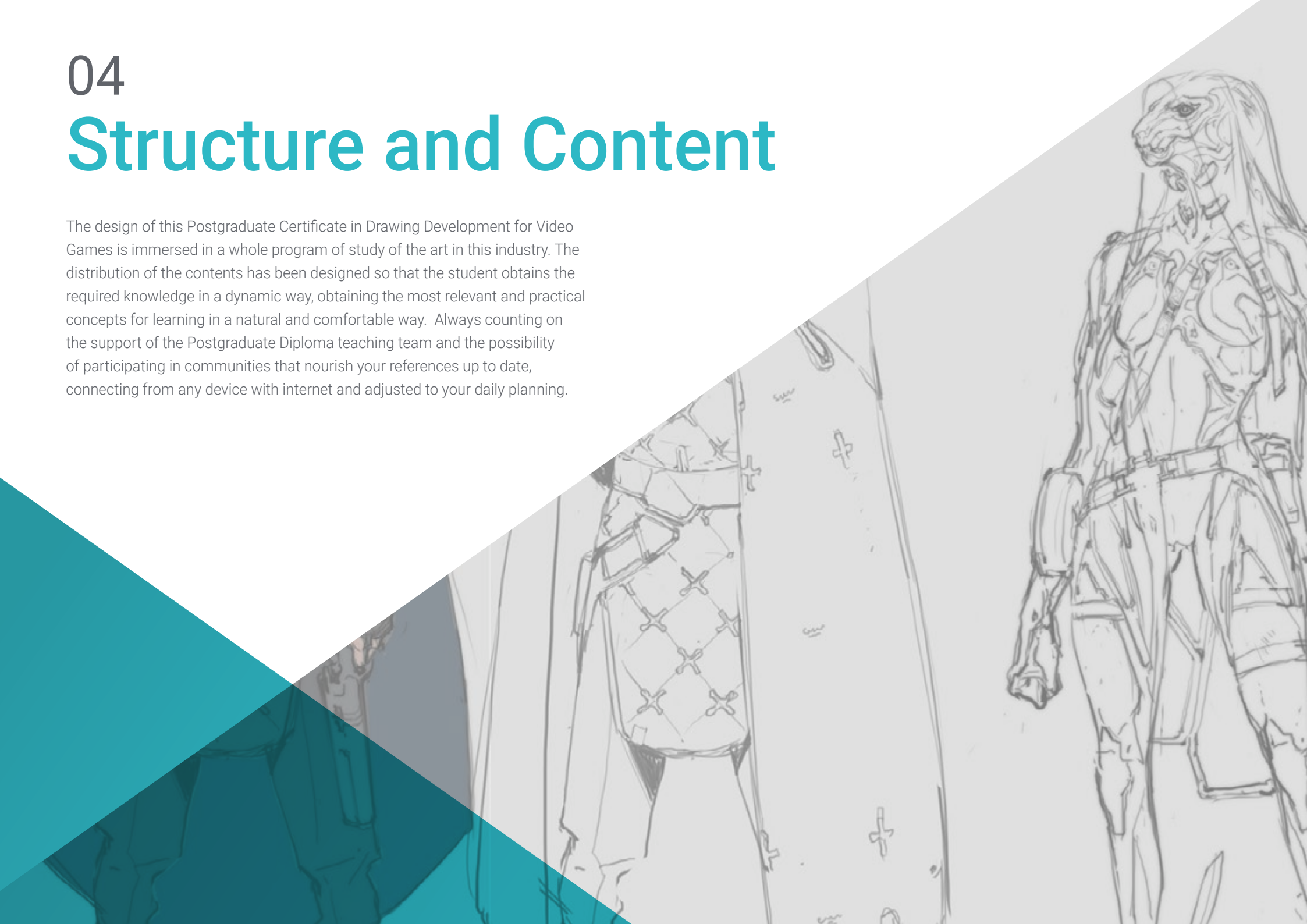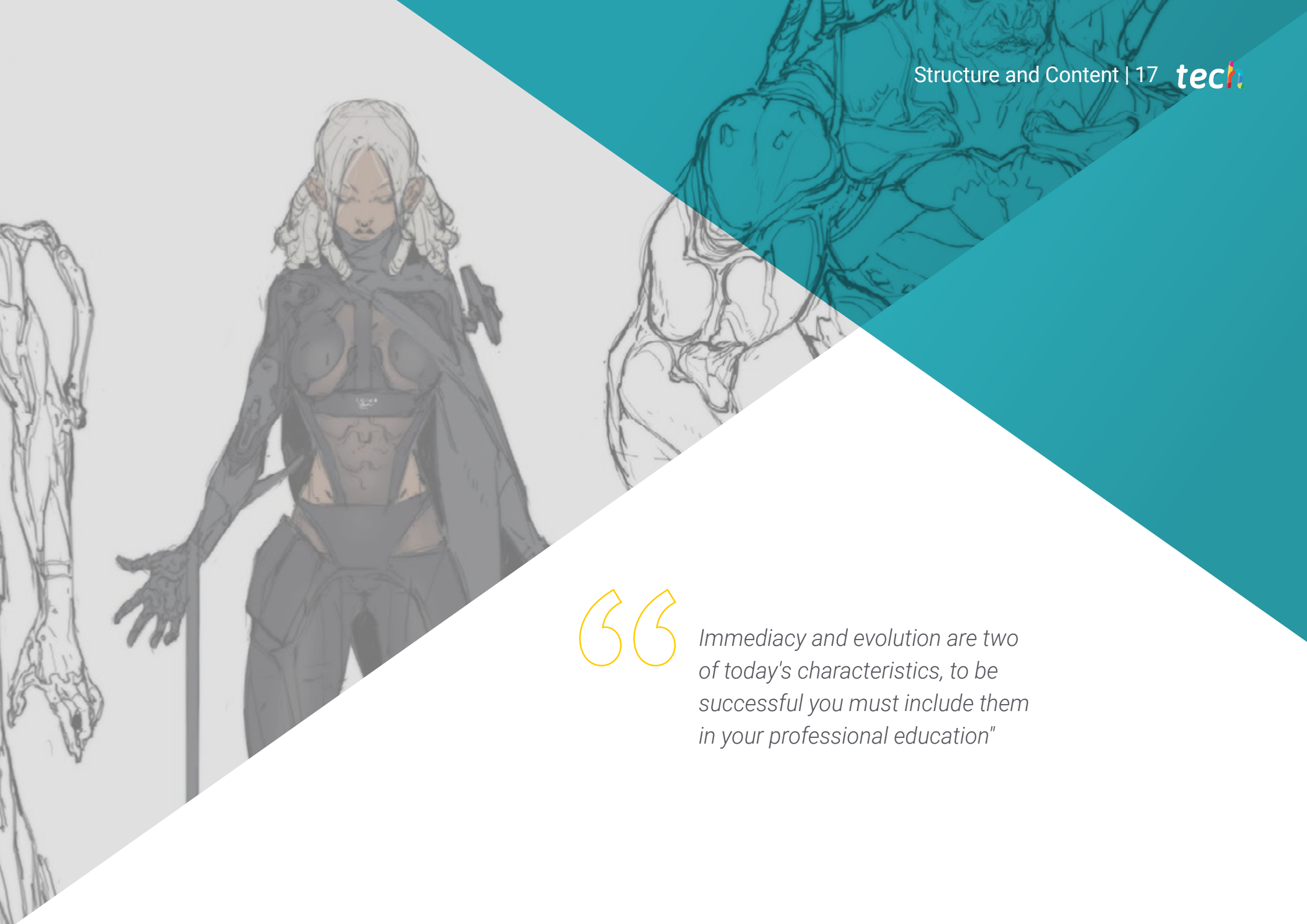
Immediacy and evolution are two of today's characteristics, to be successful you must include them in your professional education"

Get ready to be the best cartoonist and be able to tell the story that everyone wants to see"

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.

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.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

20%

25%

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.

06

Certificate

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

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

This **Postgraduate Certificate in Drawing Development for 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 Drawing Development for Video Games**

Official Nº of Hours: **150 h.**

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Awards the following
CERTIFICATE
to

Mr./Ms. _____, with identification number _____.
For having passed and accredited the following program

POSTGRADUATE CERTIFICATE
in

Drawing Development for Video Games

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.   Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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.

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