

# Postgraduate Certificate Narrative and Scripting for Gamification





## Postgraduate Certificate Narrative and Scripting for Gamification

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

Website: [www.techtitute.com/pk/videogames/postgraduate-certificate/narrative-scripting-gamification](http://www.techtitute.com/pk/videogames/postgraduate-certificate/narrative-scripting-gamification)

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# 01

# Introduction

The success of a video game is directly related to the pleasant experience it provides to the user. And within that experience there is a set of elements and rules developed in a context that you have to know how to spin. Without that context, a world, characters or activities, much of the player's motivation would be lost. In this program, the professional will specialize in the creation of narratives that fit perfectly with the rules designed within gamified video games. For this purpose, a virtual campus with the most specialized content selected by expert teachers is at your disposal.





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*You will learn to use the most effective methods and tools for successful narrative idea generation”*

Games are rules within a closed context that link together correctly to create an enjoyable experience. In children's games the rules are subject to the world around them, they have certain limitations such as physics or gravity, but even so the rules are created within that context to make it a success.

To create worlds and characters that are believable to the human mind in an imaginary context and to apply classical narrative structures to a complete story construction requires a great deal of creativity, but also mastery of the subject matter. Because of this, the first topic to be developed within the structure of the content of this Postgraduate Certificate will help to solve the main blocks for the generation of creative ideas.

Knowing how to manage worlds, scenarios, character types, timing and mastering non-linear scripting will be possible for the student of this program dedicated to deepening the Narrative and Scripting for Gamification.

With the ease of being able to study from wherever, whenever and however you want, since TECH's study system is completely online and under the *relearning* methodology. Allowing an agile learning and memorization of the concepts and practical cases presented. Determining 6 weeks or 150 hours for this program.

This **Postgraduate Certificate in Narrative and Scripting for Gamification** contains the most complete and up-to-date educational program on the market. The most important features of the program include:

- ◆ The development of case studies presented by experts in Gamification in Video Games
- ◆ The graphic, schematic, and eminently practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Its special emphasis on the importance of visuals in videogames
- ◆ 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



*It stands out for mastering the structure par excellence within the video game industry in new products"*

“

*Develop a non-linear script like a pro and handle the timing of the narrative correctly”*

The program’s teaching staff includes professionals from the 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 training programmed to train 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 during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

*Get trained with the best online learning system. Currently prominent at the international level”*

*You too can develop creative ideas for your next gamification project. With this program you will learn how to do it”*

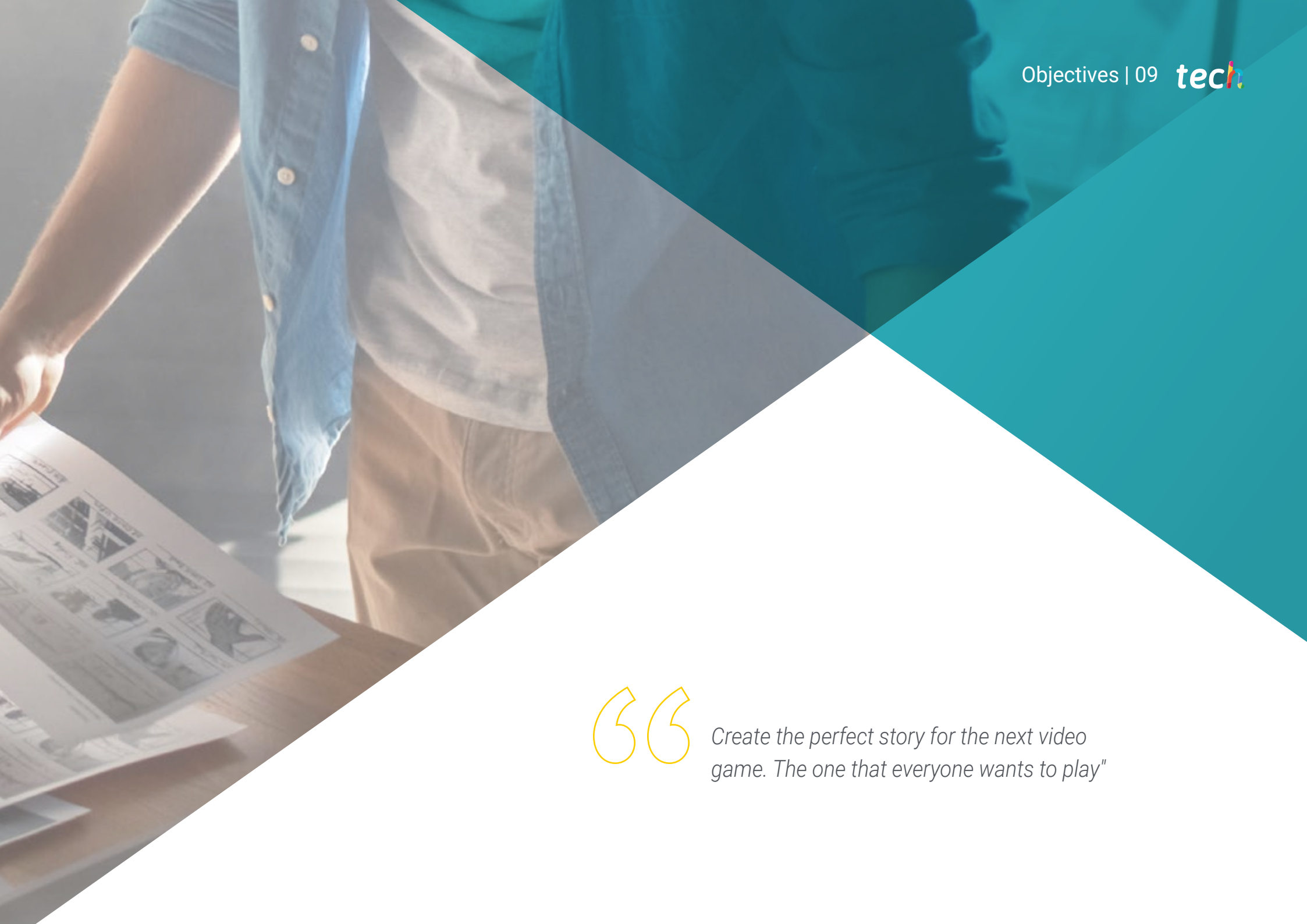


# 02 Objectives

With this program the professional will be able to generate creative ideas and develop narrative contexts that fit perfectly with the rules designed within gamified video games. For this purpose, a team of expert teachers have selected the most specialized content and will accompany you on the tour through the digital platform provided by TECH.







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*Create the perfect story for the next video game. The one that everyone wants to play”*



## General Objectives

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- ◆ Master in depth the field of gamification, its development and expansion
- ◆ Master the principles for generating ideas that build a successful narrative
- ◆ Analyze all the variables within the video game industry
- ◆ Achieve autonomy in the development of videogames and their specializations
- ◆ Enhance knowledge to make attractive and easy-to-use video games





## Specific Objectives

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- ◆ Use methods and tools that facilitate the generation of ideas for a successful narrative
- ◆ Create worlds and characters that are believable to the human mind in an imaginary context
- ◆ Apply classic narrative structures for a complete story construction
- ◆ Develop the structure par excellence within the video game industry into new products

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*To be able to weave a story with the rules of the game and comply with the principles of playability and usability. That's the challenge you will be able to overcome after this training"*



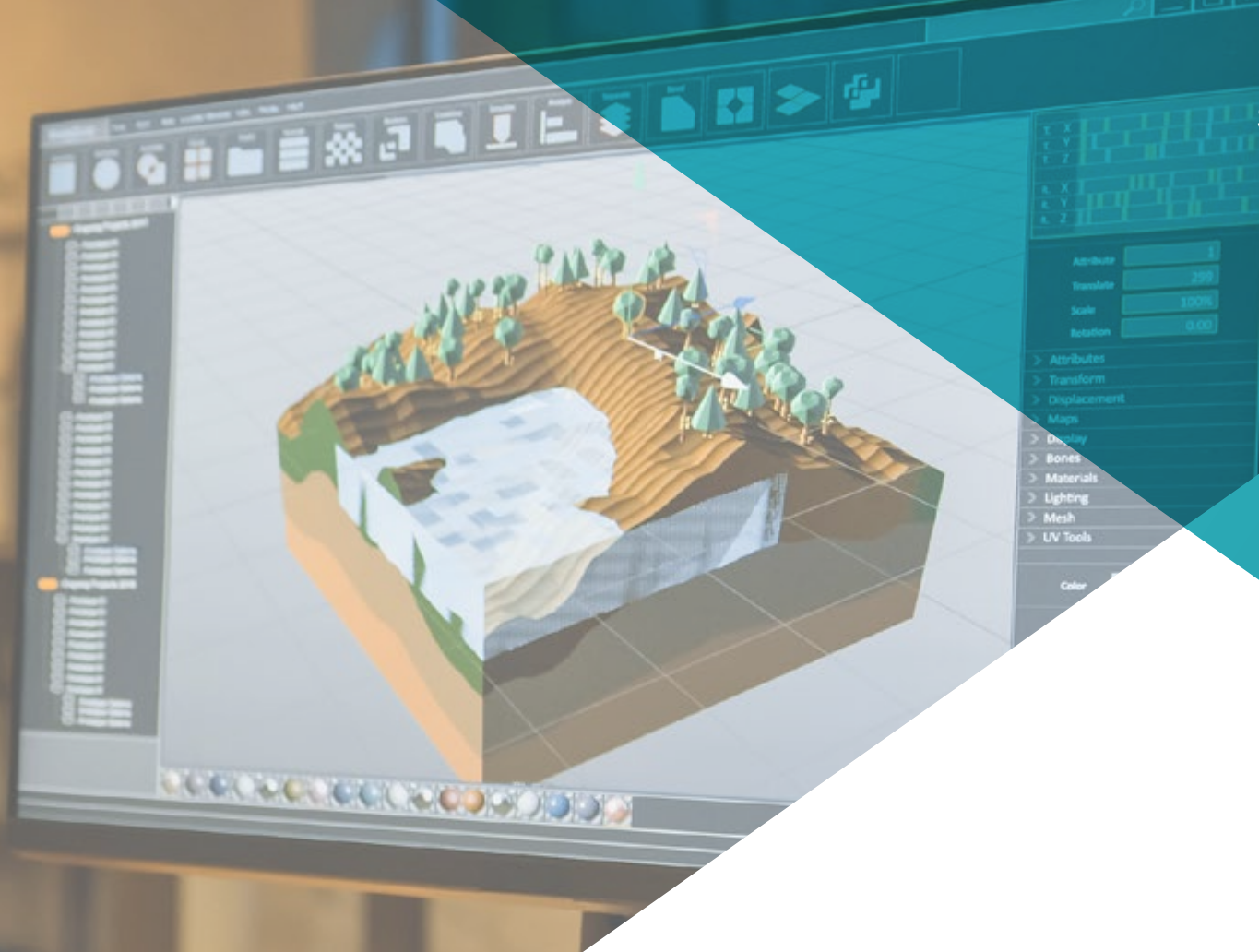
# 03

## Structure and Content

In accordance with the quality parameters of TECH's study system, this Postgraduate Certificate has been designed thanks to the work of specialized teachers and the entire professional team, who have been in charge of developing the syllabus for the correct and agile learning of the student. The virtual campus includes meeting rooms, forums, private *chats* with trained personnel so that the professional always feels accompanied. You will also be able to download the material for consultation whenever you need it.







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*You will study from a comfortable virtual campus that will provide the best content in different formats. You can even download it so you can refer to it whenever you need it”*

## Module 1 Narrative and Scripting for Gamification

- 1.1. Ideas for Video Games
  - 1.1.1. Rules
  - 1.1.2. Blockages
  - 1.1.3. Fun
- 1.2. Triangle of Rarity
  - 1.2.1. Character
  - 1.2.2. World
  - 1.2.3. Activities
- 1.3. Characters
  - 1.3.1. Types
  - 1.3.2. Secondary
  - 1.3.3. Jung's Archetypes
- 1.4. Worlds
  - 1.4.1. World as a Character
  - 1.4.2. Maps
  - 1.4.3. Historical Line
- 1.5. Narratives
  - 1.5.1. Narration and Narrative
  - 1.5.2. Viewpoints
  - 1.5.3. Voices and Dialogues
- 1.6. Times
  - 1.6.1. Analepsis
  - 1.6.2. Prolepsis
  - 1.6.3. Paralepsis



- 1.7. Classic Structure
  - 1.7.1. Structure
  - 1.7.2. Pivot Points
  - 1.7.3. The Playbill
- 1.8. The Hero's Path: Structure
  - 1.8.1. Game Start
  - 1.8.2. Initiation
  - 1.8.3. Return
- 1.9. The Hero's Path: Tools
  - 1.9.1. Character Arc
  - 1.9.2. Monomite
  - 1.9.3. Tools
- 1.10. Non-Linear Script

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*Time is passing, now is your chance. Become an expert in Narrative and Scripting for Gamification in just 6 weeks”*



# 04

# 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.*





*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.



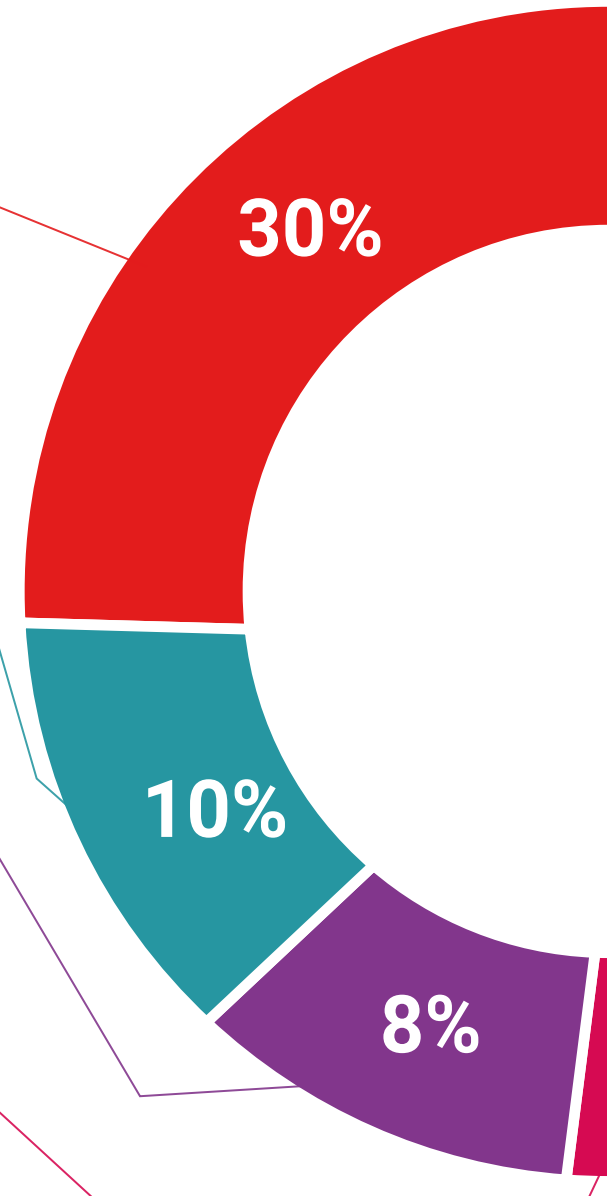
### Practising Skills and Abilities

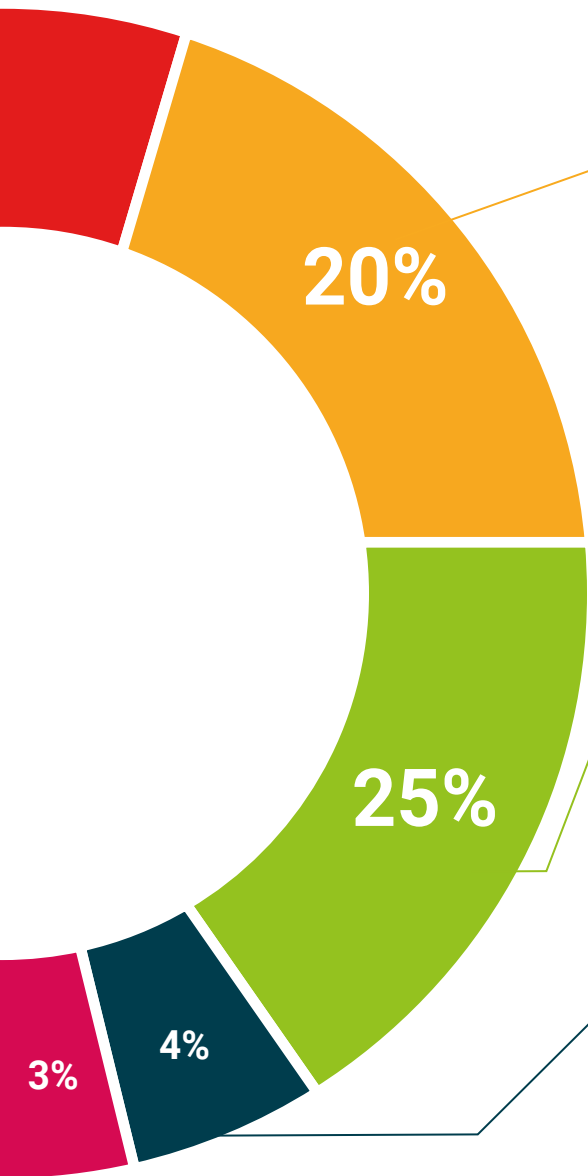
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



### 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.





# 05 Certificate

The Postgraduate Certificate in Narrative and Scripting for Gamification 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 Narrative and Scripting for Gamification** contains the most complete and up-to-date educational 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 Narrative and Scripting for Gamification**

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.



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health confidence people  
education information tutors  
guarantee accreditation teaching  
institutions technology learning  
community commitment  
personalized service innovation  
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classroom



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