Postgraduate Certificate
Production and Pitching for 3D Video Games

tech *technological university*

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Postgraduate Certificate
Production and Pitching for 3D 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/production-pitching-3d-video-games**

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01
Introduction

In many cases, having a good idea is not enough to guarantee the success of a video game project, since its production requires an investment of human and economic capital that can only be assumed, in most cases, by large companies For this reason, managing Pitching strategies become a fundamental requirement for creatives in this area, something they will be able to work on with this complete and dynamic program This is a multidisciplinary and 100% online Postgraduate Certificate with which graduates will be able to perfect their skills in the development of attractive and accurate game proposals through 150 hours of the best theoretical, practical and additional content A unique educational opportunity to become a professional versed in the production of video games with great expectations for the future.

"

The best program to specialize in Production and Pitching for Video Game Projects 100% online and in only 6 weeks of training"

Throughout the history of the video game industry, there have been novel and creative ideas that have not been able to succeed due to the lack of business support Insane from the now defunct THQ, Streets of rage from Crackdown or Silent Hills from PlayStation are examples of titles that never saw the light of day despite the quality of their content For this reason, and in the face of increased competition, managing Pitching strategies to perfection has become a fundamental requirement for professionals in this industry.

Game proposals that include all the project information in a precise, detailed and attractive way have a much better chance of success than any other proposal that does not invest time in preparing this document And to achieve this, it is necessary to know the different areas covered and their specifications, something that the graduate will be able to do with this qualification.

This is a Postgraduate Certificatice that delves into the different aspects of productive analysis: from the characteristics of the cascade methodology and the casuistry of work plans, to the preparation of postmortems reports for projects In addition, you will also learn about the most effective strategies for seeking investment, as well as good production practices.

All of this through 150 hours of the best theoretical, practical and additional content presented in a convenient and accessible 100% online format It is, therefore, a unique educational opportunity to broaden your knowledge, to perfect your professional skills and to become a Pitching specialist in less than 6 weeks and under the guidance of real experts in the Gaming sector.

This **Postgraduate Certificate in Production and Pitching for 3D Video Games** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ Practical cases presented by experts in Video Games and Video Technologies
- ◆ The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Special emphasis on 3D modeling and animation in virtual environments
- ◆ 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

A program that will allow you to work on the establishment of education plans for low-experience profiles through hours of the best theoretical, practical and additional content"

You will learn to make estimates of effort, time and adapted to the reality of your projects, so that you will always have a margin to act in case of any kind of problem"

If you are looking for a qualification with which to delve into the different agile methodologies in video game development, this program has everything you are looking for and more.

You will delve into the different problems that can arise in the production of video games, as well as the most effective and beneficial solutions for each of them.
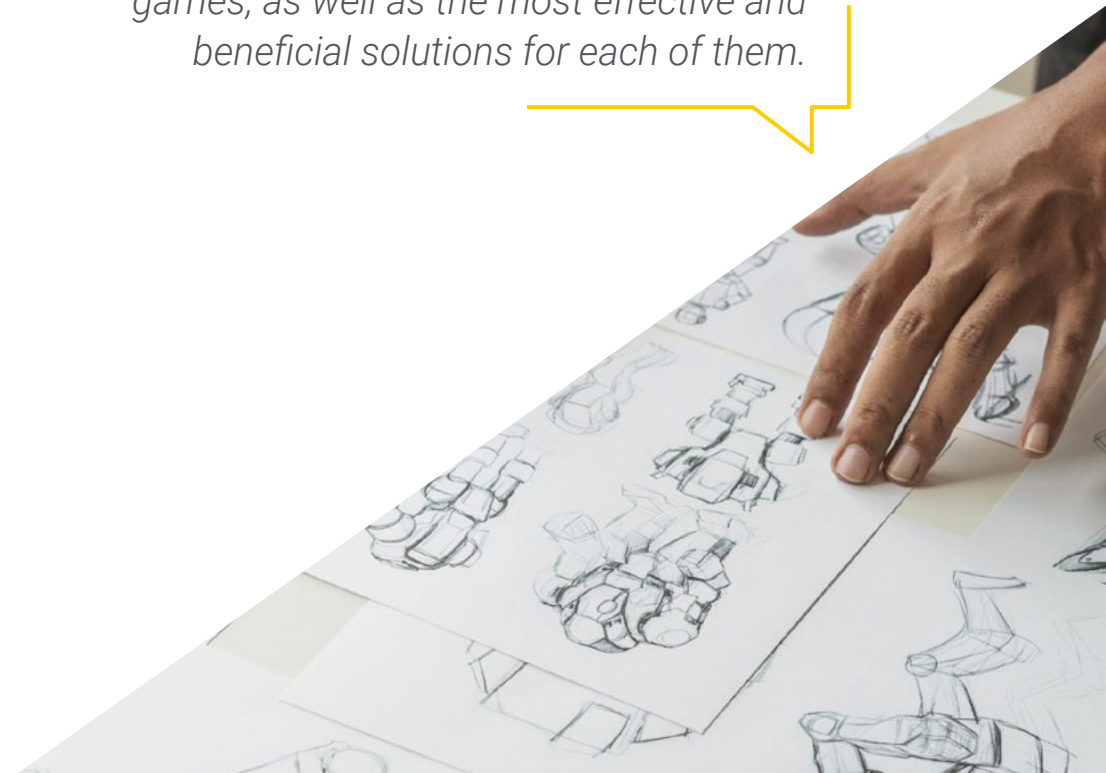
The program's teaching staff includes professionals from sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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 education 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 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 success of a gaming project may depend to a large extent on the quality of its game proposal For this reason, TECH and its team of experts have decided to develop this very complete program, with the aim that graduates can learn in detail the different areas of production to be able to prepare complete, dynamic and attractive Pitching that will convince the investing companies To this end, you will have at your disposal the latest and most exhaustive information, as well as the best teaching tools that will facilitate the expansion of your knowledge in a guaranteed way and in less than 6 weeks.

You will learn how to accurately calculate the production costs of a project based on human resources, technology and licenses required and external development costs"

General Objectives

- Develop the Scrum and Agile methodology applied to video games to manage projects
- Establish a system for calculating effort, in the form of estimates, based on hours
- Generate material to present projects to investors

" *You will study the main strategies of competitive analysis, so that you know your direct competitors perfectly and can develop projects better than them"*

Specific Objectives

- Determine the differences between production methodologies prior to Scrum and their evolution to the present day
- Apply Agile thinking to any development without losing project management
- Develop a sustainable framework for the entire team
- Anticipating PR needs Production HH and prepare a calculation of basic personnel costs
- Conduct prior analysis to obtain key information for communication about the most important values of our project
- Support the project's sales and financing arguments with numbers that demonstrate the project's potential solvency
- Determine the necessary steps to approach Publishers and investors

03
Course Management

Among TECH's priorities when designing its programs is the creation of a faculty versed in the area in which the program is developed For this reason, for this Postgraduate Certificate it has selected a group of professionals from the video game production sector with extensive work experience in the management of gamification projects for large companies In addition, they are active specialists, so they know in detail the current context, aspects that will be reflected in the completeness and precision with which the syllabus has been designed.

A team of professionals from the Gaming sector will accompany you during the program, providing you with the best theoretical, practical and additional content"

Management

Mr. Ortega Ordóñez, Juan Pablo

- Director of Engineering and Gamification Design for the Intervenía Group
- Professor at ESNE of Video Game Design, Level Design, Video Game Production, Middleware, Creative Media Industries, etc.
- Advisor in the foundation of companies such as Avatar Games or Interactive Selection
- Author of the book Video Game Design
- Member of the Advisory Board of Nima World

Structure and Content

TECH has included in this Postgraduate Certificate 150 hours of the best theoretical, practical and additional content. The latter is composed of: detailed videos, research articles, dynamic summaries, complementary readings and self-knowledge exercises Thanks to this, the graduate will be able to delve into the different aspects of the syllabus in a personalized manner In addition, all the material will be available on the Global Campus from the beginning of the program, allowing you to organize the educational experience to get the most out of it.

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"*A qualification with a very high qualification of personalization, adapted to the different levels of demand of each graduate, but designed to exceed all their expectations*"

Module 1. Video Game Production and Financing

1.1.   Video Game Production

   1.1.1.   Cascading Methodologies

   1.1.2.   Case Studies on Lack of Project Management and Work Plan

   1.1.3.   Consequences of the Lack of a Production Department in the Video Game Industry

1.2.   Development Teams

   1.2.1.   Key Departments in Project Development

   1.2.2.   Key Profiles in Micro-Management: Lead and Senior

   1.2.3.   Problems of Lack of Experience in Junior Profiles

   1.2.4.   Establishment of Training Plan for Low-Experience Profiles

1.3.   Agile Methodologies in Video Game Development

   1.3.1.   Scrum

   1.3.2.   AGILE

   1.3.3.   Hybrid Methodologies

1.4.   Effort, Time and Cost Estimates

   1.4.1.   Video Game Development Costs: Main Expense Concepts

   1.4.2.   Task Scheduling: Critical Points, Keys and Aspects to Consider

   1.4.3.   Estimates based on effort points vs Calculation in hours

1.5.   Prototype Planning Prioritization

   1.5.1.   General Project Objective Establishment

   1.5.2.   Prioritization of Key Functionalities and Contents: Order and Needs by Department

   1.5.3.   Grouping of Functionalities and Contents in Production to Constitute Deliverables (Functional Prototypes)

1.6.   Best Practices in Video Game Production

   1.6.1.   Meetings, Dailies, Weekly Meetings, end of Sprint Meetings, ALFA, BETA and RELEASE Milestone Performance Review Meetings

   1.6.2.   Sprint Speed Measurement

   1.6.3.   Lack of Motivation and Low Productivity Detection and Anticipation of Potential Production Problems

You will master Scrum and Agile in just 6 weeks with TECH and this complete and comprehensive program. Are you up for it?"

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.

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.

Certificate

This Postgraduate Certificate in Production and Pitching for 3D 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.

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

This **Postgraduate Certificate in Production and Pitching for 3D 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 Production and Pitching for 3D Video Games**

Official N° 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

Production and Pitching for 3D 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

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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