

Postgraduate Certificate Soundtrack Design for Video Games



Postgraduate Certificate 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/soundtrack-design-video-games

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Methodology

p. 20

06

Certificate

p. 28

01

Introduction

Managing sound in a correct way within a video game is a task that requires a series of specific knowledge for its development. In this way, mastering the general aspects of sound or those that are directly focused on the video game is a must for a job involvement in sound design for digital games. This program emphasizes the different aspects that must be taken into account to specialize in this field. Moreover, thanks to its online methodology, it offers the possibility of combining studies and work life in a favorable way





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Learn how to plan and organize the fundamental material to face projects within the sound design of different video games”

Nowadays, there are different roles within the video game creation process. One of the most important is the person in charge of developing the sound design. This professional is in charge of deciding to communicate an element of the game solely through sound. In this way, it becomes key for the work to acquire a logical sense in terms of the story it tells the player. However, finding professionals specialized in this field is not an easy task for companies dedicated to the world of video games.

This program is the ideal option for those professionals who want to complete their learning by entering the world of sound design. Here, you will learn about the most important aspects of sound creation, such as editing methods, sound libraries and Foleys. This is possible thanks to the great experts who are part of the teaching team of this program. All of them have an extensive resume that stands out for their work in different successful projects.

Through a broad and complete syllabus, a list of skills and concepts that will boost the professional career of graduates in this area is proposed. The combination of this and the latest trends in learning make this experience the perfect option to improve existing skills or simply to acquire them in an advanced and meaningful way. TECH relies on the repetition of key concepts from the teacher to the student, more specifically Relearning. This method is highly endorsed by the educational community and its effectiveness has been proven with a high percentage of students.

This **Postgraduate Certificate in 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



The faculty will teach you how to use the best sound effects to improve your creations”



Different pedagogical studies have shown that an 8 to 16 repetition of key concepts helps in the adoption of knowledge. Relearning will be your great ally in your learning path”

A good connection between the audio and the script is extremely important for the player to be able to understand the plot of the video game without complications.

Enroll now and take advantage of all the professional benefits that this program will provide you.

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.

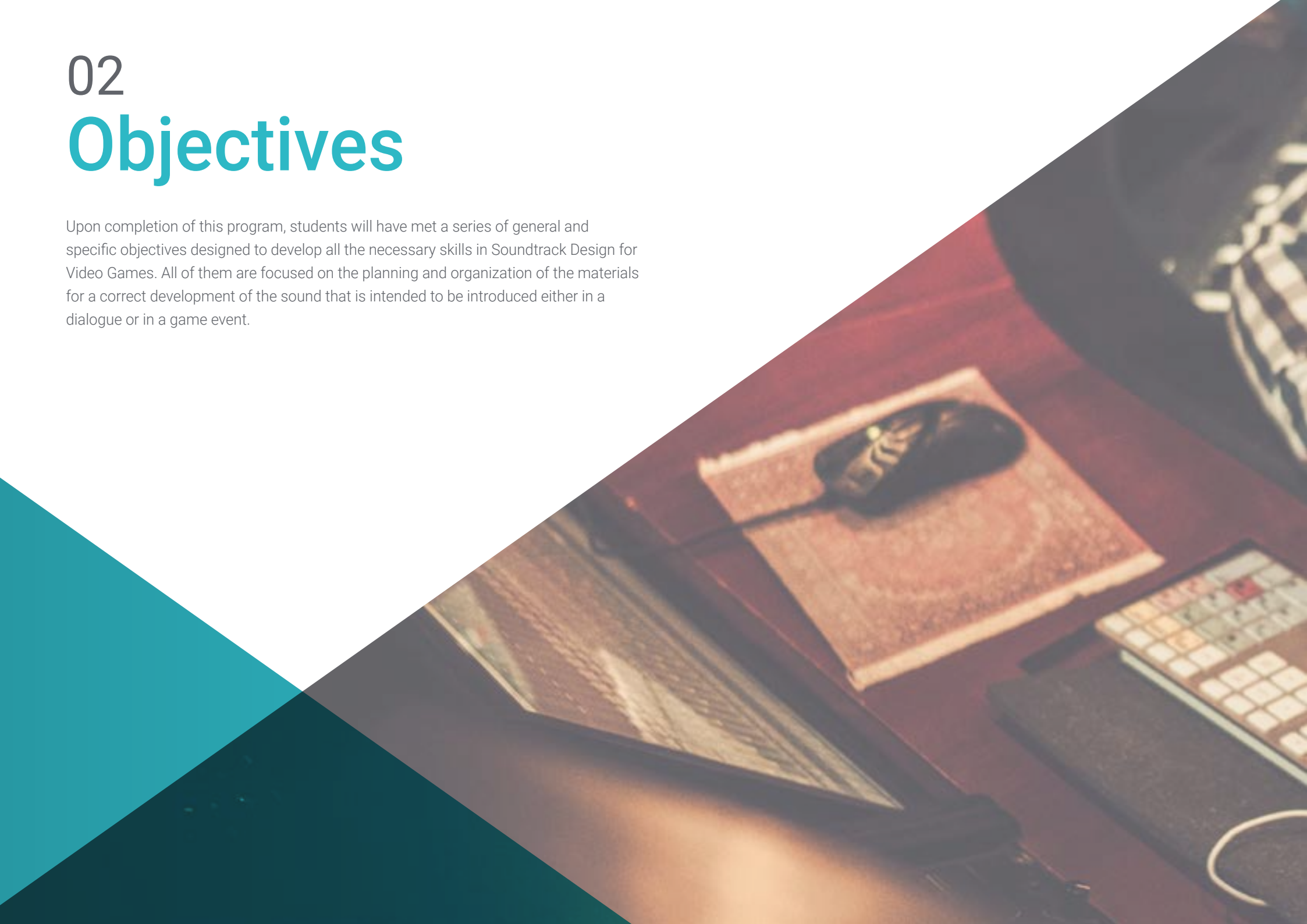
Its multimedia content, developed with the latest educational technology, will allow professionals to learn in a contextual and situated learning environment, i.e., a simulated environment that will provide immersive education programmed to prepare in real situations.

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

Upon completion of this program, students will have met a series of general and specific objectives designed to develop all the necessary skills in Soundtrack Design for Video Games. All of them are focused on the planning and organization of the materials for a correct development of the sound that is intended to be introduced either in a dialogue or in a game event.



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*You will achieve the objectives of this program,
and you will also achieve YOUR goal. Become an
expert in Soundtrack Design for Video Games”*



General Objectives

- ◆ Differentiate the various means to generate the sound of a video game
- ◆ Relate sound to the different parts of the video game

“

TECH will provide you with everything you need to successfully complete this Postgraduate Certificate. You will not lack anything”





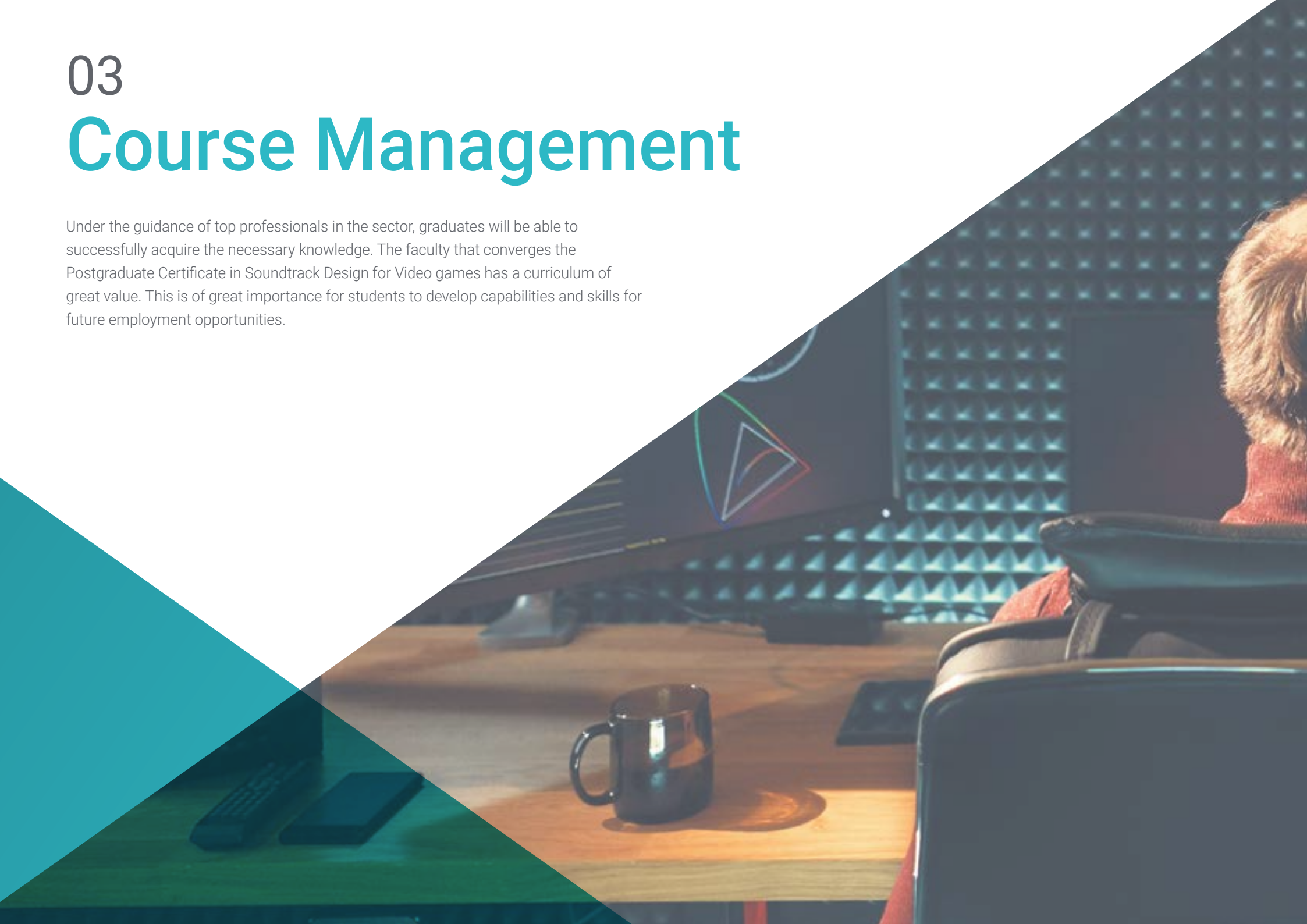
Specific Objectives

- ◆ Choose the editing method that best suits your needs
- ◆ Understand the Foley technique and the different ways of capturing
- ◆ Manage the possibilities offered by the use of a sound library
- ◆ Plan the sound characteristics of the project
- ◆ Organize the different sounds that the project will have
- ◆ Define the sounds heard on screen
- ◆ Organize, process and clean the sound dialogues
- ◆ Catalogue and organize the project's sound effects
- ◆ Relate the various sounds to their corresponding events

03

Course Management

Under the guidance of top professionals in the sector, graduates will be able to successfully acquire the necessary knowledge. The faculty that converges the Postgraduate Certificate in Soundtrack Design for Video games has a curriculum of great value. This is of great importance for students to develop capabilities and skills for future employment opportunities.





“

The Professors of the External Public in the Field of Video Games. Learn from their experience and enhance your knowledge”

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. Jiménez García, Marina

- ♦ Direct Sound and Postproduction Specialist
- ♦ Direct sound and postproduction manager at Un Susurro
- ♦ Direct sound manager at Alas de Papel
- ♦ Direct sound assistant at El Descampado
- ♦ Postproduction at Similia
- ♦ Degree in Cinematography and Audiovisual Arts from TAI University Center of the Arts



04

Structure and Content

Through a single module that in turn contains 10 topics, students will delve into different issues such as what are the visual or mute sounds or what is the material needed to tackle a project. This structure has been evaluated by professionals, following a detailed control of the necessary keys for a correct work development in the world of Soundtrack Design for Video Games.





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This Postgraduate Certificate will make you the professional you dream of being. Don't think twice and make the most of this opportunity”

Module 1. Sound Design

- 1.1. Editing Methods
 - 1.1.1. Audio Editor
 - 1.1.2. Multitrack Editor
 - 1.1.3. Sequencer
- 1.2. Foley
 - 1.2.1. Field Recording
 - 1.2.2. Studio Recording
 - 1.2.3. Edition
- 1.3. Sound Libraries
 - 1.3.1. Formats
 - 1.3.2. Types
 - 1.3.3. Creating Libraries
- 1.4. Planning
 - 1.4.1. Sound Spaces
 - 1.4.2. Game Mechanics
 - 1.4.3. Requirements
- 1.5. Sound Organization
 - 1.5.1. References
 - 1.5.2. Sources
 - 1.5.3. Edition
- 1.6. Sound Script
 - 1.6.1. References
 - 1.6.2. Connection with Narrative Elements
 - 1.6.3. Proposals





- 1.7. Sound vs Image
 - 1.7.1. Visual Sounds
 - 1.7.2. Mute Sounds
 - 1.7.3. Invisible Sounds
- 1.8. Dialog Cleaning
 - 1.8.1. Organization
 - 1.8.2. Vocal Processing
 - 1.8.3. Standardization
- 1.9. Sound Effects
 - 1.9.1. Organization
 - 1.9.2. Typology
 - 1.9.3. Categories
- 1.10. Event Adjustments
 - 1.10.1. Features
 - 1.10.2. Types of Events
 - 1.10.3. Synchronization

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A wide range of job opportunities in the world of Video Games are waiting for you. Enroll and learn everything you need to enter the best companies in the sector”

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 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 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 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

online training

development language

virtual classroom

tech global
university

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