Postgraduate Certificate
Soundtracks in Video Games

tech *technological university*

Postgraduate Certificate

Soundtracks in 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/pk/videogames-design/postgraduate-certificate/soundtracks-video-games**

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01
Introduction

There are many important aspects to making a video game succeed One of them is its soundtrack, which acts as an identifying and sensory element for the player. According to the quality, the success of the game will consequently be higher or lower depending on whether it achieves an Engagement between the producer and the consumer. This program explores the different aspects of the video game soundtrack through topics such as the relationship between genres, the workspace or the dynamics and roles of the work teams.

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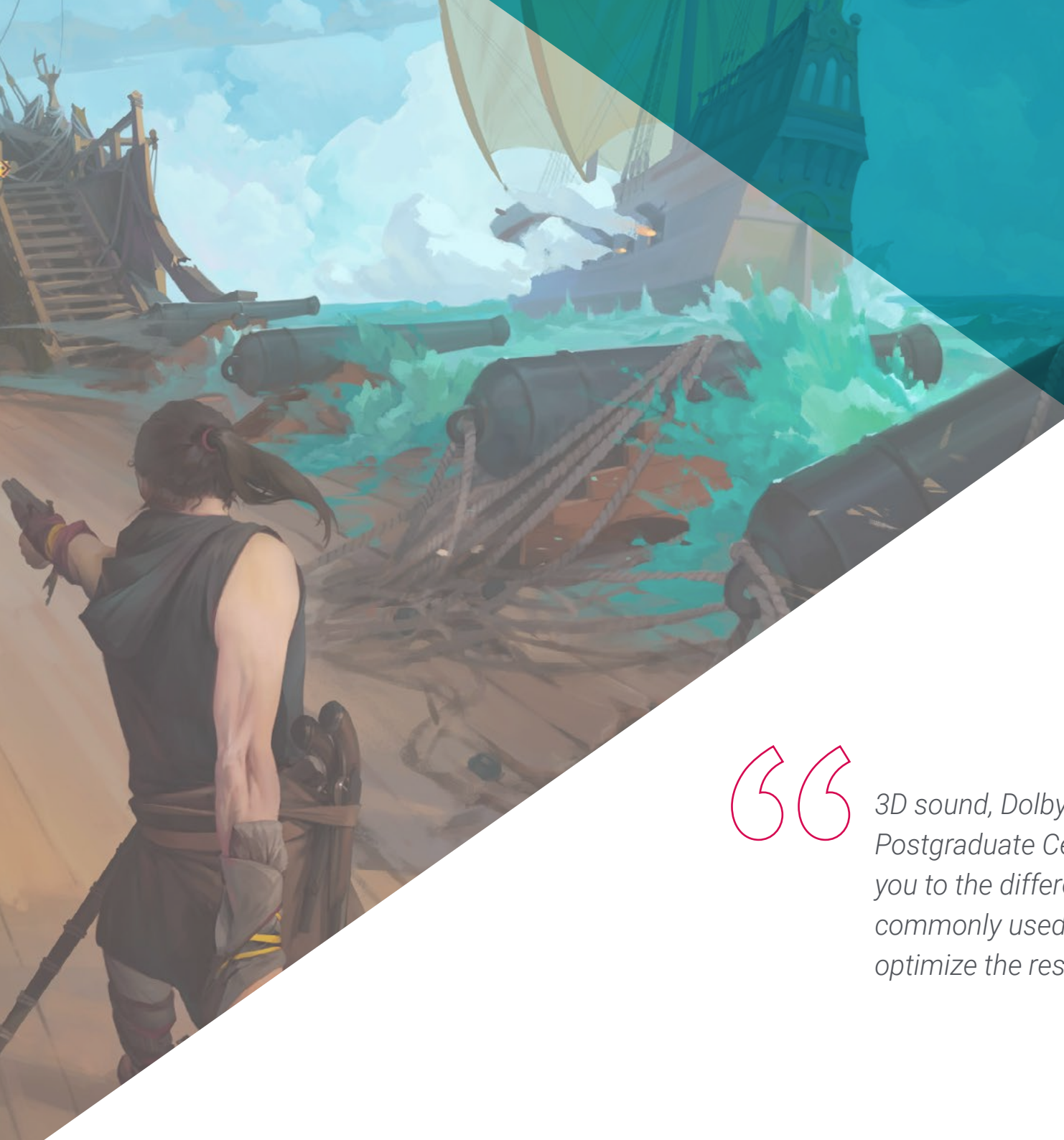
3D sound, Dolby Atmos, etc. This Postgraduate Certificate will introduce you to the different stereo planes most commonly used by gamers in order to optimize the results of the composition"

The Universe of video games is very broad. Furthermore, considering that it is a relatively new market but one that has grown at an overwhelming pace. The soundtrack that goes along with a digital game is an element of great importance since it provides an identity directly associated with it. Consumers of the product tend to associate it with its corresponding sound. A good example of this is the theme tune of the legendary Mario Bros or the soft melody of Kingdom Hearts.

It is for this reason that video game companies are increasingly seeking to integrate their work teams composers who are able to give a unique personality to their works. This program will teach students the necessary skills and knowledge of the fundamentals of video game sound design. Through different tools and techniques adapted to the composition, a series of contents will be developed to achieve the proposed objectives in the work environment.

This Postgraduate Certificate is based on the latest trends in learning techniques such as repetition of key concepts by teachers, or the use of multimedia elements for the acquisition of concepts. All of this is done through an online methodology whose main objective is to help graduates to study this degree at their own pace and with the possibility of combining it with other obligations of their daily lives. To this purpose, it offers a complete and updated syllabus, prepared by the faculty that teaches this program.

This **Postgraduate Certificate in Soundtracks in 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

Through a unique syllabus, you will learn the relationship between music and video game genres for a correct application of them in a professional project"

During this program, you will acquire the necessary tools to create an adequate workspace for soundtrack creation applied to video games"

Acquire a portfolio as a Video Game Soundtrack creator that will boost your professional career.

TECH offers a 100% online methodology, so that you can combine your studies and not leave aside both your work and personal life.

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 learn 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

Through different general objectives and other more specific ones, students will acquire the necessary knowledge to deepen their learning of Video Game Soundtracks. In this way, once they have finished this Postgraduate Certificate, you will have developed the relevant skills and abilities for a correct work development in the creative process of the sound part of a digital game.
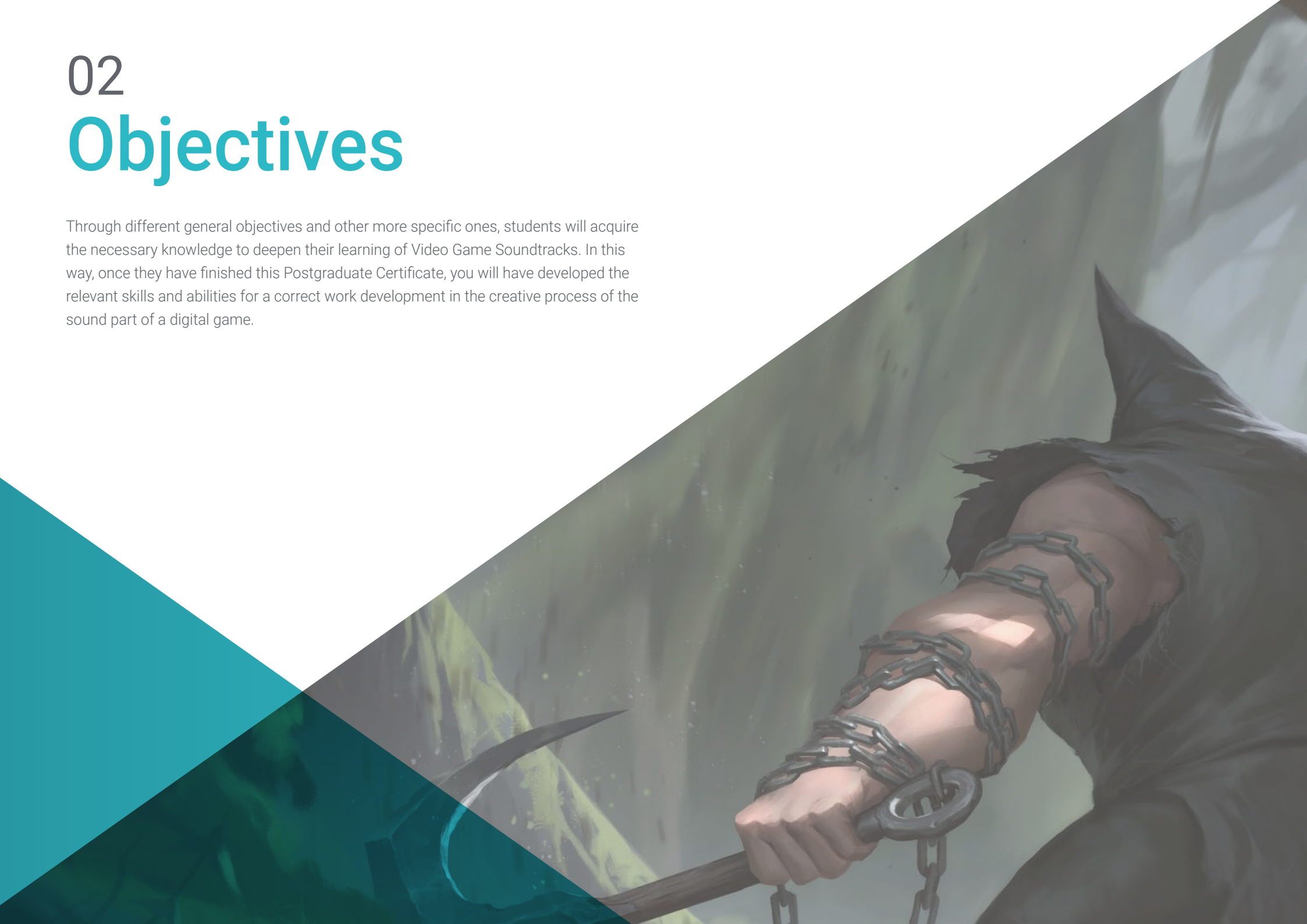
With this program, you will acquire a global vision of the tools necessary for the development of a soundtrack in a video game"

General Objectives

- Create, build and manage a space and a work team
- Differentiate the various means to generate the sound of a video game

"

Learn about the different listening variations that take part in video games, with the aim of focusing your creations on them"

Specific Objectives

• Understand in depth the acoustic performance and build a suitable space to work in

• Choose the material and components needed to deliver a professional result

• Understand the skills of the various positions in a team

• Differentiate the various types of video games and their relationship to music

• Assimilate the various roles and functions of music as a creator of worlds

• Understand the basic behavior of sound

• Differentiate the various types of listening when mixing and exporting a project

• Know the current trends in the world of music composition and sound design for video games

03
Course Management

This Postgraduate Certificate has a teaching staff of professionals in the field of Soundtrack Creation for video games. With several successful projects on their resume, they have extensive experience. Their experience will be very useful to show the student not only the theoretical knowledge but also for the presentation of different real situations that may occur in the work environment.

"

TECH has highly qualified faculty to instruct the student through the use of tools and processes for soundtrack composition planning"

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

Structure and Content

Through a theoretical module, graduates in this program will acquire the skills and knowledge necessary to create soundtracks according to the theme of the video game itself. By learning the elements that play a role in the creation process, it is possible to obtain better results. It is worth noting that this syllabus has been created by professionals in the sector, who want students to be able to successfully develop their work in the professional field.

This Postgraduate Certificate has the most innovative and complete contents for the development of quality soundtracks"

Module 1. The Soundtracks in Video Games

Thanks to the knowledge you will acquire through the syllabus in this program, you will acquire the necessary skills to develop a soundtrack that brings a distinctive touch to the video game"

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.

06

Certificate

The Postgraduate Certificate in Soundtracks in 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 Soundtracks in 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 Soundtracks in Video Games**

Official Nº of Hours: **150 h.**

tech technological university

Awards the following

CERTIFICATE

to

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

POSTGRADUATE CERTIFICATE

in

Soundtracks in 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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