

Postgraduate Diploma Video Game Design



Postgraduate Diploma Video Game Design

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/videogames-design/postgraduate-certificate/video-game-design

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

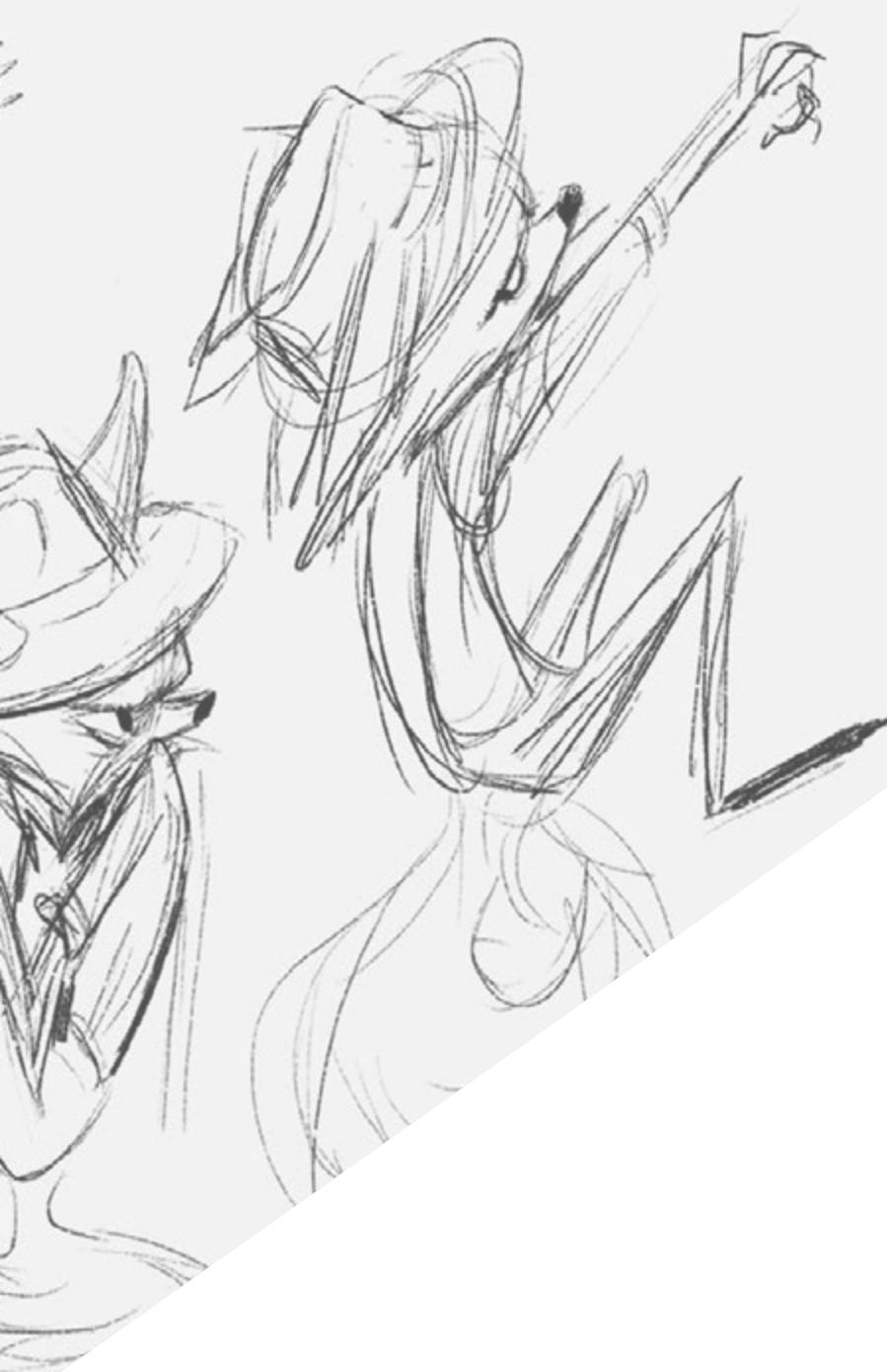
p. 28

01

Introduction

Video Games are currently the most popular form of entertainment in the world. People of different ages, from children to adults, and from different contexts and backgrounds play on a regular basis, whether for fun or professionally. Because of this, companies in Video Game design and development need personnel capable of taking care of the different facets involved in the creation of these products. This program offers students the opportunity to specialize, so that they can dedicate themselves to this field of work and design Video Games like those they have admired, played and enjoyed, and open doors to the best companies in the sector.





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Learn how to design Video Games like the best experts in the industry and work in the great companies you know and admire"

A world without Video Games is unimaginable. They occupy a central place in the leisure of the entire planet and encompass all population groups, since people of different ages and origins play. In fact, Video Games are one of the few elements that could connect people who live in different places and have vastly different social contexts; that is how important they are in contemporary culture.

This happens largely because video games are a multidimensional discipline, which has fun elements and challenges for gamers, but they are also products where narrative, storytelling and other issues related to art and sensitivity are very important. That is why there are Video Games of multiple types and genres: free and paid, for various media and platforms, some played online and others offline. And, besides this, there are a huge number of genres: sports and car simulators, strategy games, RPGs, first and third person shooters, artistic and low-budget games, as well as others developed by large companies, etc.

Hence, there are a large number of players and to meet that demand, there are also a large number of companies that develop thousands of video games. It is a vital cultural element in the contemporary world and also an industry that grows year after year, generating employment and new professional opportunities. Therefore, trained experts who have specialized in Video Game Design are needed to meet the requirements of companies and gamers, all eagerly awaiting the release of new titles to enjoy.

The Postgraduate Diploma in Video Game Design prepares students to face a future career in this exciting field, which is constant need of new ideas and talented people wanting to develop them. Through its teaching modules and the best teaching faculty, students will be able to learn everything they need to become professionals in Video Game Design.

This **Postgraduate Diploma in Video Game Design** contains the most comprehensive and innovative educational program on the market. Its most notable features are:

- ◆ Immersion in the world of Video Game Design, which will allow students to obtain all the knowledge they require to work in this field
- ◆ Learning through practical exercises so that students can acquire skills more immediately
- ◆ Contents focused on practical learning, using a variety of formats and methodologies
- ◆ Flexibility, whereby students can complete the program in the way that best suits their personal and professional circumstances
- ◆ The guidance of teaching staff who will make sure that students learn appropriately
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Video Games are the present and future of the audiovisual industry: they could also be your present and future"

“

Today you play, tomorrow you could be designing Video Games. Take the step with this Postgraduate Diploma"

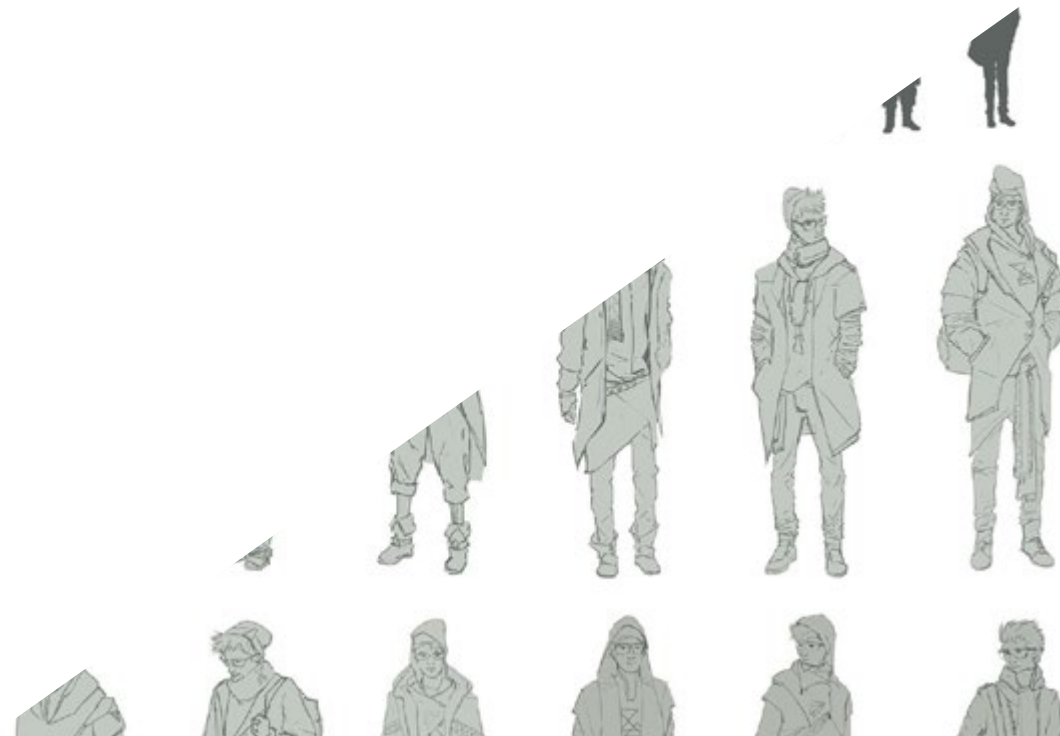
Talented people with ideas are needed to develop the next blockbuster Video Games: this could be you.

This Postgraduate Diploma offers you everything you need to give your career a boost.

The program's teaching staff includes professionals from the sector who bring their work experience to this course, 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 immersion 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 throughout the program. This will be done with the help of an innovative system of interactive videos made by renowned experts.



02

Objectives

The program has been designed to teach students everything they need in order to become Video Game designers. Once they complete this program, they will be able to perform basic as well as more complex tasks in Video Game Design, which will allow them to become highly demanded and valued professionals among clients and companies.





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Your goals are within reach thanks to this Postgraduate Diploma”



General Objectives

- ◆ Know the different genres of Video Games, their features and the concept of gameplay, in order to apply them in Video Game analysis and in the creation of Video Game designs
- ◆ Study the Video Game production process in depth, as well as Scrum methodology for project production
- ◆ Learn the fundamentals of Video Game Design as well as the theoretical knowledge that a video game designer should be familiar with
- ◆ Generate ideas and create entertaining stories, plots and scripts for Video Games
- ◆ Know the theoretical and practical foundations of the artistic design of a video game
- ◆ In-depth knowledge of 2D and 3D animation, as well as the key elements of object and character animation and learning to perform 3D modeling tasks
- ◆ Perform professional programming with the Unity 3D engine
- ◆ Be able to create an independent digital entertainment start-up



If you dream of designing games like the ones that have kept you awake for days, you can do it with this program"





Specific Objectives

Module 1. Video Game Design

- ◆ Understand the theory of Video Game Design
- ◆ In-depth study of the elements of design and gamification
- ◆ Learn about the types of players, their motivations and characteristics
- ◆ Learn about game mechanics, MDA and other Video Game Design theories
- ◆ Learn the critical foundations for video game analysis with theory and examples
- ◆ Learn about game level design, how to create puzzles within these levels and how to place the design elements in the environment

Module 2. Design Document

- ◆ Write and illustrate a professional design document
- ◆ Know each of the parts of a design: general idea, market, gameplay, mechanics, levels, progression, elements of the game, HUD and interface
- ◆ Know the design process of a design document or GDD to be able to represent the idea of the game in an understandable, professional and well-elaborated document

Module 3. Production and Management

- ◆ Understand the production of a video game and its different stages
- ◆ Learn the types of producers
- ◆ Know Project Management for video game development
- ◆ Use different tools for production
- ◆ Coordinate teams and project management



03

Course Management

Video Game Design is a complex but exciting task, which is why students need a well-equipped faculty that can guide them through the process. This Postgraduate Diploma in Video Game Design has the best faculty, highly experienced professionals with the most advanced knowledge who will teach students all the keys aspects of Video Game Design, so that they can themselves become capable professionals upon completion of the program.





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The best teachers will guide you so that you can finally design the Video Game of your dreams”

Management



Dr. Blasco Vilches, Luis Felipe

- Narrative designer at Stage Clear Studios, developing a confidential product
- Narrative designer at HeYou Games in the “Youturbo” project
- E-learning and serious games product designer and scriptwriter for Telefónica Learning Services, TAK and Bizpills
- Level designer at Indigo for the “Meatball Marathon” project
- Screenwriting teacher in the Master’s Degree in Video Game Creation at the University of Malaga
- Lecturer in Video Game Narrative Design and Production at the TAI Film Department, Madrid
- Narrative Design and Script Workshops teacher, and in the Video Game Design Degree at ESCAV, Granada
- Degree in Hispanic Studies from the University of Granada, Spain
- Master’s Degree in Creativity and Television Screenwriting, Rey Juan Carlos University

Professors

Ms. Molas, Alba

- ♦ Video Game Design
- ♦ Graduate in Film and Media Film School of Catalunya 2015
- ♦ Student of 3D animation, Video Games and Interactive Environments. Currnet – CEV 2020
- ♦ Specialized training in Children's Animation Scriptwriting. Showrunners BCN 2018
- ♦ Member of the association Women in Games
- ♦ Member of the FemDevs Association



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You will learn all the details of Video Game Design thanks to this comprehensive program"

04

Structure and Content

This program has been specifically designed to be a comprehensive, broad and in-depth course that contains all the elements required for students to become experts. It has been formulated in such a way as to give a general perspective of Video Game Design but also focuses on more specific aspects, so that students can gain specialized knowledge. This way, throughout the three modules of this Postgraduate Diploma, students will acquire all the knowledge they need to grow in their professional environment.



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*You will learn all the details of
Video Game Design thanks to
this comprehensive program"*

Module 1. Video Game Design

- 1.1. The Design
 - 1.1.1. Design
 - 1.1.2. Types of Design
 - 1.1.3. Design Process
- 1.2. Design Elements
 - 1.2.1. Rules
 - 1.2.2. Balance
 - 1.2.3. Fun
- 1.3. Types of Players
 - 1.3.1. Explorer and Social
 - 1.3.2. Killer and Achievers
 - 1.3.3. Differences
- 1.4. Player Skills
 - 1.4.1. Role Skills
 - 1.4.2. Action Skills
 - 1.4.3. Platform Skills
- 1.5. Game Mechanics I
 - 1.5.1. Components
 - 1.5.2. Physical
 - 1.5.3. Items
- 1.6. Game Mechanics II
 - 1.6.1. Keys
 - 1.6.2. Platforms
 - 1.6.3. Enemies
- 1.7. Other Elements
 - 1.7.1. Mechanisms
 - 1.7.2. Dynamics
 - 1.7.3. Aesthetics
- 1.8. Video Game Analysis
 - 1.8.1. Analysis of Gameplay
 - 1.8.2. Artistic Analysis
 - 1.8.3. Style Analysis

- 1.9. Video Level Design
 - 1.9.1. Designing Interior Levels
 - 1.9.2. Designing Exterior Levels
 - 1.9.3. Designing Mixed Levels
- 1.10. Advanced-Level Design
 - 1.10.1. Puzzles
 - 1.10.2. Enemies
 - 1.10.3. Environment

Module 2. Design Document

- 2.1. Structure of the Document
 - 2.1.1. Design Document
 - 2.1.2. Structure
 - 2.1.3. Style
- 2.2. General Idea, Market and References
 - 2.2.1. General Idea
 - 2.2.2. Market
 - 2.2.3. References
- 2.3. Setting, Story and Characters
 - 2.3.1. Ambience
 - 2.3.2. History
 - 2.3.3. Characters
- 2.4. Gameplay, Mechanisms and Enemies
 - 2.4.1. Gameplay
 - 2.4.2. Mechanisms
 - 2.4.3. Enemies and NPCs
- 2.5. Controls
 - 2.5.1. Controller
 - 2.5.2. Laptop
 - 2.5.3. Computer
- 2.6. Levels and Progression
 - 2.6.1. Levels
 - 2.6.2. Journey
 - 2.6.3. Progression

- 2.7. Items, Skills and Elements
 - 2.7.1. Items
 - 2.7.2. Skills
 - 2.7.3. Components
- 2.8. Achievements
 - 2.8.1. Medals
 - 2.8.2. Secret Characters
 - 2.8.3. Extra Points
- 2.9. HUD and Interface
 - 2.9.1. HUD
 - 2.9.1. Interface
 - 2.9.2. Structure
- 2.10. Saved and Attached
 - 2.10.1. Saved
 - 2.10.2. Annexed Information
 - 2.10.3. Final Details

Module 3. Production and Management

- 3.1. Production
 - 3.1.1. The Production Process
 - 3.1.2. Production I
 - 3.1.3. Production II
- 3.2. Phases of Video Game Development
 - 3.2.1. Conception Phase
 - 3.2.2. Design Phase
 - 3.2.3. Planning Phase
- 3.3. Phases of Video Game Development II
 - 3.3.1. Production Phase
 - 3.3.2. Testing Phase
 - 3.3.3. Distribution and Marketing Phase
- 3.4. Production and Management
 - 3.4.1. CEO/General Manager
 - 3.4.2. Chief Financial Officer
 - 3.4.3. Sales Manager

- 3.5. The Production Process
 - 3.5.1. Preproduction
 - 3.5.2. Production
 - 3.5.3. Postproduction
- 3.6. Job Positions and Functions
 - 3.6.1. Designers
 - 3.6.2. Programming
 - 3.6.3. Artists
- 3.7. Game Designer
 - 3.7.1. Creative Designer
 - 3.7.2. Lead Designer
 - 3.7.3. Senior Designer
- 3.8. Programming
 - 3.8.1. Technical Director
 - 3.8.2. Lead Programmer
 - 3.8.3. Senior Programmer
- 3.9. Art
 - 3.9.1. Creative Artist
 - 3.9.2. Lead Artist
 - 3.9.3. Senior Artist
- 3.10. Other Profiles
 - 3.10.1. Lead Animator
 - 3.10.2. Senior Animator
 - 3.10.3. Juniors



*A program designed with
market needs in mind"*

05

Metodologia

Questo programma ti offre un modo differente di imparare. La nostra metodologia si sviluppa in una modalità di apprendimento ciclico: *il Relearning*.

Questo sistema di insegnamento viene applicato nelle più prestigiose facoltà di medicina del mondo ed è considerato uno dei più efficaci da importanti pubblicazioni come il *New England Journal of Medicine*.





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Scopri il Relearning, un sistema che abbandona l'apprendimento lineare convenzionale, per guidarti attraverso dei sistemi di insegnamento ciclici: una modalità di apprendimento che ha dimostrato la sua enorme efficacia, soprattutto nelle materie che richiedono la memorizzazione”

Caso di Studio per contestualizzare tutti i contenuti

Il nostro programma offre un metodo rivoluzionario per sviluppare le abilità e le conoscenze. Il nostro obiettivo è quello di rafforzare le competenze in un contesto mutevole, competitivo e altamente esigente.

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Con TECH potrai sperimentare un modo di imparare che sta scuotendo le fondamenta delle università tradizionali di tutto il mondo"



Avrai accesso a un sistema di apprendimento basato sulla ripetizione, con un insegnamento naturale e progressivo durante tutto il programma.



Imparerai, attraverso attività collaborative e casi reali, la risoluzione di situazioni complesse in ambienti aziendali reali.

Un metodo di apprendimento innovativo e differente

Questo programma di TECH consiste in un insegnamento intensivo, creato ex novo, che propone le sfide e le decisioni più impegnative in questo campo, sia a livello nazionale che internazionale. Grazie a questa metodologia, la crescita personale e professionale viene potenziata, effettuando un passo decisivo verso il successo. Il metodo casistico, la tecnica che sta alla base di questi contenuti, garantisce il rispetto della realtà economica, sociale e professionale più attuali.

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Il nostro programma ti prepara ad affrontare nuove sfide in ambienti incerti e a raggiungere il successo nella tua carriera”

Il metodo casistico è stato il sistema di apprendimento più usato nelle migliori business school del mondo da quando esistono. Sviluppato nel 1912 affinché gli studenti di Diritto non imparassero la legge solo sulla base del contenuto teorico, il metodo casistico consisteva nel presentare loro situazioni reali e complesse per prendere decisioni informate e giudizi di valore su come risolverle. Nel 1924 fu stabilito come metodo di insegnamento standard ad Harvard.

Cosa dovrebbe fare un professionista per affrontare una determinata situazione?

Questa è la domanda con cui ti confrontiamo nel metodo dei casi, un metodo di apprendimento orientato all'azione. Durante il corso, ti confronterai con diversi casi reali. Dovrai integrare tutte le tue conoscenze, fare ricerche, argomentare e difendere le tue idee e decisioni.

Metodologia Relearning

TECH coniuga efficacemente la metodologia del Caso di Studio con un sistema di apprendimento 100% online basato sulla ripetizione, che combina 8 diversi elementi didattici in ogni lezione.

Potenziamo il Caso di Studio con il miglior metodo di insegnamento 100% online: il Relearning.

Nel 2019 abbiamo ottenuto i migliori risultati di apprendimento di tutte le università online del mondo.

In TECH imparerai con una metodologia all'avanguardia progettata per formare i manager del futuro. Questo metodo, all'avanguardia della pedagogia mondiale, si chiama Relearning.

La nostra università è l'unica autorizzata a utilizzare questo metodo di successo. Nel 2019, siamo riusciti a migliorare il livello di soddisfazione generale dei nostri studenti (qualità dell'insegnamento, qualità dei materiali, struttura del corso, obiettivi...) rispetto agli indicatori della migliore università online.



Nel nostro programma, l'apprendimento non è un processo lineare, ma avviene in una spirale (impariamo, disimpariamo, dimentichiamo e re-impariamo). Pertanto, combiniamo ciascuno di questi elementi in modo concentrico. Questa metodologia ha formato più di 650.000 laureati con un successo senza precedenti in campi diversi come la biochimica, la genetica, la chirurgia, il diritto internazionale, le competenze manageriali, le scienze sportive, la filosofia, il diritto, l'ingegneria, il giornalismo, la storia, i mercati e gli strumenti finanziari. Tutto questo in un ambiente molto esigente, con un corpo di studenti universitari con un alto profilo socio-economico e un'età media di 43,5 anni.

Il Relearning ti permetterà di apprendere con meno sforzo e più performance, impegnandoti maggiormente nella tua specializzazione, sviluppando uno spirito critico, difendendo gli argomenti e contrastando le opinioni: un'equazione diretta al successo.

Dalle ultime evidenze scientifiche nel campo delle neuroscienze, non solo sappiamo come organizzare le informazioni, le idee, le immagini e i ricordi, ma sappiamo che il luogo e il contesto in cui abbiamo imparato qualcosa è fondamentale per la nostra capacità di ricordarlo e immagazzinarlo nell'ippocampo, per conservarlo nella nostra memoria a lungo termine.

In questo modo, e in quello che si chiama Neurocognitive Context-dependent E-learning, i diversi elementi del nostro programma sono collegati al contesto in cui il partecipante sviluppa la sua pratica professionale.



Questo programma offre i migliori materiali didattici, preparati appositamente per i professionisti:



Materiali di studio

Tutti i contenuti didattici sono creati appositamente per il corso dagli specialisti che lo impartiranno, per fare in modo che lo sviluppo didattico sia davvero specifico e concreto.

Questi contenuti sono poi applicati al formato audiovisivo che supporterà la modalità di lavoro online di TECH. Tutto questo, con le ultime tecniche che offrono componenti di alta qualità in ognuno dei materiali che vengono messi a disposizione dello studente.



Master class

Esistono evidenze scientifiche sull'utilità dell'osservazione di esperti terzi.

Imparare da un esperto rafforza la conoscenza e la memoria, costruisce la fiducia nelle nostre future decisioni difficili.



Pratiche di competenze e competenze

Svolgerai attività per sviluppare competenze e capacità specifiche in ogni area tematica. Pratiche e dinamiche per acquisire e sviluppare le competenze e le abilità che uno specialista deve sviluppare nel quadro della globalizzazione in cui viviamo.



Letture complementari

Articoli recenti, documenti di consenso e linee guida internazionali, tra gli altri. Nella biblioteca virtuale di TECH potrai accedere a tutto il materiale necessario per completare la tua specializzazione.





Casi di Studio

Completerai una selezione dei migliori casi di studio scelti appositamente per questo corso. Casi presentati, analizzati e monitorati dai migliori specialisti del panorama internazionale.



Riepiloghi interattivi

Il team di TECH presenta i contenuti in modo accattivante e dinamico in pillole multimediali che includono audio, video, immagini, diagrammi e mappe concettuali per consolidare la conoscenza.

Questo esclusivo sistema di specializzazione per la presentazione di contenuti multimediali è stato premiato da Microsoft come "Caso di successo in Europa".



Testing & Retesting

Valutiamo e rivalutiamo periodicamente le tue conoscenze durante tutto il programma con attività ed esercizi di valutazione e autovalutazione, affinché tu possa verificare come raggiungi progressivamente i tuoi obiettivi.



06 Certificate

The Postgraduate Diploma in Video Game Design guarantees, in addition to the most rigorous and updated training, access to a Postgraduate Diploma issued by TECH Global University.





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*Successfully complete this program
and receive your university degree
without travel or laborious paperwork”*

This program will allow you to obtain your **Postgraduate Certificate in Video Game Design** 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 Video Game Design**

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 quality
development language
classroom



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Postgraduate Diploma Video Game Design

