

Postgraduate Certificate Video Game Music and Audio Production



Postgraduate Certificate Video Game Music and Audio Production

- » 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/video-game-music-audio-production

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01

Introduction

The speed at which the video game market and production is growing is breathtaking. Every day, more and more companies are looking for experts to join their staff to perform the tasks necessary for the correct operation of the final product. A good sound production is a key element for the video game to make a difference. This program will help professionals who want to specialize in Video Game Music and Audio Production. For this purpose, they have an experienced teaching staff in the business field and a cutting-edge syllabus.





“

Enroll now and develop your knowledge for a correct sound evolution and join the best companies in the sector”

Nowadays, the video game market is booming as more and more people are consuming this product. However, there is a lot of work going on within, such as the production of its soundtrack, for example. Music and audio production for a video game is a very important task in the process of creating it. This requires extensive specialized training, which means that many companies in the sector are looking for professionals to take on this task.

This program is the ideal option for those who want to specialize in Video Game Music and Audio Production. In this program, graduates will be able to develop different skills to perform a quality recording session from pre-production to the recording session. In this way, students will learn from recording techniques to capture the sound to the choice and techniques of microphones, including the placement of the musicians.

All this is possible given that this program has a very professional teaching staff with extensive professional experience in the sector. They will be in charge of instructing the students themselves through a very updated syllabus and implant in them the knowledge and skills necessary for the correct development of the for a correct development of the activity in the work environment.

TECH offers a 100% online methodology that allows students a perfect harmony between the combination of their studies and the rest of the responsibilities they may have in their daily lives, whether work or any other type. This online University is also committed to the latest trends in learning techniques such as Relearning. In this way, this program becomes the ideal option for those who want to specialize in Video Game Music Production and Audio.

This **Postgraduate Certificate in Video Game Music and Audio Production** 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



Learning by repetition of key concepts has a highly proven effectiveness. For this reason, TECH uses Relearning within its syllabus”

“

This program will not interfere with your schedule. The online methodology allows you to organize your time to get the most out of it and become a professional in this area”

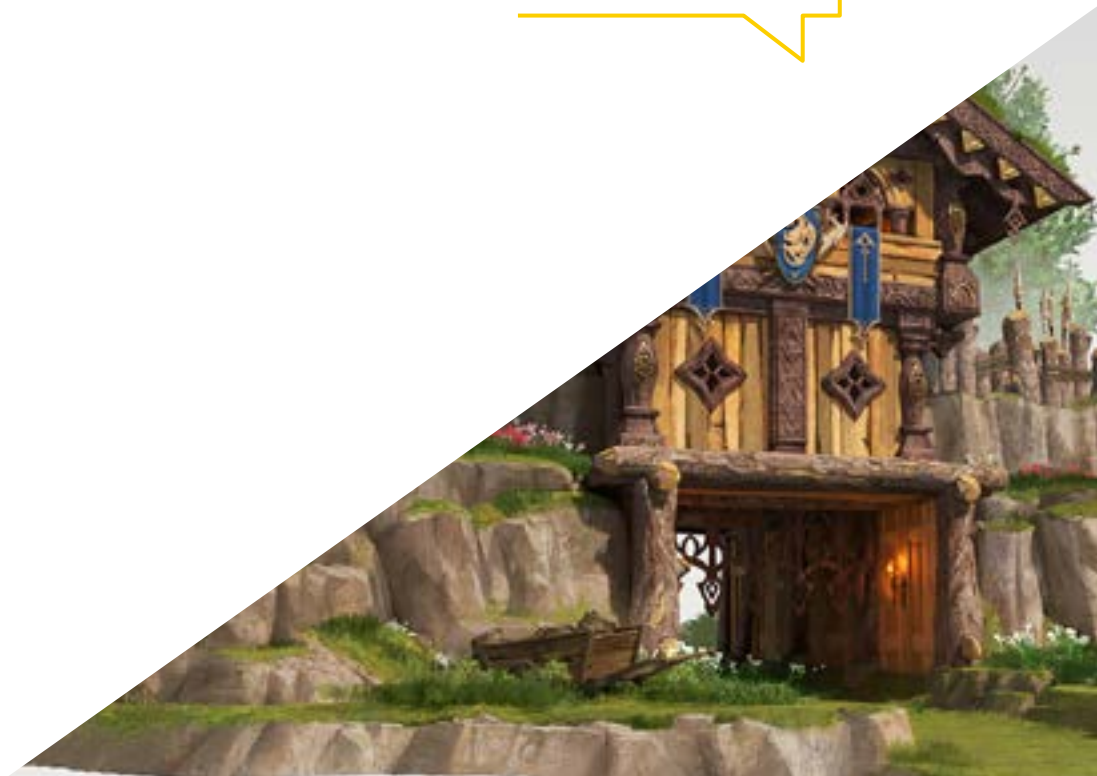
The program's teaching staff includes professionals from sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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.

We will teach you how to choose the right microphone for each situation. In this way, you will be able to capture sounds in a professional and high quality way.

Learn how to develop your projects from your Home Studio or from a professional studio.



02 Objectives

The purpose of this Postgraduate Certificate is to prepare graduates with all the relevant techniques and skills for an optimal development within the area of Video Game Music and Audio Production. For this purpose, the program has a series of general and specific objectives that will serve as a guide to complete the necessary skills for this task.





“

Get ready to achieve your goals. By enrolling in this program, you will be closer to achieving them”



General Objectives

- ◆ Create, build and manage a space and a work team
- ◆ Manage, plan and conduct a recording session

“

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





Specific Objectives

- ◆ Differentiate and classify the various types of microphones according to their construction and polar pattern
- ◆ Use different stereo recording techniques
- ◆ Understand the different techniques of multi-microphone and surround pickup
- ◆ Understand and use the various types of filters is found in an equalizer to balance the frequencies of an instrument
- ◆ Understand and use the various processors to correct the dynamics of an instrument
- ◆ Understand and use reverberation to place an instrument in a sound space
- ◆ Understand and use the different effects processors to give spatiality to a track
- ◆ Master sound construction based on audio-visual standards

03

Course Management

Highly qualified faculty is a key element in any type of learning. For this reason, TECH is concerned about having a quality teaching staff with extensive experience in the workplace. Graduates will be guided by them through the path of specialization in Video Game Music and Audio Production.





“

Work side by side with professors who will make sure you broaden your knowledge and significantly improve your skills in the sector”

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



04

Structure and Content

Through a very complete syllabus, composed of 10 topics within a single module. Each subject clearly contains a series of concepts and techniques that will help graduates in their career within companies dedicated to video games. In this way, students will find knowledge for the realization of high-quality recording while learning microphone techniques or the implementation of more modern techniques such as Surround or Surround Sound.





“

Learn how to capture sound through the most up-to-date recording techniques of the moment”

Module 1. Music and Audio Production

- 1.1. The Recording Session
 - 1.1.1. Pre-Production
 - 1.1.2. Preparation/Choosing a Studio
 - 1.1.3. Session Registration
- 1.2. Microphones
 - 1.2.1. Microphones
 - 1.2.2. Types of Microphones
 - 1.2.3. Features
- 1.3. Stereo Microphone Techniques
 - 1.3.1. Matching Pair
 - 1.3.2. Spaced Pair
 - 1.3.3. Near-Matching Pair
- 1.4. Multi-Microphone and Surround Techniques
 - 1.4.1. Multi-Microphone Techniques
 - 1.4.2. Surround Recording
 - 1.4.3. Surround Recording Techniques
- 1.5. Instrument Recording
 - 1.5.1. Stringed Instruments
 - 1.5.2. Percussion Instruments
 - 1.5.3. Wind and Amplified Instruments
- 1.6. Mixing Techniques: Equalization
 - 1.6.1. Equalization
 - 1.6.2. Types of Filters
 - 1.6.3. Applying to the Track
- 1.7. Mixing Techniques: Dynamics
 - 1.7.1. Compressors and Other Processors
 - 1.7.2. Sidechain
 - 1.7.3. Multi-Band Compression





- 1.8. Mixing Techniques: Reverberation
 - 1.8.1. Characteristics of an Ambience
 - 1.8.2. Functions and Algorithms
 - 1.8.3. Parameters
- 1.9. Mixing Techniques: Other Effects
 - 1.9.1. Eco/Delay
 - 1.9.2. Modulation Effects
 - 1.9.3. Pitch Effects
- 1.10. Mastering
 - 1.10.1. Features
 - 1.10.2. Process
 - 1.10.3. Application in the Audio Engine

“

By completing this Postgraduate Certificate, you will be able to improve your resume and, in this way, obtain better job opportunities in order to do what you really like doing”

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.



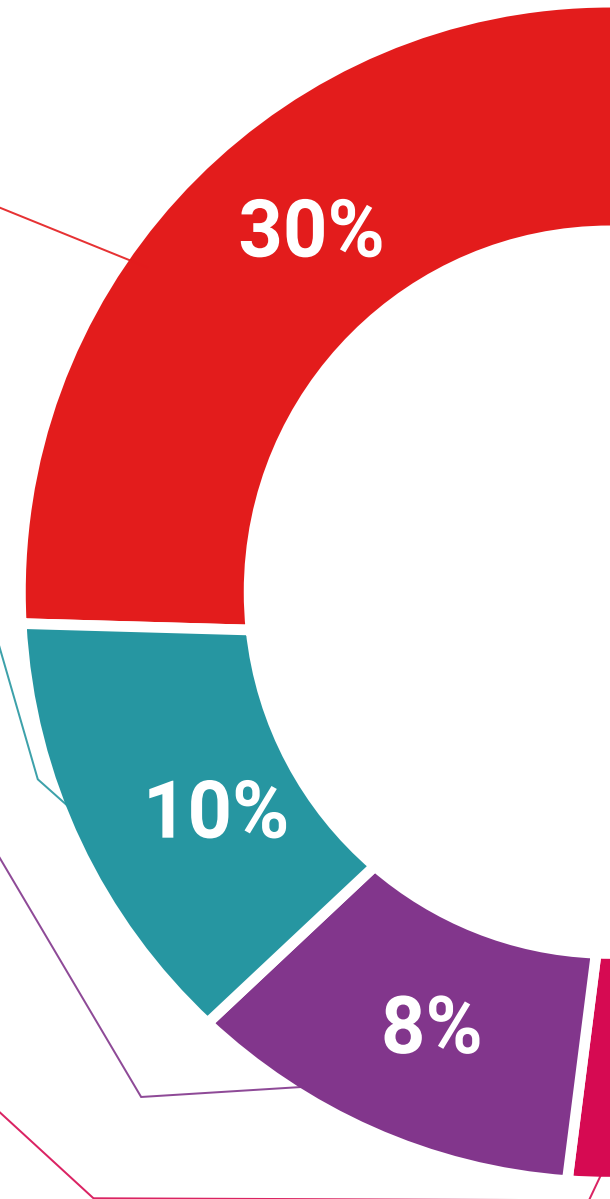
Practising Skills and Abilities

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 Video Game Music and Audio Production 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 Video Game Music and Audio Production** 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 Music and Audio Production**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



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

Postgraduate Certificate Video Game Music and Audio Production

- » Modality: online
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- » Schedule: at your own pace
- » Exams: online

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