

# Postgraduate Certificate Video Game Soundtrack Creation and Production



## Postgraduate Certificate Video Game Soundtrack Creation and 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-soundtrack-creation-production](http://www.techtute.com/us/videogames/postgraduate-certificate/video-game-soundtrack-creation-production)

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# 01

# Introduction

There are many video games that are specifically remembered for their music and sound effects. It is impossible to separate music from games like Super Mario Bros. or Tetris, to name two of the most famous. More recently, titles such as The Witcher 3 or Bloodborne have also made an unforgettable musical contribution to gamers. Therefore, good music or sound design can make a game memorable. For this reason, companies in the industry are increasingly devoting more and more effort to ensuring that the sound is perfect. This program offers its students, therefore, all the skills to become a great sound producer for video games, obtaining, thanks to it, numerous professional opportunities.



“

*Produce the sound and music of great video games thanks to this Postgraduate Certificate”*



It is impossible to imagine certain video games without their music and sound. They are an inseparable part of its identity and determine, to a large extent, whether the gaming experience is a positive one. A good soundtrack can make a game much more appealing and that means, in the long run, achieving success.

Companies know this, so they have put a great effort into hiring the best professionals to make good sound design and production in their video games, making players enjoy their creations much more. However, there is a shortage of experts in these issues applied to video games, which are a very specific field that requires specific skills.

For this reason, this Postgraduate Certificate in Video Game Soundtrack Creation and Production offers everything you need to become an expert in the field, thanks to its innovative and in-depth content and its 100% online teaching methodology, which fits perfectly with the professional life of its students.

This **Postgraduate Certificate in Video Game Soundtrack Creation and Production** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ Practical cases presented by experts in sound composition, creation and production for video games
- ◆ The graphic, schematic, and practical contents with which they are created, provide scientific and 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 innovative methodologies
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Access to content from any fixed or portable device with an Internet connection



*The video games in which you participate will stand out for their sound”*

“

*The sound and music of a video game are a fundamental element: specialize and show your company what you are capable of”*

*You love music and have always wanted to produce the music for a video game. With this Postgraduate Certificate you will be an expert qualified to do so.*

*Don't wait any longer and start to do what you are passionate about.*

The teaching staff of this program includes professionals from the industry, who contribute the experience of their work to this program, in addition to recognized specialists from reference 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 learning 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 throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.



# 02 Objectives

The main objective of this Postgraduate Certificate in Video Game Soundtrack Creation and Production is to provide students with the skills and competencies required to progress professionally in this area and become great experts. Therefore, thanks to this program, students will be able to access the best companies in the sector, which will want to count on their services for their talent and their education in sound production applied to this field.







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*Your objective is to create and produce the sound for big video games and with this Postgraduate Certificate you will do so”*



## General Objectives

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- ◆ Compose and develop music for video games
- ◆ Know how to carry out the production and post-production process
- ◆ Learn how to do internal mixing and sound design
- ◆ Know music composition techniques for videogames





## Specific Objectives

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- ◆ Examine the sound elements of video games, their importance and consequence of their integration in the final product
- ◆ Develop audio production projects independently
- ◆ Acquire the necessary skills to handle the technical equipment used for the production and realization of sound products



*Don't put your plans off any longer: you want to advance professionally now and this is the best opportunity to do so"*



# 03

## Structure and Content

This Postgraduate Certificate is structured into one module, subdivided into 10 topics, through which the students will be able to learn everything about sound and its importance in all types of audiovisual projects. Students will learn all about music production, sound libraries and even orchestration and musical instrumentation for video games. For this reason, this program is the most complete that exists in this specific field.





“

*The most innovative content on  
soundtrack creation and production  
applied to video games is here”*

## Module 1. Soundtrack Creation and Production

- 1.1. What is Sound? Physical Concepts of Sound
  - 1.1.1. Pressure Waves
  - 1.1.2. Sound Qualities
  - 1.1.3. Human Hearing
  - 1.1.4. Sound Propagation
- 1.2. Importance of Sound and Music in Audiovisual Projects
  - 1.2.1. Soundtrack: Creating Ambience
  - 1.2.2. Mimetic or Subtle Soundtrack
  - 1.2.3. Sound Effects and Their Importance
  - 1.2.4. Orchestra and Synthetic Music
- 1.3. Recording Elements: Equipment
  - 1.3.1. Elements Required for Recording
  - 1.3.2. Recording Process
  - 1.3.3. Acoustic Isolation
  - 1.3.4. Sound Processing
- 1.4. Sound Libraries and Author's Rights
  - 1.4.1. Creative Commons Licenses
  - 1.4.2. Sound with Author's Rights
  - 1.4.3. Sound Libraries
  - 1.4.4. When is it Worth Investing in Sound Libraries?
- 1.5. Monoaural, Stereo, Surround and 3D Sound
  - 1.5.1. Monoaural Sound
  - 1.5.2. Stereo Sound
  - 1.5.3. Enveloping Sound
  - 1.5.4. 3D Sound
- 1.6. Sound Synthesis. Synthesizer
  - 1.6.1. What is a Synthesizer?
  - 1.6.2. Types of Synthesis: Imitative Synthesis
  - 1.6.3. Components
  - 1.6.4. Control Interfaces







- 1.7. Audio Editing: DAW
  - 1.7.1. Pro Tools
  - 1.7.2. Digital Performer
  - 1.7.3. Nuendo
  - 1.7.4. Logic Pro 9
  - 1.7.5. Cakewalk SONAR
  - 1.7.6. How to Choose a DAW?
- 1.8. Orchestration and Instrumentation for Music in Video Games
  - 1.8.1. 8 Bits Systems and Music Chip
  - 1.8.2. Digital Sampling from the 1980s-1990s
  - 1.8.3. Pre-Recorded and Streaming in the Modern Age
  - 1.8.4. Personalized Soundtracks in the Modern Age
  - 1.8.5. Chronology of Music in Video Games
- 1.9. Composition Process for Music in Video Games
  - 1.9.1. What is a Sound Landscape?
  - 1.9.2. Importance of the Sound Landscape in Video Games
  - 1.9.3. Sound Propagation
  - 1.9.4. Occlusion, Obstruction and Exclusion
- 1.10. Workflow for Music and Sound Implementation in Video Games: Reference Sheet
  - 1.10.1. Organization of an Audiovisual Project
  - 1.10.2. Organization of an Interactive Project
  - 1.10.3. Reference Sheet
  - 1.10.4. Format



*With this Postgraduate Certificate, you will be the best expert in your field in soundtrack production for video games*

04

# 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.







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*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.

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*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.*



### 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 student will learn to solve complex situations in real business environments through collaborative activities and real cases.*

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.





05

# Certificate

The Postgraduate Certificate in Video Game Soundtrack Creation and 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 Soundtrack Creation and 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 Soundtrack Creation and 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  
classroom

**tech** global  
university

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