Postgraduate Diploma

Gamified Game Design and Documentation in Video Games

tech *technological university*

Postgraduate Diploma
Gamified Game Design and Documentation in Video Games

- » Modality: **online**
- » Duration: **6 months**
- » Certificate: **TECH Technological University**
- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: **www.techtitute.com/pk/videogames-design/postgraduate-diploma/postgraduate-diploma-gamified-game-design-documentation-video-games**

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01
Introduction

In the 1990s there was a technological boom that led to designs focused on the multimedia aspects of the game, such as graphics, sounds and special effects. Nowadays, we live under the effects of this technological boom, but the most important thing is to offer a gaming experience that meets the user's expectations. Creating easy interaction between players for entertainment or for education, exercise or experimental purposes is much more in demand. The professionals who seek to grow in the field of Gamified Game Design will find in this program everything they need to develop their career with the agility and quality they require.

You will learn the true mission of entertainment from board games to video games, and you will learn how to design successful creations"

Since the beginning of civilization people have played board games. The oldest game, according to historians, dates back to 3000 BC. It was a board, dice and counters that were found in Iraq. Likewise, another board game in history was called Senet, which was played by the Egyptians. More recently, we can mention chess or dominoes, played worldwide and now available digitally. Getting into all aspects of gamification and games will be part of this specialization.

In the 8-bit generation, design was focused on developing extremely simple interfaces and mechanisms, seeking to create a certain addiction in the player, because that was the business model. However, having an idea and wanting to go beyond it: making it real, and making it have a sustainable purpose is the real challenge for gamified game design professionals.

To know the mission, vision, values, structure and the different roles involved in the realization of prototypes. Giving meaning to projects beyond entertainment is the challenge students will learn to face in this program aimed at teaching everything about Gamified Game Design and Documentation in Video Games.

In this Postgraduate Diploma, the professional will understand all forms of communication in business, the most used techniques and tools. In a maximum of 6 months, you will obtain your qualification completely online and through a convenient virtual campus to which you will connect as, where and when you decide. Always accompanied by a team of expert teachers that will make your study process easier.

This **Postgraduate Diploma in Gamified Game Design and Documentation in Video Games** contains the most complete and up-to-date educational program on the market. Its most notable features are:

• The development of case studies presented by professional gamification experts

• The graphic, schematic, and eminently practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice

• Practical exercises where self-assessment can be used to improve learning.

• Its special emphasis on innovative methodologies

• 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

TECH offers you the opportunity to become a professional in the most sought-after specialties in today's labor market"

If you are already in the design world and want to advance your career. This is your program, start now 100% online"

Learn all about the Three C's fundamental to the art of Gamified Game Design.

You will master as an expert all the elements of Game Design and Gamification.

The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, 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 immersive 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 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

The Postgraduate Diploma in Gamified Game Design and Documentation in Video Games will offer the student all the knowledge of techniques, processes and standards that are currently necessary to successfully perform their career. Internalizing the fundamentals of gamification and the different forms of communication to successfully achieve their performance within a work team. Thus creating the profile of an integral professional, within the development of video games.

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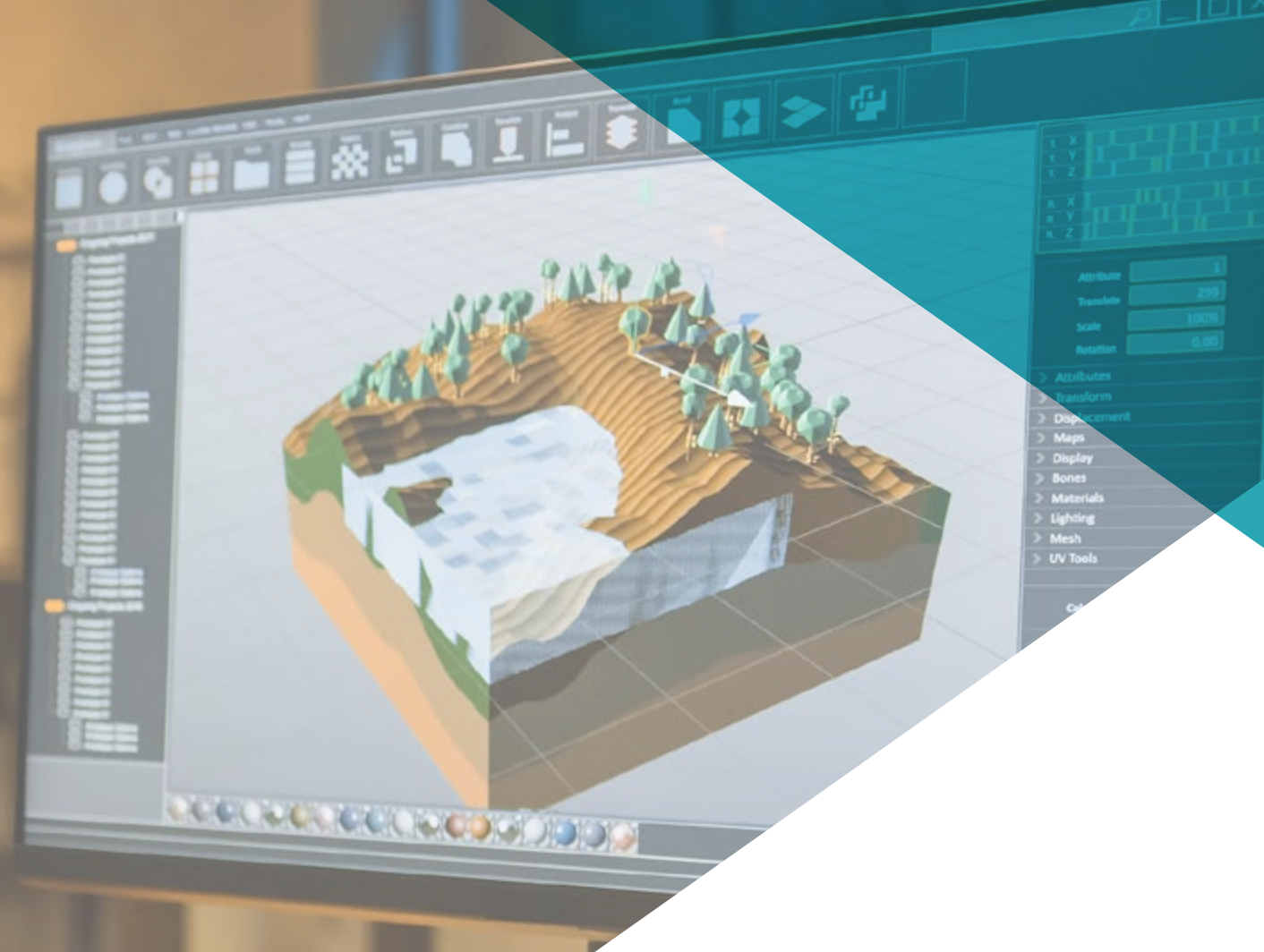
Enable the development of purposeful games that connect with people"

General Objectives

- Master in depth the field of gamification, its development and expansion
- Analyze all the variables of video games and their industry
- Professionalize the theoretical bases of gamification applied in each field of specialization
- Achieve autonomy in the development of videogames and their specializations
- Know the construction, application and needs of board games for their extrapolation into gamified products
- Study the different roles and profiles involved
- Enhance design skills to make video games attractive and easy to use
- Manage specialized documentation processes

Visualize yourself as an entrepreneur in the world of game design and walk towards achievement. Get your qualification in this Postgraduate Diploma"

Specific Objectives

Module 1 Gamified Game Design
- Differentiate in a professional manner interactive products and their media
- Internalize the mission, vision and values of game development and design
- Creation of a consistent design according to the theoretical basis of board game design
- Analyze product types
- Deepen in the different professional roles in the gaming industry

Module 2 *Game Design* and Gamification
- Master the tools and fundamentals of video game design
- Examine the genres and types of games available on the market
- Apply the MDA framework successfully in the development of gamified video games
- Implementing gaming rewards for market differentiation
- Interpret level and world design to optimize player experience
- Balance game economy for successful game progression

Module 3 Video Game Documentation
- Apply in a professional manner the pillars of video game design within the character, camera and control systems
- Interpret specialized documentation within the video game industry
- Document information related to the game design in an orderly and useful manner
- Master communication strategies for efficient teamwork

Structure and Content

This program has been structured by a team of experts in Interactive Product Design and *Game Design.* Developing the content in three modules with specific topics on Gamified Game Design and Documentation in Video Games. Detailed in a comprehensive manner in 6 months of study applied to an online environment, through a comfortable and secure virtual campus hosted on the platform of TECH Technological University.

"

It handles all reward system techniques within the challenges of gamified game design"

Module 1 Gamified Game Design

Module 2 Game Design and Gamification

Open yourself to a world of possibilities in the digital industry. Expand your design knowledge with this Postgraduate Diploma in just a few months"

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.

"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%
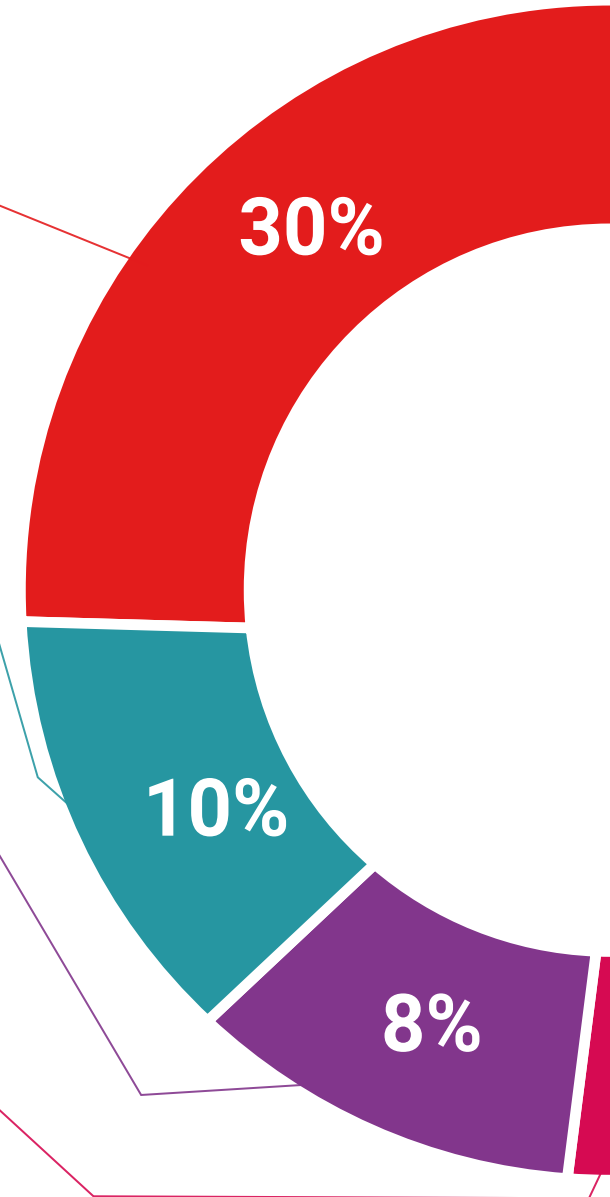
Case Studies

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.

05

Certificate

The Postgraduate Diploma in Gamified Game Design and Documentation in Video Games guarantees, in addition to the most rigorous and up-to-date training, access to a certificate issued by TECH Technological University.

Successfully complete this training program and receive your university certificate without travel or laborious paperwork"

This **Postgraduate Diploma in Gamified Game Design and Documentation 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 Diploma** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Diploma in Gamified Game Design and Documentation in Video Games**

Official Nº of Hours: **450 h.**

tech technological university

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

POSTGRADUATE DIPLOMA
in

Gamified Game Design and Documentation in Video Games

This is a qualification awarded by this University, equivalent to 450 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

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.   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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