

Postgraduate Diploma Sound and Music Design in Video Games



Postgraduate Diploma Sound and Music Design 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/in/videogames/postgraduate-diploma/postgraduate-diploma-sound-music-design-video-games

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01

Introduction

Some of the best video games in history are especially remembered for their music and sound design. These are elements that are often underestimated but are, in fact, essential to having an enjoyable and fun gaming experience. However, sound designers and music composers who are focused on the field of video games are in short supply, so large companies in the industry are desperate to find qualified personnel. This program offers students the opportunity to become professionals in demand in this field, as it provides them with all the specialized knowledge they need to enter the video game industry.





Design the sound and compose the music for the next big hits in the world of video games"

Many of the greatest video games in history have very careful sound design and distinctive music as a main feature, which is then remembered for years after their release. However, it is often an undervalued and overlooked element, even though it is fundamental to having an enjoyable gaming experience.

The video game industry is expanding and has already become one of the most profitable industries worldwide. Millions of gamers are waiting for new titles from their favorite companies. But it is a relatively new discipline and there are not always qualified personnel prepared to face the specific challenges of the video game industry, which are very different from those of other disciplines, such as film.

Because of this, it is necessary to have a specialization program that is completely devoted to the sector and which teaches specific knowledge related to this art, more specifically to Sound and Music Design in Video Games. This Postgraduate Diploma in Sound and Music Design in Video Games is the answer to this problem, since it offers specific knowledge for the discipline.

With this program, students will be able to design and compose sound and music for different titles of productions and video games, so that upon graduation they will be fully trained professionals who are prepared to enter the labor market.

This **Postgraduate Diploma in Sound and Music Design in Video Games** contains the most complete and up to date program on the market. Its most important features include:

- ◆ Specific knowledge in sound design, prepared for future professionals in the sector
- ◆ Special focus on the importance of music composition in video games
- ◆ The contextualization of sound in the video game industry
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Create the soundtrack for the video game of your dreams"

“

You could be the John Williams of video game composition: this program is the first step to achieving that"

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 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. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Specialize and become the most valuable member in your video game company.

Sound design represents the life and soul of a video game: learn with TECH and become the best sound designer in your area.

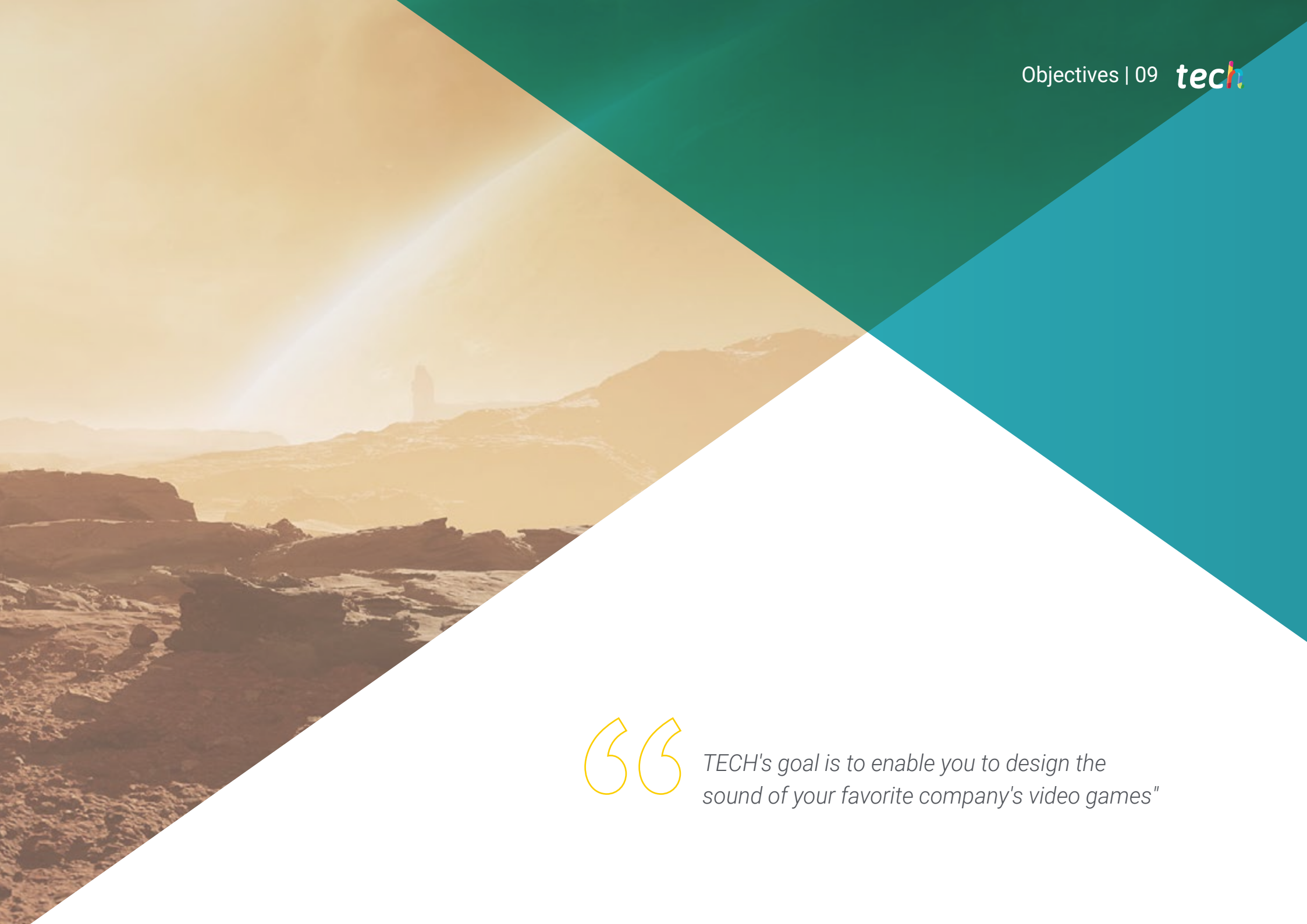


02

Objectives

The objective of this program is to turn students into the next leaders in Sound and Music Design in Video Games, so that they may lead the way towards new sounds in current video games. With this program, students will be able to obtain all the tools they need to become the best experts in the field and take on an essential role in the profession.





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TECH's goal is to enable you to design the sound of your favorite company's video games"



General Objectives

- ◆ Know the different genres of video games, the concept of gameplay and features in order to apply them in the analysis of video games and in the creation of the design of the video game
- ◆ Deepen understanding of the production of video games and in the SCRUM methodology for project production
- ◆ Learn the fundamentals of video game design and the theoretical knowledge that a video game designer should know
- ◆ 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
- ◆ Be able to create an independent digital entertainment startup



TECH helps you get your name on the credits of the next worldwide video game blockbuster"





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 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 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. Sound & Music Design

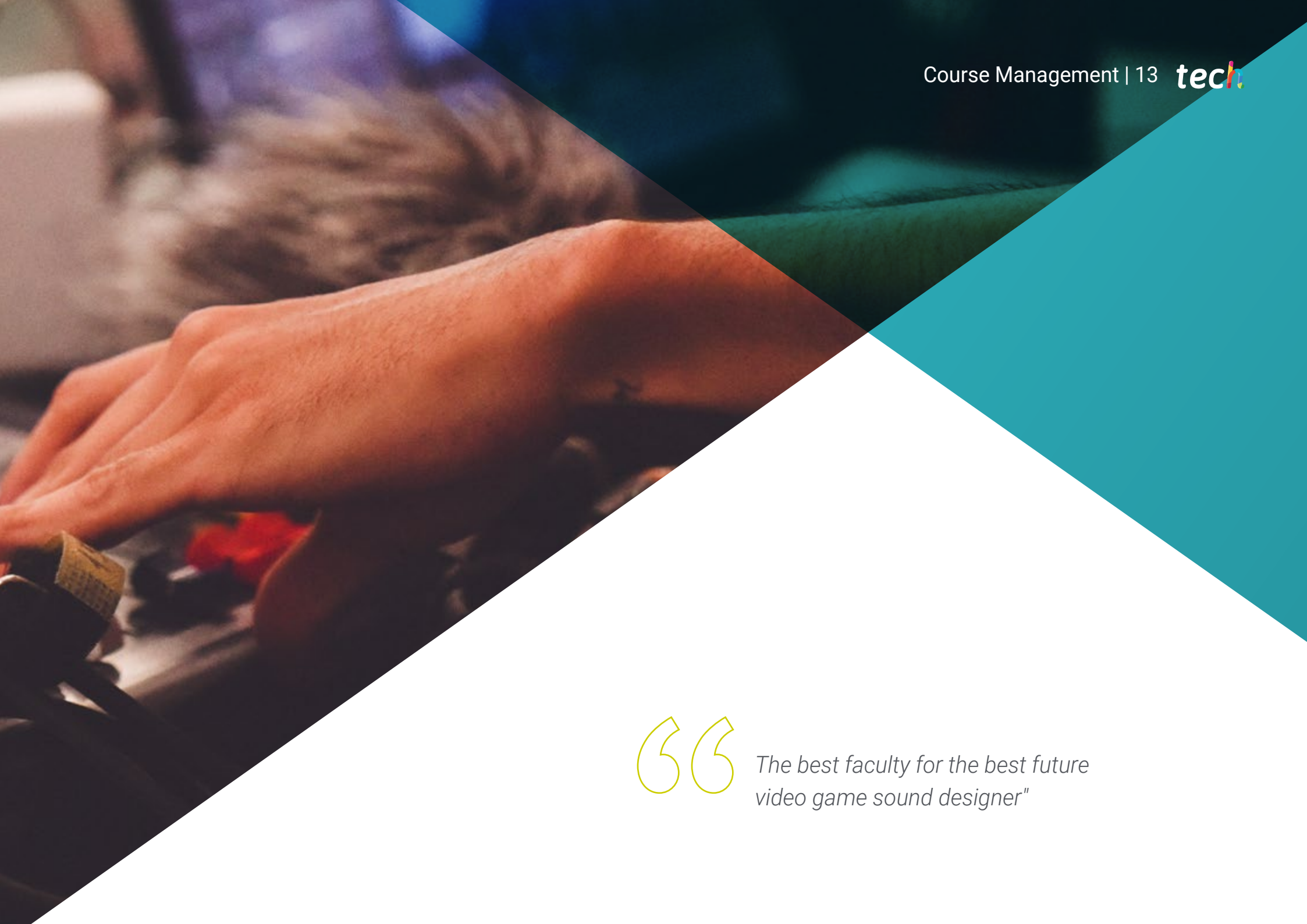
- ◆ Compose and develop music
- ◆ Design music composition software
- ◆ Know how to carry out the production and post-production process
- ◆ Learn how to do internal mixing and sound design
- ◆ Use sound libraries, synthetic sounds and foley
- ◆ Know music composition techniques for video games

03

Course Management

The best teachers are waiting for students to offer them the best specialized contents that will open professional doors to the most successful companies in the sector. Thanks to its experience and its continuous search for excellence, this Postgraduate Diploma gives students access to innovative knowledge that is only within reach of a few, so the program is a great opportunity for anyone who wants to become a specialist in Sound and Music Design in Video Games.





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*The best faculty for the best future
video game sound designer”*

Management



Mr. 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

Mr. Carrión, Rafael

- ◆ Sound designer and Unity3D audio programmer
- ◆ Degree in Industrial Engineering Polytechnic University of Valencia 2018
- ◆ Master's Degree in Video Game Programming Open University, Catalunya 2021
- ◆ Course in Audio Production for Games using WWISE Berklee 2019
- ◆ Audio programmer at Women in Games Present

04

Structure and Content

The contents of this program have been created by the best experts in the industry, in order to offer the most specialized, in depth and complete knowledge available regarding Sound and Music Design in Video Games. Through three study modules that explore all the elements of this material, students will be able to develop the skills they require to become leading professionals in the field.





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The best curriculum awaits you so you can become a benchmark video game sound designer”

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. Assassins 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. Document Design

- 2.1. Structure of the Document
 - 2.1.1. Design Document
 - 2.1.2. Monomyth 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
 - 2.9.2. Interface
 - 2.9.3. Structure
- 2.10. Saved and Attached
 - 2.10.1. Saved
 - 2.10.2. Annexed Information
 - 2.10.3. Final Details

Module 3. Sound & Music Design

- 3.1. Composition
 - 3.1.1. Lineal Composition
 - 3.1.2. Non-Lineal Composition
 - 3.1.3. Creation of Themes
- 3.2. Musical Development
 - 3.2.1. Instruments
 - 3.2.2. The Orchestra and its Sections
 - 3.2.3. Electronics
- 3.3. Software
 - 3.3.1. Cubase Pro
 - 3.3.2. Virtual Instruments
 - 3.3.3. Plugins
- 3.4. Orchestration
 - 3.4.1. MIDI Orchestration
 - 3.4.2. Synthesizers and Digital Instruments
 - 3.4.3. PreMix

- 3.5. Post-Production
 - 3.5.1. Post-Production
 - 3.5.2. Finale
 - 3.5.3. Plugins
- 3.6. Mixing
 - 3.6.1. Internal Mix
 - 3.6.2. Formats
 - 3.6.3. Sound Design
- 3.7. Production
 - 3.7.1. Sound Libraries
 - 3.7.2. Synthetic Sounds
 - 3.7.3. Foley
- 3.8. Video Game Composition Techniques
 - 3.8.1. Analysis I
 - 3.8.2. Analysis II
 - 3.8.3. Loops Creation
- 3.9. Adaptive Systems
 - 3.9.1. Horizontal Re-Sequencing
 - 3.9.2. Vertical Remix
 - 3.9.3. Stinger Transitions
- 3.10. Integration.
 - 3.10.1. 3D Unity
 - 3.10.2. FMOD
 - 3.10.3. Master Audio



After completing this Postgraduate Diploma, you will be better qualified to specialize in this field"

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.





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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.



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 Diploma in Sound and Music Design in Video Games guarantees students, in addition to the most rigorous and up to date education, access to a Postgraduate Diploma issued by TECH Technological University.





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

This **Postgraduate Diploma in Sound and Music Design in Video Games** contains the most complete and up to date program on the market.

After students have 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 Sound and Music Design in Video Games

Official N° of hours: 450 h.



*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.

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



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