

Postgraduate Diploma Video Game Script Design





Postgraduate Diploma Video Game Script Design

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

Website: www.techtute.com/pk/videogames/postgraduate-diploma/postgraduate-diploma-video-game-script-design

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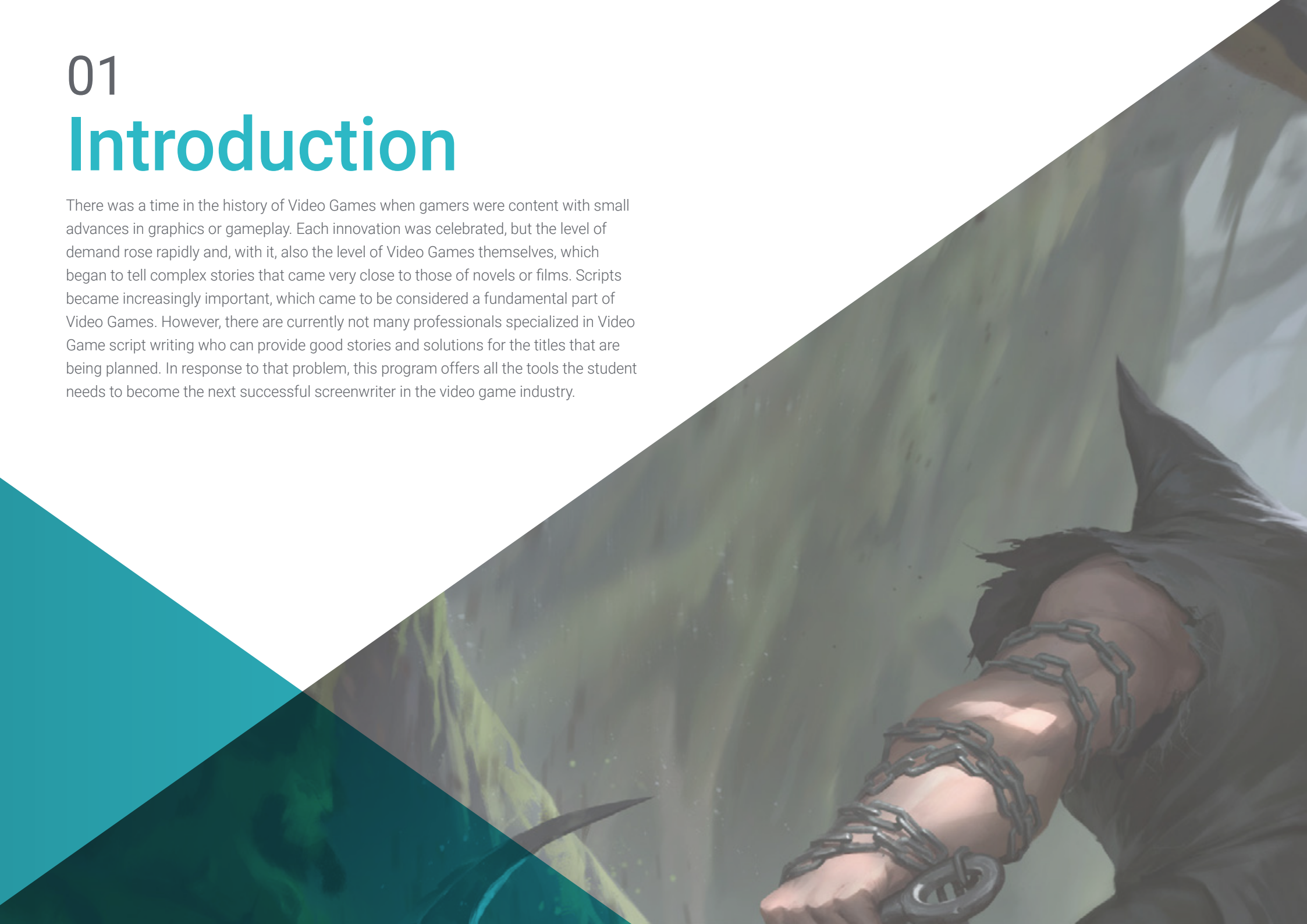
Certificate

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01

Introduction

There was a time in the history of Video Games when gamers were content with small advances in graphics or gameplay. Each innovation was celebrated, but the level of demand rose rapidly and, with it, also the level of Video Games themselves, which began to tell complex stories that came very close to those of novels or films. Scripts became increasingly important, which came to be considered a fundamental part of Video Games. However, there are currently not many professionals specialized in Video Game script writing who can provide good stories and solutions for the titles that are being planned. In response to that problem, this program offers all the tools the student needs to become the next successful screenwriter in the video game industry.



“

Develop powerful scripts and turn them into successful Video Games”

Although they are not visible or palpable like other elements, especially graphics and gameplay, scripts are a fundamental part of the success of a Video Game. The script determines what happens, how it happens and when it happens, making the rest of the components of the Video Game accompany the story that has been developed. In short: no script, no Video Game.

This is something that companies and players have quickly realized, so scripts have become one of the most analyzed and best prepared aspects during the development of a game, and, since they are not abundant, good scriptwriters are among the best valued and cared-for human resources in the industry.

For that reason, this is a key moment to learn and become qualified in this field; screenwriters are needed to write original and interesting stories that can take the so-called 'ninth art' to another narrative level. Therefore, students who are interested in specializing in this area can do so with this Postgraduate Diploma in Video Game Script Design, through which they will be able to acquire knowledge and specific tools applied to the field, and also structure all the ideas and stories they have in mind, so that they can turn them into scripts that are ready to come to life.

This program offers the solution to all those who have thought about entering the industry, so that they can bring talent and originality to a sector that seeks professionals who tell new stories in Video Games.

This **Postgraduate Diploma in Video Game Script Design** has a specialized, comprehensive educational program that is focused on the Video Game industry and will meet the demands of students. Its most notable features are:

- ◆ Expertise in Video Game script writing, a new and interesting discipline
- ◆ The practical methodology, which emphasizes the application of knowledge in concrete and real cases
- ◆ Practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



You have lots of ideas. This program will help you structure them and turn them into scripts"

“ *The script is not something you see when you play, yet it is one of the most important elements of a Video Game. Make yourself essential by taking this Postgraduate Diploma*”

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

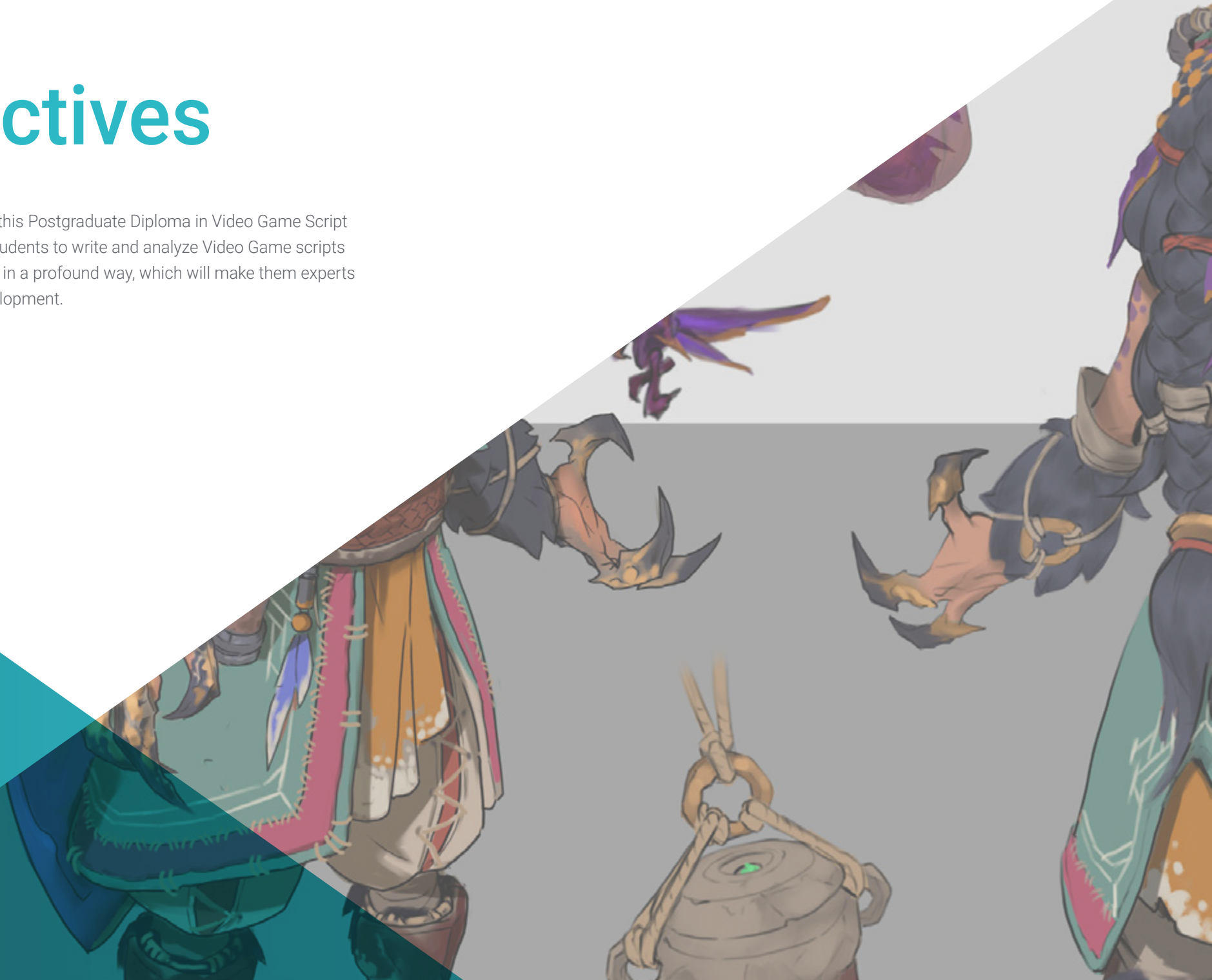
The Video Game industry is looking for specialists who can develop memorable scripts. This program is your passport to success.

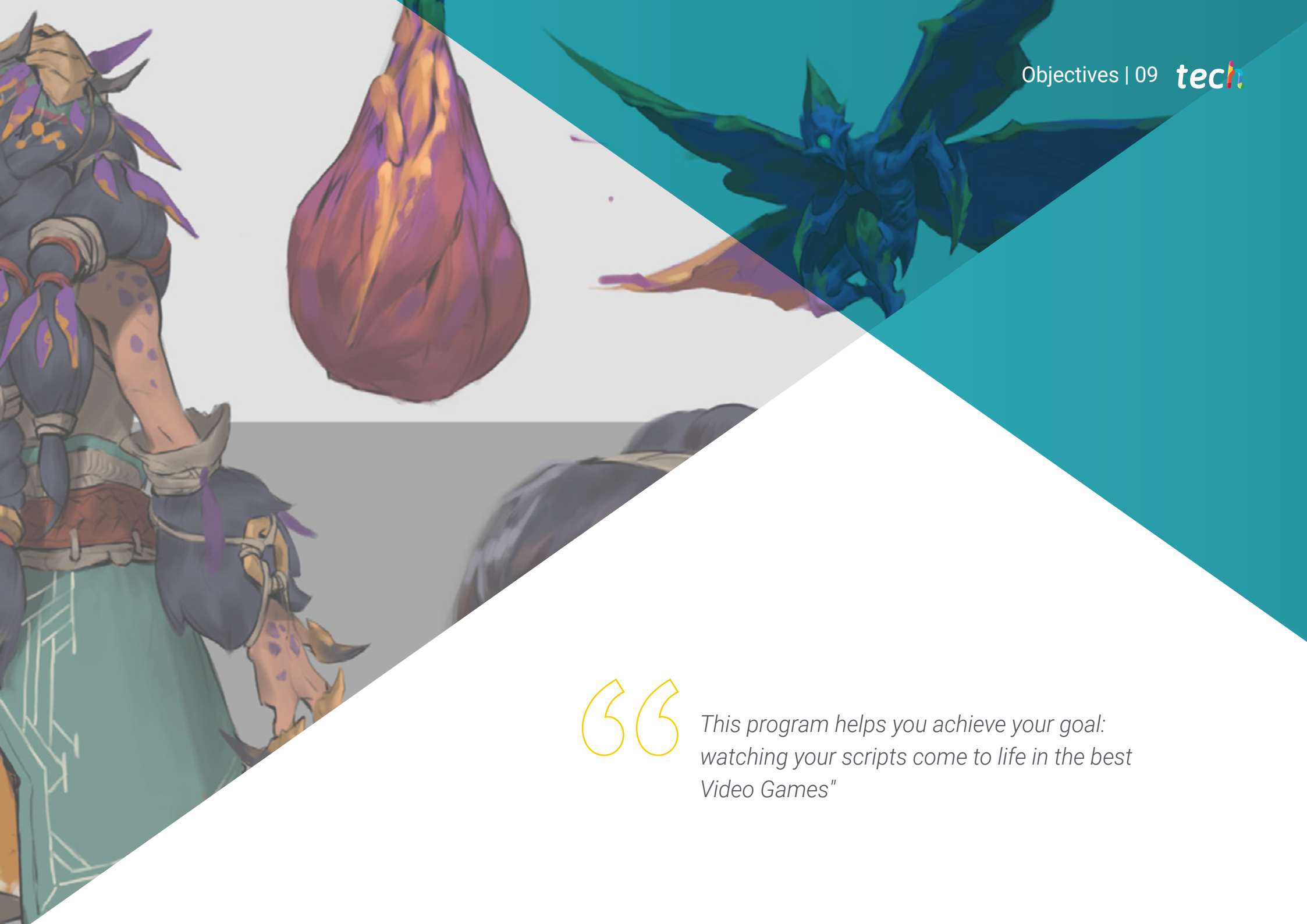
Create scripts for Video Games that rival Tarantino in terms of quality.



02 Objectives

The main objective of this Postgraduate Diploma in Video Game Script Design is to prepare students to write and analyze Video Game scripts effectively, quickly and in a profound way, which will make them experts in 'ninth art' story development.





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*This program helps you achieve your goal:
watching your scripts come to life in the best
Video Games”*



General Objectives

- ◆ Know the different genres of Video Games, their features and the concept of gameplay, in order to apply them into Video Game analysis and the creation of Video Game designs
- ◆ Study Video Game production process in depth, as well as 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 start-up

“ *Top companies are looking for new stories to develop their next Video Games: you could be the solution* ”





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 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

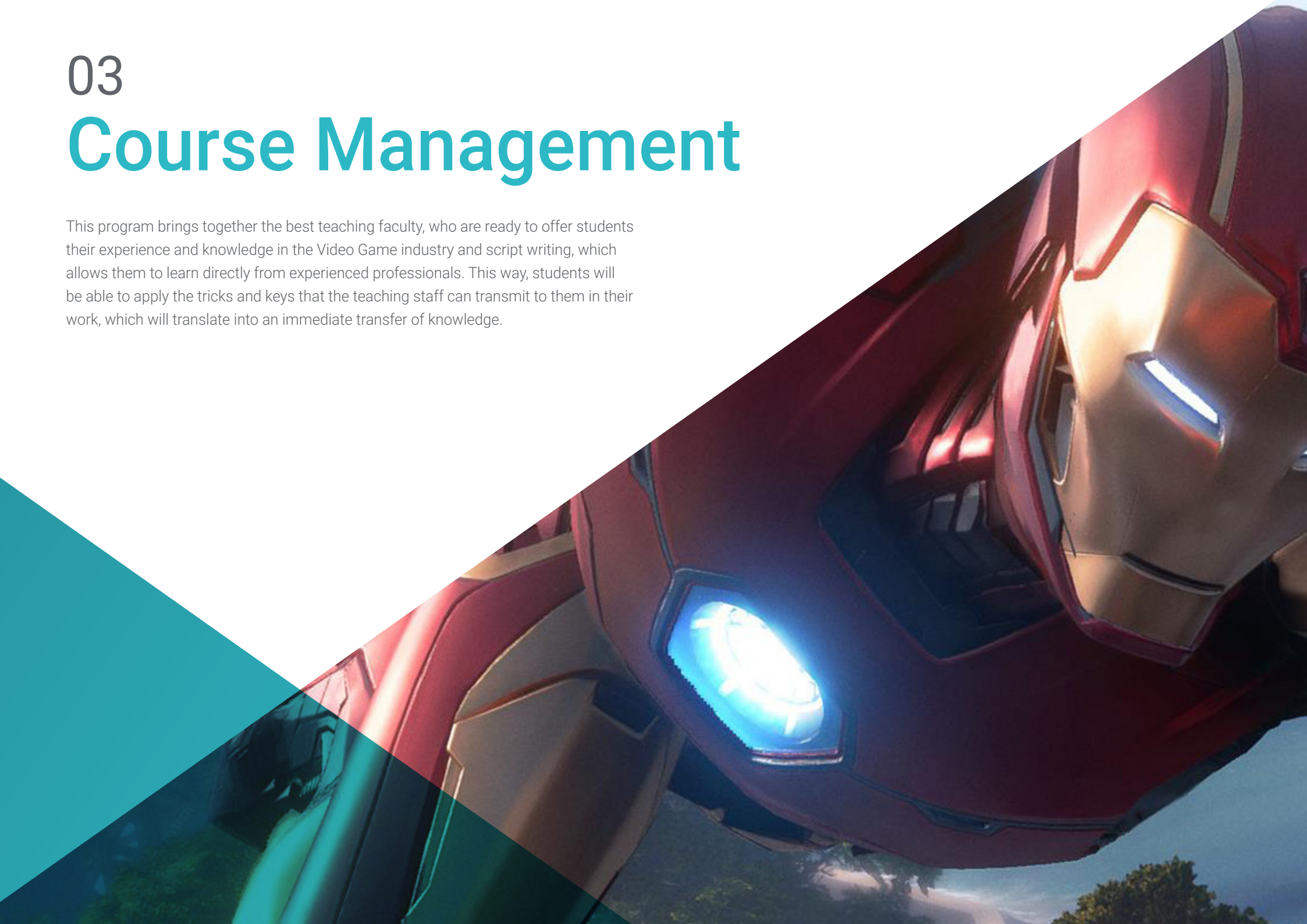
Module 3. Narrative and Script Design

- ◆ Understand general narrative and video game narrative
- ◆ Understand the complex elements of narrative such as characters, purpose, and setting
- ◆ In-depth understanding of narrative structures and complex application in Video Game Design
- ◆ Learn the latest about the universe and settings such as fantasy or science-fiction and their characteristics in plots
- ◆ Possess thorough and working knowledge of a storyline
- ◆ Learn about the creation of main and secondary characters
- ◆ In-depth study of the structuring of a video game script and the difference between video games and cinema
- ◆ Learn about the script creation process, its characteristics and elements

03

Course Management

This program brings together the best teaching faculty, who are ready to offer students their experience and knowledge in the Video Game industry and script writing, which allows them to learn directly from experienced professionals. This way, students will be able to apply the tricks and keys that the teaching staff can transmit to them in their work, which will translate into an immediate transfer of knowledge.



“

Learn how to develop complete scripts for Video Games with the specialists of this program"

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



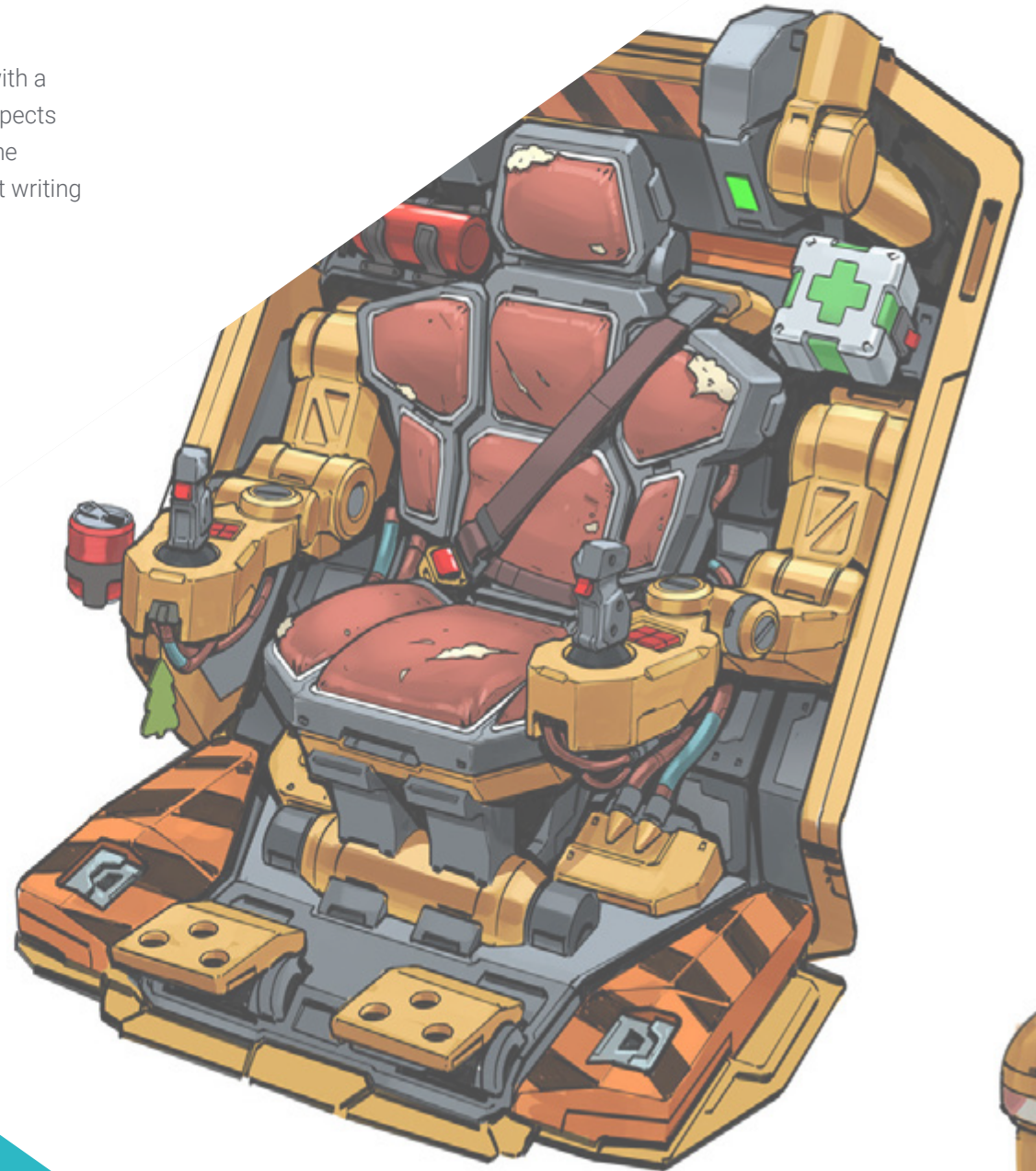
“

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

04

Structure and Content

The contents of this program offer the student exhaustive knowledge, starting with a general vision of Video Game Design and its industry, through to very specific aspects of script writing for the discipline. Thus, this Postgraduate Diploma in Video Game Script Design is the most comprehensive course on the market in terms of script writing and stories applied to Video Games.





“

The best content prepares you to perfect your scriptwriting for Video Games”

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. Design Document

- 2.1. Structure of the Document
 - 2.1.1. Design Document
 - 2.1.2. Structure A
 - 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. Narrative and Script Design

- 3.1. Video Game Narrative
 - 3.1.1. Archetypes
 - 3.1.2. Hero's Journey
 - 3.1.3. Monomyth Structure
- 3.2. Elements of Narrative
 - 3.2.1. Linear
 - 3.2.2. Ramified
 - 3.2.3. Funnels
- 3.3. Narrative Structures
 - 3.3.1. Non-Linear Narrative: Blocks
 - 3.3.2. Environmental Narratives and Subplots
 - 3.3.3. Other Structure Types: Short Stories, 4 Acts
- 3.4. Resources
 - 3.4.1. Callbacks
 - 3.4.2. Foreshadowing
 - 3.4.3. Planting and Pay-Off

- 3.5. Plot
 - 3.5.1. The Plot
 - 3.5.2. Dramatic Tension
 - 3.5.3. Interest Curve
- 3.6. Characters
 - 3.6.1. Round and Flat
 - 3.6.2. Character Evolution
 - 3.6.3. Secondary Characters
- 3.7. Characters
 - 3.7.1. Psychology
 - 3.7.2. Motivation
 - 3.7.3. Skills
- 3.8. Types of Dialogue
 - 3.8.1. Internal
 - 3.8.2. External
 - 3.8.3. Others
- 3.9. Script: Elements
 - 3.9.1. Characteristic of the Script
 - 3.9.2. Scenes and Sequences
 - 3.9.3. Elements in a Script
- 3.10. Script: Writing
 - 3.10.1. Structure
 - 3.10.2. Style
 - 3.10.3. Other Details



Highly specialized content that will allow you to become the best Video Game scriptwriter in your area"

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.



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.



06 Certificate

The Postgraduate Diploma in Video Game Script Design 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 Video Game Script Design** 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 Video Game Script Design**

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 quality
development language
virtual classroom



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