

Postgraduate Diploma Video Game Script and Storyboard



Postgraduate Diploma Video Game Script and Storyboard

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

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

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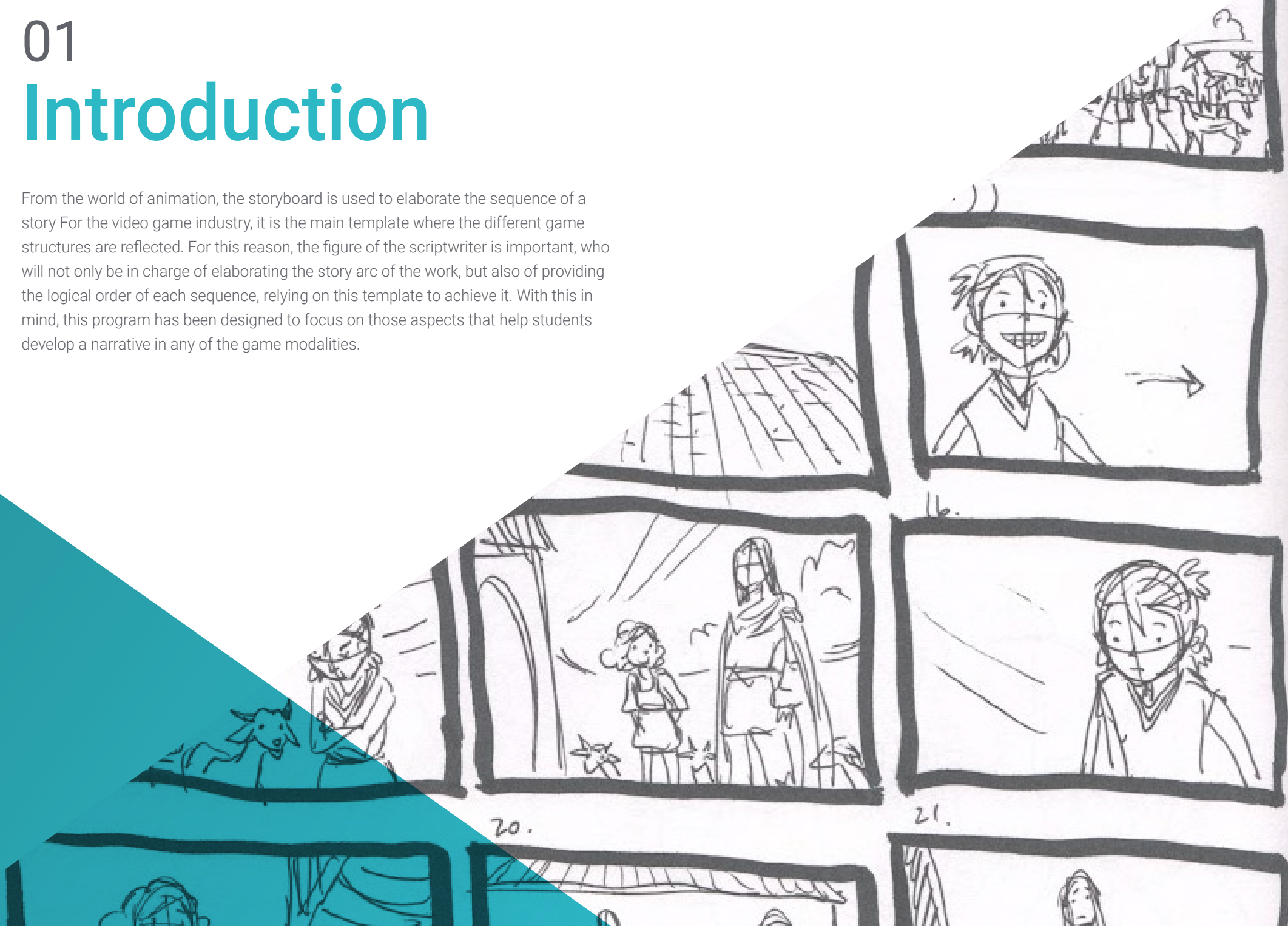
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01

Introduction

From the world of animation, the storyboard is used to elaborate the sequence of a story. For the video game industry, it is the main template where the different game structures are reflected. For this reason, the figure of the scriptwriter is important, who will not only be in charge of elaborating the story arc of the work, but also of providing the logical order of each sequence, relying on this template to achieve it. With this in mind, this program has been designed to focus on those aspects that help students develop a narrative in any of the game modalities.





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The script is the backbone of a game, it helps to define the storyline and describes the characters and their environment”

The script of a video game mixes the classic elements of narrative, such as the use of characters, the narrator or dialogues, with elements of competitions, for example, challenges, competition or puzzles. This combination makes a game so attractive to users. The writing of this synopsis is done in a different way to that of a movie script, as it does not follow a chronological order, but is written according to the levels and difficulties that the player will experience.

In view of this, the following program will focus on showing students interested in the sector all aspects related to the development of the script and the *storyboard*; the latter being another of the essential pieces to provide the thread of the story. Therefore, you will begin by learning about the theory of video game design and the creation of puzzles and challenges to bring the story to life.

Then, the narrative flows in certain audiovisual formats and the correct development of creative ideas in different texts will be determined. This will lay the groundwork for the script and *storyboard* module, which will delve into the main sources of inspiration for creating a new story. Likewise, the use of literary resources such as love, humor, horror and surrealism will be evaluated, giving another meaning to the story.

Therefore, the student who finishes the program will have acquired a series of skills that will allow them to create and give meaning to their scripts, following a logical order and relying on sequential templates. Becoming a high-profile professional for international companies in the sector.

This **Postgraduate Diploma in Video Game Script and Storyboard** contains the most complete and up-to-date educational program on the market. The most important features include:

- ◆ Practical cases presented by experts in Video Game Narrative
- ◆ 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 self-assessment can be used to improve learning
- ◆ 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



Use literary devices, such as love or horror, to make sense of the characters in your story”

“

Gain in-depth knowledge of the history of video games, the main sources of ideas and the narrative through images”

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.

A well-written script is capable of transporting players to a plane beyond the video game.

Learn how to create an exciting backstory that grabs players' attention from the very first scene.



02 Objectives

The objective of this Postgraduate Diploma is to help students learn about the resources used by the best video game creators to write great stories. To this end, they will delve into various aspects, such as the elements that make up a script and the use of literary resources to give each character a purpose. All of this will be fundamental to the development of the student on their way to creating the next global success.





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With this program you will be able to develop and sell a script to a group of developers”



General Objectives

- ◆ Understand the different elements that make up a story
- ◆ Apply narrative structure to the video game format
- ◆ Explore, in depth, the process of script writing and storyboard for a video game, differentiating between all the stages involved
- ◆ Analyze the key components and concepts that should be found in a script
- ◆ Study the narrative fundamentals and the hero's journey as one of the main forms of narration
- ◆ Examine storyboarding and animatics, highlighting their importance within the scripting process
- ◆ Know the different genres and existing narratives in the world of video games
- ◆ Learn to develop effective dialogue through the script





Specific Objectives

Module 1. Video Game Design

- ◆ Know the theory of video game design
- ◆ Gain in-depth knowledge of the elements of design and gamification
- ◆ Learn the types of players that exist, their motivations and characteristics
- ◆ Gain knowledge of game mechanics, knowledge of MDA and other game design theories
- ◆ Learn the critical bases for the analysis of videogames with theory and examples
- ◆ Learn about the design of game levels, to create puzzles within these levels and place all the design elements in the environment

Module 2. Video Game Narrative

- ◆ Determine the narrative pulses in certain audiovisual formats
- ◆ Develop own ideas in a creative and structured way in different texts
- ◆ Develop characters and dialogues that can be used in the script of a video game

Module 3. Video Game Design: Script and Storyboarding

- ◆ Gain in-depth knowledge of the history of video games, the main sources of ideas and the narrative through images
- ◆ Study the different elements that make up a script, the protagonists, antagonists and setting
- ◆ Address Pitching and how to effectively sell a script to a development group
- ◆ Review the history and evolution of Storyboarding, focusing on its specific use in the scripting of video games
- ◆ Delve into the narrative of arcade, FPS, RPGs, adventure and platform games
- ◆ Evaluate the use of love, humor, fear, horror and surrealism within narrative dialogues



*Develop your skills
to write scripts that
guide the cinematics of
upcoming releases”*

03

Structure and Content

The content designed for this Postgraduate Diploma in Video Game Script and Storyboard is indispensable for the professional development of students interested in this field. Therefore, they will be given a detailed approach to different aspects of writing an argument that will attract the attention of users. In this sense, they will be able to elaborate the mechanics of the game, the content of the story, establish the personality of the characters, etc.



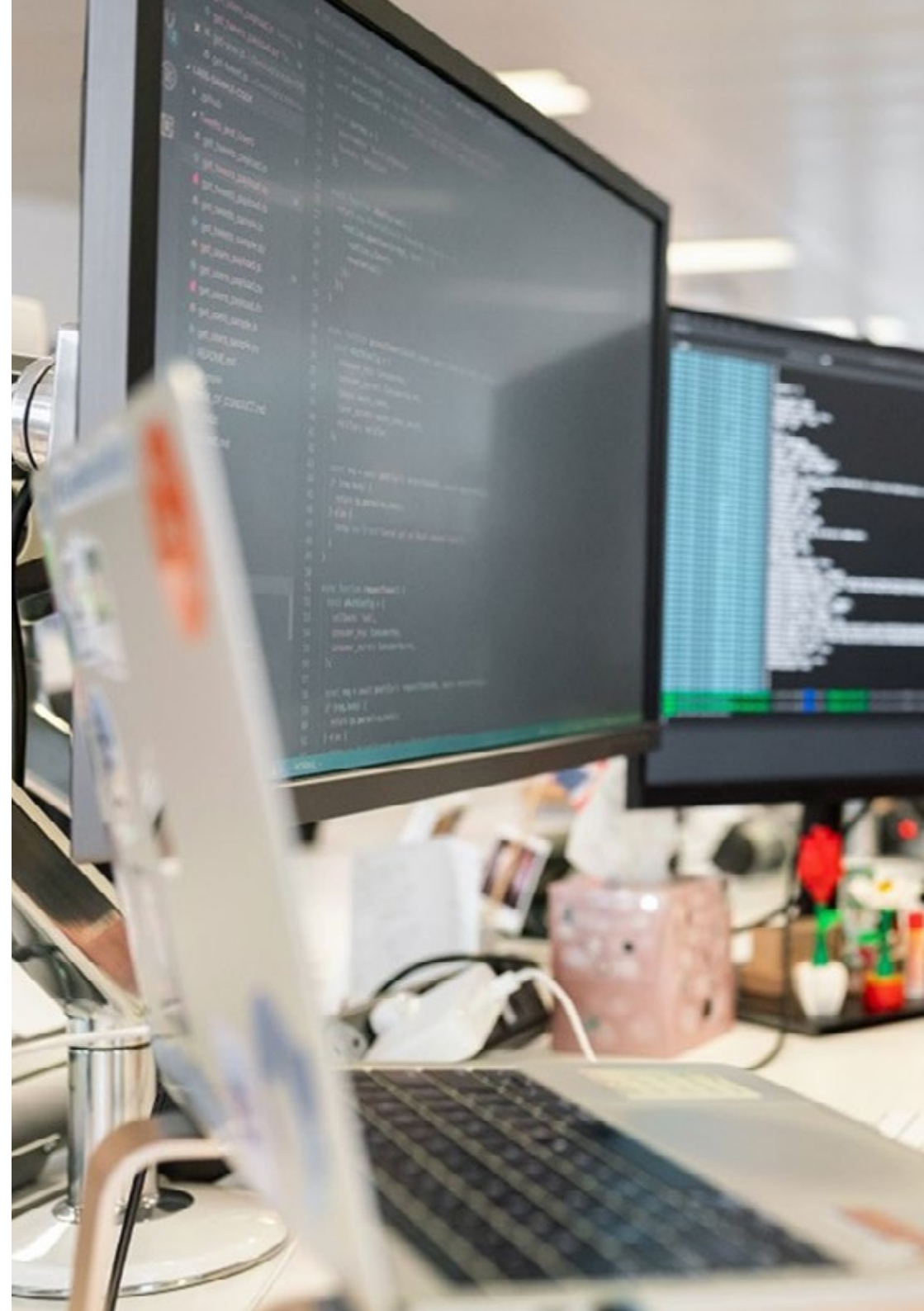


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*Learn to write scripts
depending on the
genre of the game”*

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. Killer and Winners
 - 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 Game Play
 - 1.8.2. Artistic Analysis
 - 1.8.3. Style Analysis
- 1.9. Level Design
 - 1.9.1. Level Design Inside
 - 1.9.2. Level Design Outside
 - 1.9.3. Mixed Level Design in Interiors
- 1.10. Advanced Level Design
 - 1.10.1. Puzzles
 - 1.10.2. Enemies
 - 1.10.3. Environment.

Module 2. Video Game Narrative

- 2.1. Why Tell a Story?
 - 2.1.1. Introduction
 - 2.1.2. Narration and Sense
 - 2.1.3. Narrative Video Games vs. Action-Based Video Games
 - 2.1.4. Subtleties in the Narrative
- 2.2. The Idea of Audiovisual Storytelling
 - 2.2.1. Video Game Narrative
 - 2.2.2. Video Game Script
 - 2.2.3. Main Arguments in Different Video Game Plots
 - 2.2.4. Structure, Characters and Dialogues Developed in the Video Game Script
- 2.3. The Structure of Audiovisual Storytelling
 - 2.3.1. The Idea
 - 2.3.2. The Structure of Storytelling
 - 2.3.3. Genre, Format and Tone
 - 2.3.4. Narrative Point of View

- 2.4. Content of the Story: Action Nodes and Types
 - 2.4.1. Examples of Action Nodes
 - 2.4.2. Practical Narrative Example I
 - 2.4.3. Practical Examples Narrative II
 - 2.4.4. Practical Examples Narrative III
- 2.5. Storytelling in a Video Game: Interaction
 - 2.5.1. Introduction
 - 2.5.2. Playable Nodes and Open Structures
 - 2.5.3. Narration and Interaction
 - 2.5.4. Applications of Interactive Narrative
- 2.6. Storytelling in a Video Game: Immersion
 - 2.6.1. Introduction
 - 2.6.2. Environmental Narrative
 - 2.6.3. Visual Narrative of Characters
 - 2.6.4. Evolution of the Narrative in Video Games
- 2.7. Creation of Characters
 - 2.7.1. Defining the Character
 - 2.7.2. Pre-Production, Briefing, Submission Dates, Milestone
 - 2.7.3. Basic Structure of the Character with Geometric Shapes. Understanding of the Canon and Proportions
 - 2.7.4. Body Expression. Torsions. Giving Them Personality
 - 2.7.5. Basic Structure of the Face, Facial Expressions and Variants in the Structure
 - 2.7.6. Character Design Finishes According to the Needs of the Project
 - 2.7.7. Preparation of the Character Sheet for Production
- 2.8. Principles of Interactive Narrative
 - 2.8.1. Pragmatics of the Design. Persuasion and Seduction
 - 2.8.2. Conflict and Idea in Interactive Speech
 - 2.8.3. Character Building. Avatar and Player Representation
 - 2.8.4. Narrative and Ludic Structures. Narrative Spaces in Video Games. Dialogue Tree and Ramifications

- 2.9. Theories of Interactive Narrative
 - 2.9.1. Introduction to the Narrative and Interaction
 - 2.9.2. Hypertext and Cybertext. Digital and Procedural Rhetoric
 - 2.9.3. Ludonarrative and Ludofiction. Fictional Interactive Worlds
 - 2.9.4. Applications of Interactive Narrative
- 2.10. History of the Narrative in Video Games
 - 2.10.1. 1980-1990
 - 2.10.2. 1990-2000
 - 2.10.3. 2000-2010
 - 2.10.4. 2010 - Present Day

Module 3. Video Game Design: Script and Storyboard

- 3.1. Script and Storyboard
 - 3.1.1. History of the Video Game
 - 3.1.2. Product Sheet
 - 3.1.3. Ideas Source
 - 3.1.4. Narrative through Images
- 3.2. Key Components in Scripts and Storyboard
 - 3.2.1. Conflict
 - 3.2.2. Protagonist: Defining Keys
 - 3.2.3. Antagonists, NPCs
 - 3.2.4. The Scene
- 3.3. The Script: Key Concepts
 - 3.3.1. The History
 - 3.3.2. Argument
 - 3.3.3. Literary Script
 - 3.3.4. The Play-List
 - 3.3.5. Technical Script

- 3.4. The Script: Fundamentals of the Narrative
 - 3.4.1. Dialogue: The Rightful Importance of the Word
 - 3.4.2. Types of Characters
 - 3.4.3. How to Create a Character
 - 3.4.4. Transformation Arches
 - 3.4.5. Pitching: Selling a Script
- 3.5. The Script: The Hero's Journey and the Aristotelian Figure
 - 3.5.1. What is the Hero's Journey?
 - 3.5.2. Stages of the Hero According to Vogler
 - 3.5.3. How to Apply the Hero's Journey to Our Stories
 - 3.5.4. Examples of Applied Hero's Journey
- 3.6. Storyboard
 - 3.6.1. Introduction, History and Evolution of the Art of the Storyboard
 - 3.6.2. Functionality and Art
 - 3.6.3. Writing and Drawings in Storyboard
 - 3.6.4. Choice of Framing, Continuity, Angulation, Clarity
 - 3.6.5. Staging of Characters: Pre-Posing
 - 3.6.6. Environments, Backgrounds and Shading
 - 3.6.7. Written Information and Conventional Signs
- 3.7. The Animatic
 - 3.7.1. Use of Animatic
 - 3.7.2. Precursors to Animatic in Storyboard
 - 3.7.3. How to Make an Animatic
 - 3.7.4. Timing
- 3.8. Genres and Polyhedral Narrative
 - 3.8.1. Character Design
 - 3.8.2. Adventure
 - 3.8.3. Narrative Adventures
 - 3.8.4. RPGs
- 3.9. Lineal Narratives
 - 3.9.1. Arcades, FPS and Platform Games
 - 3.9.2. Alternative Narratives
 - 3.9.3. Serious Games and Simulators
 - 3.9.4. Sport and Driving Games
- 3.10. Dialogue through a Script
 - 3.10.1. Love, Humor and Surrealism
 - 3.10.2. Fear, Horror and Disgust
 - 3.10.3. Realistic Dialogues
 - 3.10.4. Interpersonal Relationships



Write a good plot for shooter games that helps players identify with the character"

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.



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.



05 Certificate

The Postgraduate Diploma in Video Game Script and Storyboard guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma 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 Diploma in Video Game Script and Storyboard** 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 Diploma in Video Game Script and Storyboard**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**



future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
virtual classroom



Postgraduate Diploma Video Game Script and Storyboard

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