



Cultural Industries and New Business Modelsa in Communications

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Credits: 6 ECTS

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/design/postgraduate-certificate/cultural-industries-new-business-models-communications

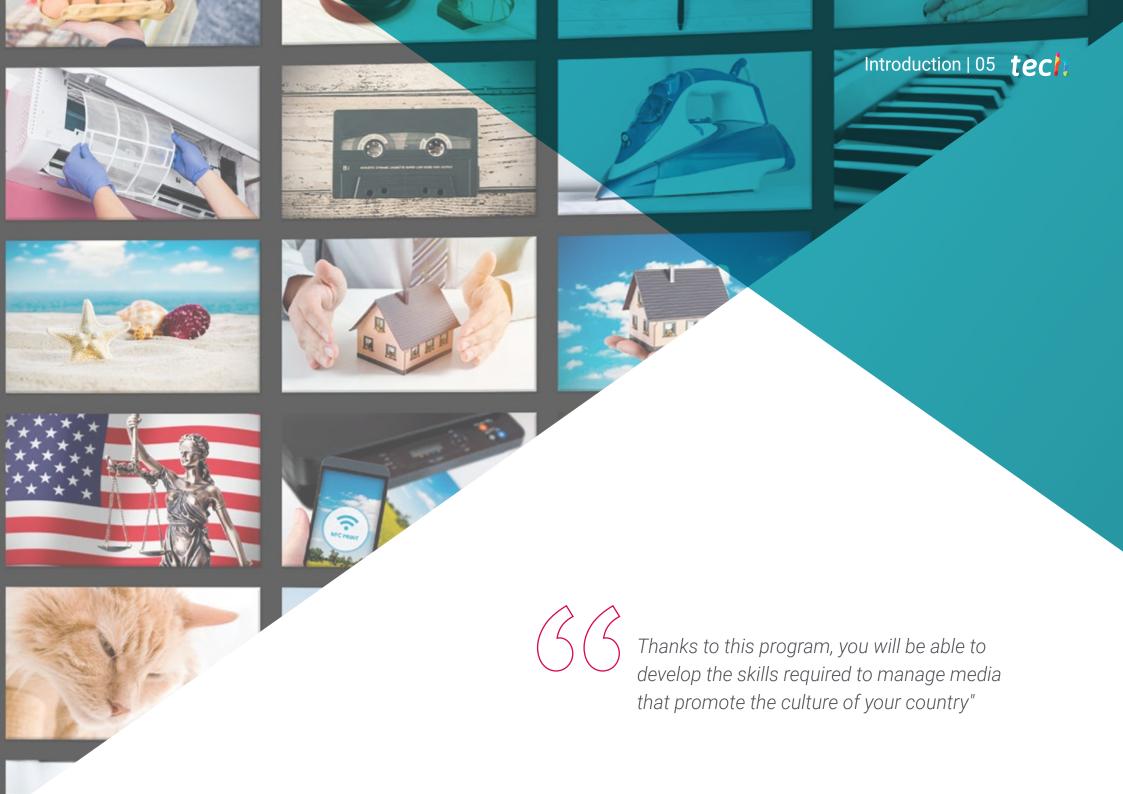
## Index

 $\begin{array}{c|c} 01 & 02 \\ \hline & \\ \hline \\ 03 & 04 \\ \hline \\ Structure and Content \\ \hline \\ \hline \\ p. 12 & \\ \hline \end{array}$ 

# 01 Introduction

Today, culture is a globalized sector that is consumed by everyone. The Internet has made it possible for citizens, regardless of their place of residence, to learn about the most traditional aspects of each country, and specialized media outlets are dedicated to creating those number ones that travel around the world in just a few weeks. But for this to happen, it is important to have specialists in Cultural Industries and New Business Models that are capable of turning their work into an essential point for the growth of the sector. Accordingly, TECH has designed this comprehensive academic program.





## tech 06 | Introduction

Changes in society and the emergence of the Internet have caused business models to evolve by leaps and bounds. The digital era has benefited from the fact that any product can be consumed and, therefore, competitiveness is much greater. In this sense, Cultural Industries have also undergone a great revolution. New online applications to stream movies and television series, or tools that allow users to create their own music playlists, are just some of the new possibilities offered by the web. But not everything has been created yet, and it is clear that, in the coming years, new programs will emerge that will make it even easier to consume cultural products.

In this sense, the specialization of designers in the field of Cultural Industries and new communication business models is both a challenge and a necessity. Society and companies alike demand increasingly specialized and qualified professionals, who are able to adapt to changes with the fluency of an expert with multiple years of experience. To this end, this TECH Postgraduate Certificate offers the most complete and relevant information on this field, with a syllabus ranging from culture and communication to audiovisual diversity on the Internet, including globalization, cultural policies and the Internet era in this sector.

A 100% online Postgraduate Certificate that will allow students to distribute their study time, not being hindered by fixed schedules or the need to move to another physical location, allowing them to access all the contents at any time of the day, balancing their professional and personal life with their academic life.

This Postgraduate Certificate in Cultural Industries and New Business Models in Communications contains the most complete and up to date educational program on the market. The most important features of the program include:

- Case studies presented by design experts
- 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 for the study of Cultural Industries and New Business Models in Communications
- 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



Digital transformations have favored the consumption of the Cultural Industry. Specialize at TECH and become an expert in this field"



TECH gives you the ease of studying at your own pace, without the need to commute to any physical location, while also allowing you tostudy whenever you want, thanks to its 100% online format"

Its teaching staff includes professionals from the field of design, who bring to this program the experience of their work, as well as recognized specialists from leading companies 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 an immersive training experience designed to train for real life 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.

If you dream of running a cultural media network, this program will represent a significant plus in your education.

Join the world's largest online university and acquire the education you need to access relevant positions in the Cultural Industry.







## tech 10 | Objectives



## **General Objectives**

- Know the current situation of the Cultural Industry and its characteristics
- Acting on the basis of new business models







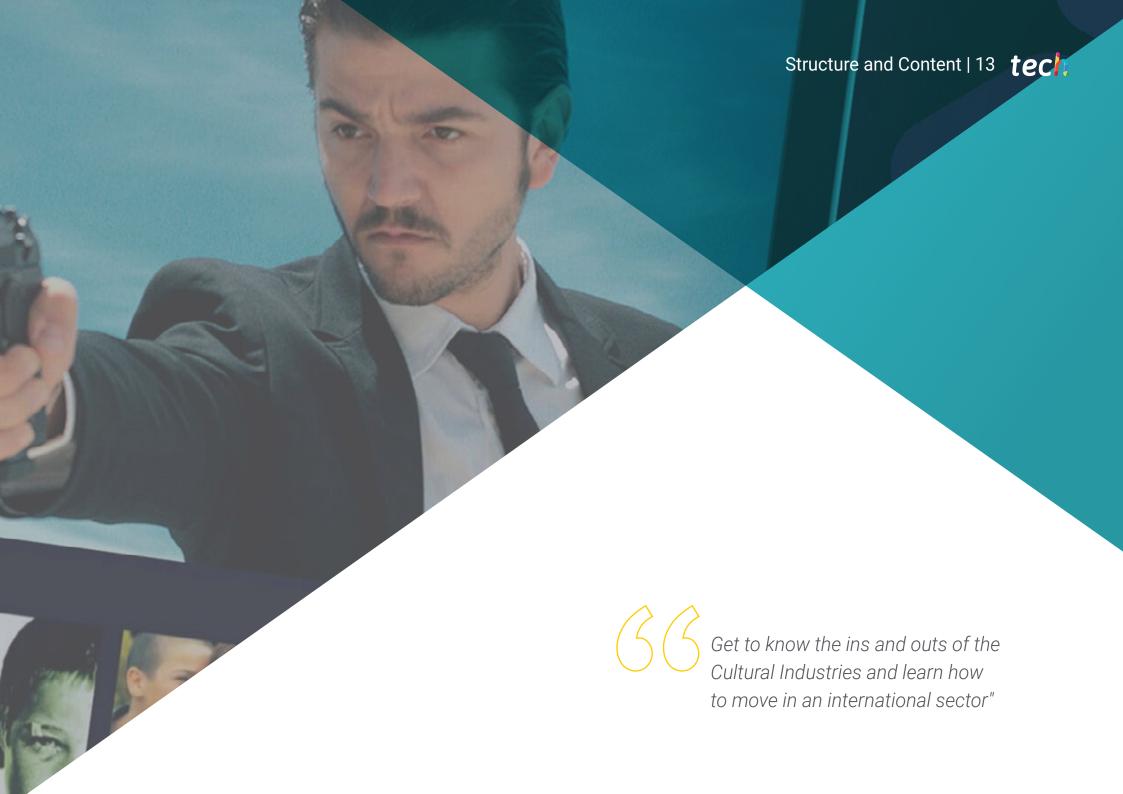


## **Specific Objectives**

- Study the transformations that have taken place in the cultural industries in the supply and consumption of digital networks, in their economic, political and sociocultural aspects
- Delve into the challenges that the digital environment has posed to the business models of journalistic companies and other traditional cultural industries
- Analyze and design innovative strategies that contribute to the improvement of management and decision-making processes, as well as to the development of information products in line with the needs of audiences and advertisers
- Understand the changes in the processes of organization and management of strategic, human, material and technical resources of new businesses in the digital environment







## tech 14 | Structure and Content

## Module 1. Cultural Industries and New Communication Business Models

- 1.1. The Concepts of Culture, Economy, Communication, Technology
  - 1.1.1. Culture, Economy, Communication
  - 1.1.2. Cultural Industries
- 1.2. Technology, Communication and Culture
  - 1.2.1. Craft Culture Commoditized
  - 1.2.2. From Live Performance to Visual Arts
  - 1.2.3. Museums and Heritage
- 1.3. The Major Sectors of the Cultural Industries
  - 1.3.1. Editorial Products
  - 1.3.2. Flow C.I.s
  - 1.3.3. Hybrid Models
- 1.4. The Digital Era in the Cultural Industries
  - 1.4.1. Digital Cultural Industries
  - 1.4.2. New Models in the Digital Era
- 1.5. Digital Media and Media in the Digital Age
  - 1.5.1. The Online Newspaper Business
  - 1.5.2. Radio in the Digital Environment
  - 1.5.3. Particularities of the Media in the Digital Age
- 1.6. Globalization and Diversity in Culture
  - 1.6.1. Concentration, Internationalization and Globalization of Cultural Industries
  - 1.6.2. The Struggle for Cultural Diversity
- 1.7. Cultural and Cooperation Policies
  - 1.7.1. Cultural Policies
  - 1.7.2. The Role of States and Country Regions
- 1.8. Musical Diversity in the Cloud
  - 1.8.1. The Music Industry Today
  - 1.8.2. Cloud
  - 1.8.3. Latin/Latin American Initiatives

- 1.9. Diversity in the Audiovisual Industry
  - 1.9.1. From Pluralism to Diversity
  - 1.9.2. Diversity, Culture and Communication
  - 1.9.3. Conclusions and Suggestions
- 1.10. Audiovisual Diversity on the Internet
  - 1.10.1. The Audiovisual System in the Internet Era
  - 1.10.2. Television Offering and Diversity
  - 1.10.3. Conclusions









## tech 18 | Methodology

## 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 is the most widely used learning system in the best faculties in the world. 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 we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.



## **Relearning Methodology**

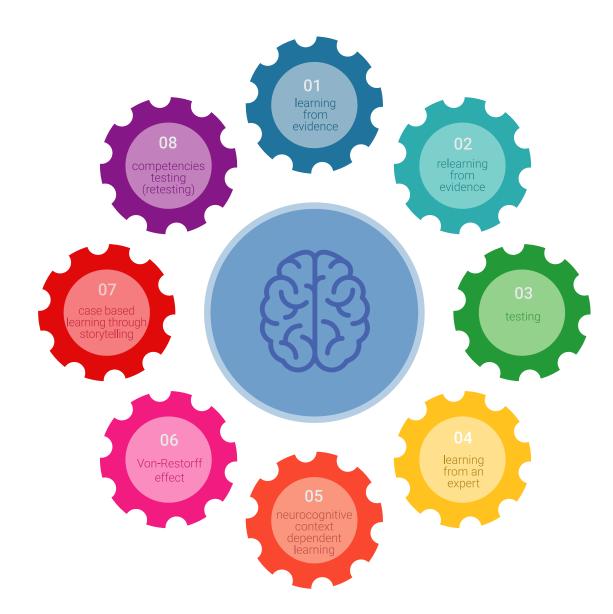
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.



## Methodology | 21 tech

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. With this methodology we have 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, markets, and financial 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.



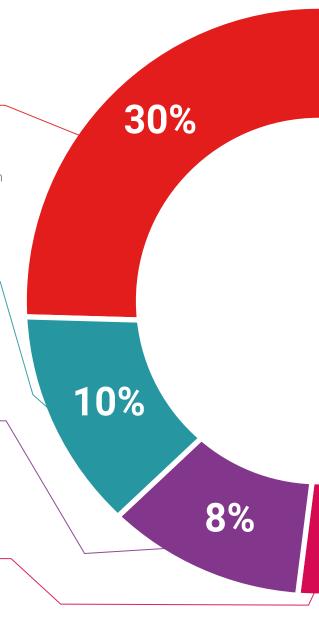
## **Practising Skills and Abilities**

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 that we are experiencing.



## **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.





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.

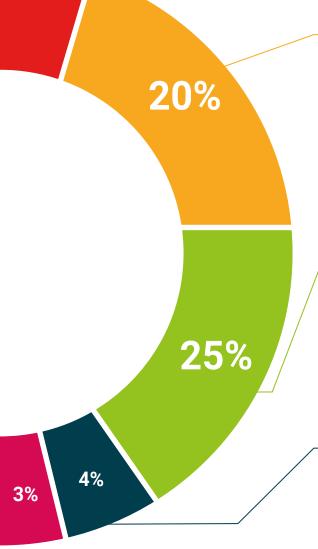


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

## **Testing & Retesting**

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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.







## tech 26 | Certificate

This program will allow you to obtain your **Postgraduate Certificate in Cultural Industries and New Business Models in Communications** 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 Cultural Industries and New Business Models in Communications

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



Mr./Ms. \_\_\_\_\_\_, with identification document \_\_\_\_ has successfully passed and obtained the title of:

### Postgraduate Certificate in Cultural Industries and New Business Models in Communications

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



health confidence people

health information tutors

education information teaching

guarantee accreditation teaching

institutions technology learning



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