Postgraduate Certificate
Content Management Systems (CMS)

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Postgraduate Certificate
Content Management Systems (CMS)

- » Modality: **online**
- » Duration: **6 weeks**
- » Certificate: **TECH Global University**
- » Accreditation: **6 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: **www.techtitute.com/us/design/postgraduate-certificate/content-management-systems-cms**

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Introduction

Given the imminent growth and updating of the technology industry worldwide, today there are more companies, institutions and organizations that manage their brand and functions to offer from web portals. To facilitate the traffic and content creation of portals, entities require professionals and/or managers with knowledge in CMS, in order to manage and publish material of interest to their target audience.

and publish material of interest to their target audience. For this reason, the demand for these specialists has grown considerably in recent years, which is why TECH has considered it necessary to develop a program that allows them to specialize in this field. The program offers a 100% online academic experience, through which students will be able to update their knowledge in various competencies that will facilitate their learning to achieve their objectives.

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"*Update your knowledge as a Content Manager and design publications that go around the world with this Postgraduate Certificate*"

Industrial and technological upgrading has meant a reinvention in the way entities position themselves today. Much of its success is attributed to its ability to update its offerings for the demanding public. That is why, in order to boost their growth and visibility, they are looking for content management professionals to simplify their service proposal and at the same time massify it.

By having professionals with expertise in this area within their ranks, companies can ensure equitable physical, economic and symbolic growth by having their brand reach different continents and countries around the world. This only highlights the role of the professional and its importance in the whole process of creating, managing and publishing digital content, making each piece and design a representation of the brand. and design a representation of the brand.

In order for more professionals to show the world their capabilities and skills in design, TECH and its team of experts have developed this very complete Postgraduate Certificate. An immersive and multidisciplinary program through which graduates will be able to investigate aspects such as immersive locomotion, animation or the design of pieces that increase the flow of virtual interactions.

A program that is developed online and presented in different formats: detailed videos, self-knowledge exercises, research articles, complementary readings and dynamic summaries. In addition, all the material will be available from the beginning of the course, and the Creative will be able to access it whenever and wherever they wish, without schedules or classes connection.

This **Postgraduate Certificate in Content Management Systems** contains the most complete and up-to-date educational program on the market. The most important features include:

- The development of practical cases presented by experts in Video Games and Video Technologies
- The graphic, schematic, and practical contents with which they are created, provide 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 3D modeling and animation in virtual environments
- 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

A program aimed at design professionals to deepen their knowledge of CMS Content Managers. Don't miss your chance and be part of the best designers worldwide"

> *In just 6 weeks you will be able to up to date your knowledge in the creation, management and publication of audiovisual pieces for digital growth"*

A program adapted to you and your professional ambitions to achieve your goals.

You will learn the new techniques and updates demanded by today's companies, in order to find the best job opportunities.

The program's teaching staff includes professionals from the field who contribute their work experience to this educational 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 education programmed to learn in real situations.
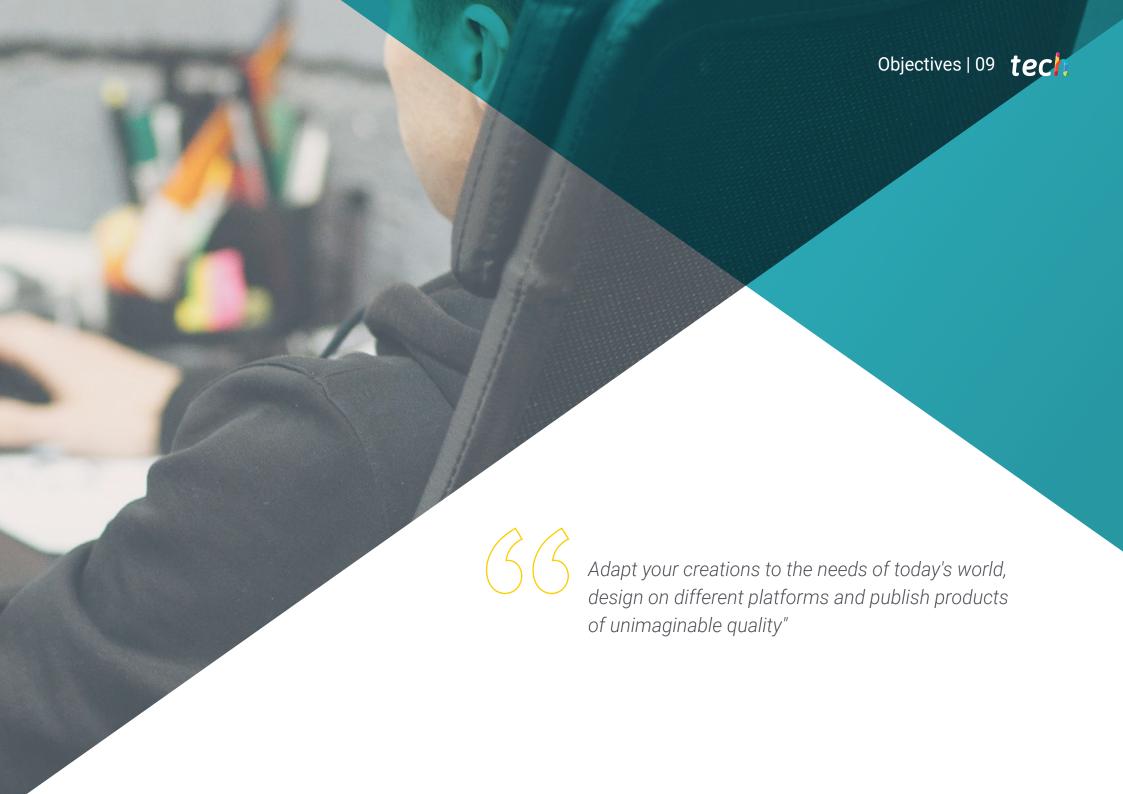
This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.

Objectives

This program aims to show the design professional the new updates and needs of the digital world as a solution to the diverse demand of companies in different sectors. That is why this TECH Postgraduate Certificate offers a broad educational panorama, with which the professional will be able to innovate in the production of his audiovisual pieces. It is, therefore, a unique academic opportunity to implement the most innovative strategies into your practice through 100% online learning.

Adapt your creations to the needs of today's world, design on different platforms and publish products of unimaginable quality"

General Objectives

- Apply acquired knowledge to the VR environment
- Adapt the behavior of video game components to VR
- Integrate the designed and implemented content into a complete playable project

TECH's goal with this Postgraduate Certificate is to help you achieve the professional success you crave and for which you will undoubtedly end up being prepared once you have passed the program"

Specific Objectives

- Determine the main differences between traditional video games and video games based on VR environments
- Modify interaction systems to adapt them to Virtual Reality
- Manage the physics engine to support player actions performed with VR devices
- Apply the development of UI elements to VR
- Integrate the developed 3D models into the VR scenario
- Configure avatars with the appropriate settings for a VR experience
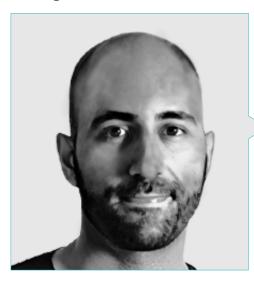- Optimize the VR project for its correct execution

Course Management

TECH has the best international faculty, offering a high quality academic experience for the graduate who wishes to achieve their goals. In this way, the experience will be rewarding for the design professional, learning techniques, strategies and new skills for the excellence of their audiovisual pieces. In addition, they are active specialists who know in detail the latest developments related to the sector and its functions.

"

A first class teaching staff ready to provide the best support to the students in the program"

Management

Mr. Ortega Ordóñez, Juan Pablo

- Director of Engineering and Gamification Design for the Intervenía Group
- Professor at ESNE of Video Game Design, Level Design, Video Game Production, Middleware, Creative Media Industries, etc
- Advisor in the foundation of companies such as Avatar Games or Interactive Selection
- Author of the book Video Game Design
- Member of the Advisory Board of Nima World

Professors

Mr. Ferrer Mas, Miquel

- Senior Unity Developer at Quantic Brains
- Lead programmer at Big Bang Box
- Co-founder and programmer of Videogames at Carbonbyte
- Audiovisual Programmer at Unkasoft Advergaming
- Videogame programmer at Enne
- Design Director at Bioalma
- Superior Technician in Computer Science at Na Camel-la
- Master's Degree in Video Game Programming by CICE
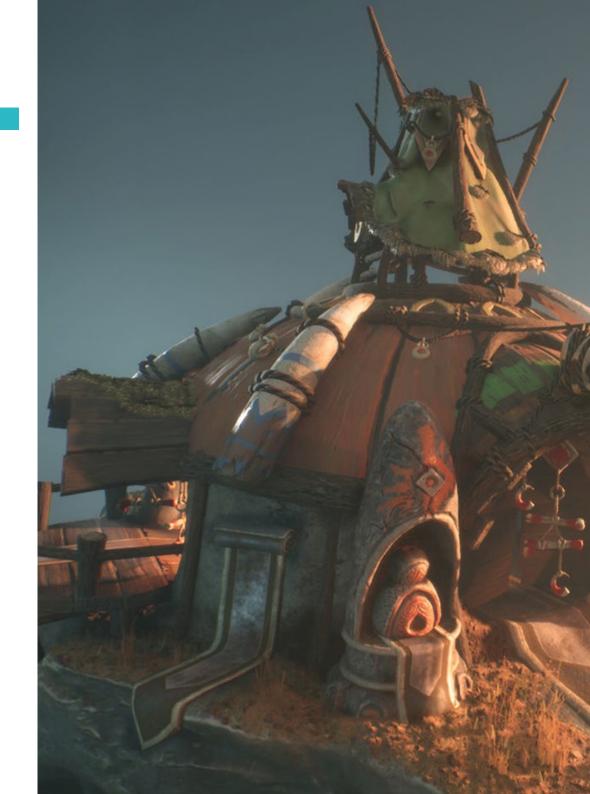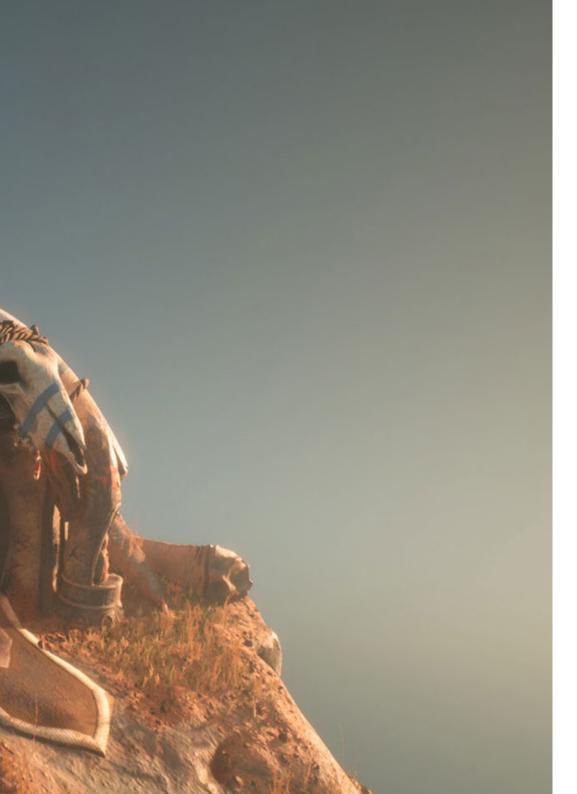- Introduction to Deep Learning with PyTorch course by Udacity

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Structure and Content

The creation of this program is based on a broadly updated content on design, of Virtual Reality and Immersion of digital content With its *Relearning* methodology, TECH develops a highly pedagogical theoretical content consisting of the reiteration of the most important Marketing concepts and their testing for public use. In addition to this, the student will be able to access all the material in the Virtual Campus whenever they wish, allowing them to study autonomously, among other things.

You will have access to first quality material to update your knowledge and deepen your knowledge of Design"

Module 1. VR Immersive Game Development

1.1.   Uniqueness of VR
    1.1.1.   Traditional Video Games and VR. Differences
    1.1.2.   *Motion Sickness*: Smoothness vs. Effects
    1.1.3.   Unique VR Interactions

1.2.   Interaction
    1.2.1.   Events
    1.2.2.   Physical *Triggers*
    1.2.3.   Virtual vs Real world

1.3.   Immersive Locomotion
    1.3.1.   Teletransportation
    1.3.2.   *Arm Swinging*
    1.3.3.   *Forward Movement* With and Without *Facing*

1.4.   VR Physics
    1.4.1.   Grippable and Throwable Objects
    1.4.2.   Weight and Mass in VR
    1.4.3.   Gravity in VR

1.5.   UI in VR
    1.5.1.   Positioning and Curvature of UI Elements
    1.5.2.   VR Menu Interaction Modes
    1.5.3.   Best Practices for Comfortable Experiences

1.6.   VR Animation
    1.6.1.   Animated Model Integration in VR
    1.6.2.   Animated Objects and Characters vs. Physical Objects
    1.6.3.   Animated vs. Procedural Transitions

1.7.   Avatars
    1.7.1.   Avatar Representation from Your Own Eyes
    1.7.2.   External Representation of Avatars
    1.7.3.   Inverse Cinematic and Procedural Avatar Animation

A program that will provide your projects with a degree of specialization, optimization and quality at the level of large companies in the sector, allowing you to design the best audiovisual pieces worldwide"

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 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.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.
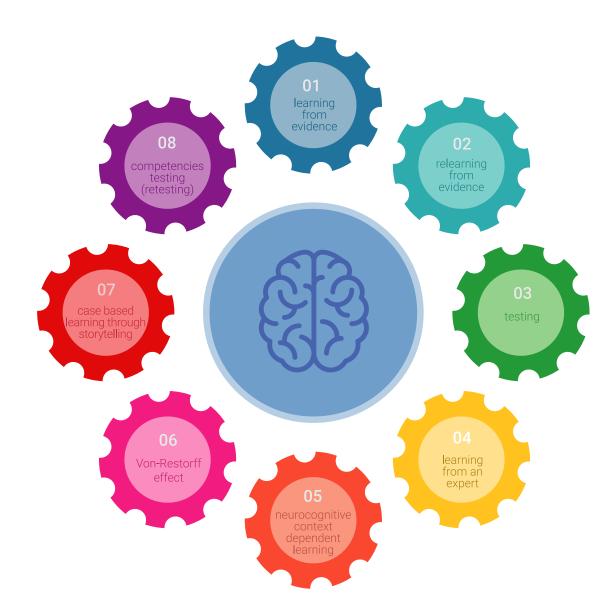
Relearning Methodology

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. 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.
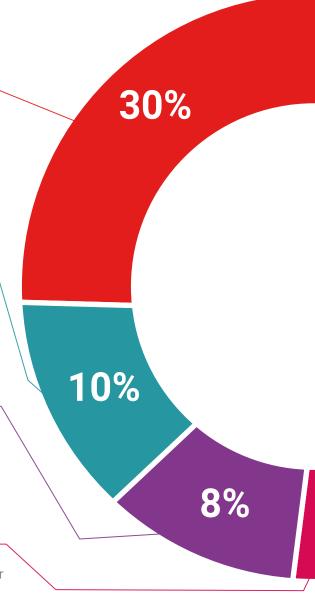
Practising Skills and Abilities

They will carry out activities to develop specific competencies and skills in each thematic 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.

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.

Certificate

The Postgraduate Certificate in Content Management Systems (CMS) guarantees students, in addition to the most rigorous and up-to-date education, access to a qualification issued by TECH Global University.

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 Certificate in Content Management Systems (CMS)** 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 Content Management Systems (CMS)**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**

tech global university

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

Postgraduate Certificate in Content Management Systems (CMS)

This is a program of 150 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

Dr. Pedro Navarro Illana
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global will make the necessary arrangements to obtain it, at an additional cost.

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