

Hybrid Professional Master's Degree

Digital Education, E-Learning
and Social Media





Hybrid Professional Master's Degree

Digital Education E-Learning and Social Media

Modality: Hybrid (Online + Clinical Internship)

Duration: 12 months

Certificate: TECH Global University

60 + 5 ECTS Credits

Website: www.techtute.com/us/education/hybrid-professional-master-degree/hybrid-professional-master-degree-digital-education-e-learning-social-media

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01

Introduction

ICTs have progressively modified the way classes are taught to offer students a more dynamic, comfortable and effective learning experience. This fact has driven the demand for a teaching profile specialized in the use of digital tools and new technologies, in order to optimize the acquisition of knowledge by students. For this reason, TECH has designed this program which, during its online theoretical phase, allows the teacher to explore virtual teaching methodologies or the use of social networks and blogs as teaching tools. Upon completion, you will also have the opportunity to put everything you have learned into practice at a top-notch academic center.



“

Through this Hybrid Master, you will obtain the digital skills necessary to successfully deliver e-learning to your students”

The rise of online activities in the hardest times of COVID-19 has led to Digital Education gaining notorious popularization and acceptance in the educational environment. In recent years, this teaching model has been growing steadily, since it offers the student the ability to learn without having to waste time commuting to an academic center on a daily basis. In addition, it allows you to study through your computer and interactive tools, leaving aside the long textbooks that made teaching a tedious and endless task. Consequently, teachers with high knowledge and skills in the field of e-Learning and new educational technologies are very much needed in the pedagogical field to face the most current demands of the sector.

Faced with this situation, TECH has chosen to create this degree, which provides students with a complete specialization in Digital Education, e-Learning and Social Networks so that they can excel in this sought-after area. During 12 months of theoretical teaching, you will learn about the advantages and disadvantages of using resources such as blogs, forums or videos in the delivery of classes, as well as the employability of social networks in them. In addition, they will delve into the use of games as a didactic tool or master the process of implementing the *Flipped Classroom* methodology in the classroom to promote active learning.

This teaching is 100% online, allowing the teacher to develop his or her own study schedules to achieve effective learning. In the same way, it will have didactic resources designed by the best specialists in the use of ICT in education. For this reason, the full professional applicability of the knowledge that you will assimilate is guaranteed.

Once this learning process is completed, you will enjoy a practical phase in an educational center with state-of-the-art educational technology. Integrated in a great teaching team and being guided at all times by a specific tutor, you will assimilate a series of skills that will guarantee you to perform with solvency with ICT in the academic world.

This **Hybrid Professional Master's Degree in Digital Education, E-Learning and Social Media** contains the most complete and up-to-date program on the market. Its most notable features are:

- ♦ Development of more than 100 case studies presented by high-level in Technological application of new in La Education
- ♦ Their graphic, schematic and eminently practical contents provide essential information on those disciplines that are indispensable for professional practice.
- ♦ In-depth study of digital learning avant methodologies
- ♦ Use of the tools offered by Google and Apple in the educational environment
- ♦ Management and planning of educational centers by means of digital tools
- ♦ All of this will be complemented by 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
- ♦ Furthermore, you will be able to carry out a internship in one of the best Companies



Apply, through this program, tools such as games, social networks or blogs in digital teaching processes"

“*Specialize as a teacher in the field of e-Learning and the use of digital devices in learning in a theoretical and practical way*”

In this Master's program, of a professionalizing nature and hybrid learning modality, the program is aimed to up to date teachers who are eager to adapt their practice to an increasingly digitalized environment. The contents are based on the latest scientific evidence, and oriented in an educational way to integrate theoretical knowledge into practice, and the theoretical-practical elements will facilitate knowledge update and decision-making in Students management.

Thanks to multimedia content developed with the latest educational technology, professionals will enjoy a situated and contextual learning, i.e., a simulated environment that will provide immersive learning programmed to prepare professionals for 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 students will be assisted by an innovative interactive video system created by renowned and experienced experts.

Optimize your learning through state-of-the-art didactic formats such as explanatory videos or self-assessment exercises.

Get the most out of the educational tools offered by Google and Apple with this degree.



02

Why Study this Hybrid Professional Master's Degree?

In a large number of professional areas, theoretical knowledge alone is not enough to achieve relevant job growth. In the educational world, it is necessary to delve into the cutting-edge digital and technological tools used in the classroom, but it is essential to know how to apply them in the real academic environment with students, parents or peers themselves. This is why TECH has developed this Hybrid Master's Degree, which allows the student to combine an excellent 100% online education with a practical experience in an educational center. Therefore, you will be fully prepared to include the use of ICT in your daily work as a teacher.



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This blended master's degree gives you the opportunity to transfer your theoretical knowledge acquired through a 3-week internship in a high-level educational center to the real work environment. in a high-level educational center"

1. Delve into the latest educational trends

Education has undergone a significant evolution in recent years, as a result of the consolidation of new technologies and the use of digital tools that have changed the ways of teaching. For this reason, with the idea that the teacher knows in depth these educational trends in a theoretical and practical way, TECH has designed this blended learning Master.

2. Gaining In-depth Knowledge from the Experience of Top Specialists

The teaching team in this Hybrid course is composed of great experts in the application of ICT in educational environments, who will transmit to the student the knowledge with greater professional applicability in this field. In addition, you will be accompanied during your internship by teachers with high competences in Digital Education, which will allow you to acquire high competences in this field.

3. Entering first-class Communication Management environments

TECH rigorously selects the educational centers available for internships for this degree. Therefore, teachers will have the opportunity to access an academic environment positioned at the forefront of technology, where they will share professional experience with highly qualified educators in the area of academic innovation.





4. Combining the Best Theory with State-of-the-Art Practice

The vast majority of academic programs have a high teaching load that, in reality, does not have a great applicability in the professional field. That is why TECH Universidad Tecnológica has designed this educational model, which allows students to combine their theoretical specialization with a practical stay of 120 hours in a leading school. In this way, education will be adapted to the real needs of the sector.

5. Expanding the Boundaries of Knowledge

TECH gives students the opportunity to do their internships in international educational centers equipped with the best technologies, where the teacher can learn alongside teachers who have worked in first class institutions. A unique opportunity that only TECH, the largest online university in the world, could offer.

“

You will have full practical immersion at the center of your choice”

03

Objectives

This Hybrid Master has been designed to specialize students in Digital Education, e-Learning and Social Networks through an exquisite theoretical and practical experience. Throughout the course, you will be able to delve into the operation of Google and Apple educational tools or investigate the use of ICT for the management and planning of an academic center, among other issues.



“

Learn about the latest teaching models or the cutting-edge uses of ICT in the educational field thanks to this blended learning Master's Degree"



General Objective

- The Hybrid Professional Master's Degree in Digital Education, e-Learning and Social Networks has been designed to provide teachers with the best knowledge and the most advanced skills in this field of teaching. In addition, it will be done by combining an excellent theoretical learning with a practical stay of 3 weeks in a first level educational center that will prepare the student to face with solvency the most current challenges of the pedagogical environment



Thanks to this degree, you will multiply your opportunities to work in educational centers at the forefront of technology and academia"





Specific Objectives

Module 1. The Digital Learning Model

- ♦ Differentiate between formal and informal learning
- ♦ Distinguish between implicit learning and non-formal learning
- ♦ Describe the processes of memory and attention in learning
- ♦ Determine the differences between active and passive learning
- ♦ Understand the role of the traditional school in learning

Module 2. New Teaching Models

- ♦ Explain the use of technology in recreation among students
- ♦ Identify the use of educational technology by students
- ♦ Establish the defining characteristics of educational technology
- ♦ Describe the advantages and disadvantages of educational technology

Module 3. Google G Suite for Education

- ♦ Describe and learn about the tools provided by this platform
- ♦ Visualize live classes
- ♦ Interact through chats between teachers and students to solve problems and doubts

Module 4. ICT and its Practical and Interactive Application

- ♦ Describe new technologies in education
- ♦ Know how to implement ICT in the classroom and its different applications
- ♦ Understand social media and its applications in teaching
- ♦ Know the new methodologies in the classroom

Module 5. ICTs in Academic Guidance

- ♦ Explain the use of technology in recreation among students
- ♦ Identify the use of educational technology by students
- ♦ Distinguish between Digital Immigrant vs Digital Native
- ♦ Identify technological difficulties in adults
- ♦ Distinguish between mobile and wifi networks
- ♦ Learn about the electronic whiteboard
- ♦ Understand the management of the computerized student body
- ♦ Explain online classes and tutoring

Module 6. Digital Identity and Digital Branding

- ♦ Classify the defining characteristics of e-learning
- ♦ Explain the advantages and disadvantages of e-learning over traditional teaching
- ♦ Describe the new trends in digital communication
- ♦ Define the new perspectives in teaching, training and labor within the digital framework



Module 7. Social Networks and Blogs in Teaching

- ♦ Identify the origin and evolution of Facebook.
- ♦ Classify the use of Facebook in teaching.
- ♦ Clarifying the origin and evolution of Twitter.
- ♦ Understand the use of Twitter in teaching.
- ♦ Evaluate the impact of educational social media.
- ♦ Monitor educational social networks.

Module 8. The Apple Environment in Education

- ♦ Recognize all critical factors specific to the Apple environment in the development of our implementation model.
- ♦ Identify and estimate the pedagogical possibilities of Apple's proprietary Apps for the management, creation of content and evaluation.

Module 9. Technological Innovation in Education

- ♦ Distinguish between mobile and wifi networks
- ♦ Classify mobile devices: tablets and smartphones
- ♦ Discover the spread of the use of tablets in the classroom.
- ♦ Learn about the electronic whiteboard
- ♦ Understand the management of the computerized student body.
- ♦ Explain online classes and tutoring

Module 10. ICT as a Management and Planning Tool

- ♦ Know the different types of management platforms
- ♦ Learn the common features offered by center management platforms
- ♦ Identify technological difficulties in adults
- ♦ Introduction to technology assessment tools of technological implementation
- ♦ Identify the costs and benefits of technological implementation

Module 11. Masters Thesis:

- ♦ Comprehensive research and analysis on Digital Education, e-Learning and Social Networks.
- ♦ Apply the theoretical knowledge and skills acquired during the master's degree to address different problems and situations relevant to the field of study
- ♦ Clearly and convincingly present the results and findings of the work performed, using the appropriate tools and formats to effectively communicate the results to specialized audiences

04 Skills

Once the theoretical phase of the Hybrid Professional Master's Degree in Digital Education, e-Learning and Social Networks has been completed, students will have a series of professional competencies that will allow them to work with the new technological tools in their daily teaching practice.





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Increase your digital skills to get the most out of your teaching practice and adapt to the current demands of the industry”



General Skills

- ♦ Possess and understand knowledge that provides a basis or opportunity to be original in the development and/or application of ideas, often in a research context
- ♦ Apply acquired knowledge and problem-solving skills in new or unfamiliar environments within broader (or multidisciplinary) contexts related to the field of study
- ♦ Analyze the particularities of the main Digital Education methodologies
- ♦ Using the educational tools offered by Google and Apple





Specific Skills

- Use networks and forums as a teaching tool
- Establish the limitations of the Internet in the adolescent classroom
- Use Google G Suite for Education in teaching practice
- Implement new technologies in the Classroom
- Lead an Technological innovation project in the educational Environment
- Manage and plan the organization of a center using ICTs



Obtain, through this program, the skills required to manage a technological innovation project in the educational environment"

05

Course Management

Thanks to TECH's untiring commitment to maintaining intact the exquisite educational level of its degrees, this academic program has a teaching staff made up of the best active specialists in the world of Digital Education. Since these professionals are in charge of the elaboration of the teaching resources of the Hybrid Master, the knowledge that the student will assimilate will be completely up-to-date.



“

This Hybrid Professional Master's Degree has been designed by active experts in the implementation of ICT in Education to provide you with the most cutting-edge knowledge in this field"

Management



Mr. Cabezuelo Doblaré, Álvaro

- ♦ Psychologist expert in Digital Identity
- ♦ Teacher of Graphic Design, Digital Marketing and Social Networks at Escuela Arte Granada.
- ♦ Associate Professor in the Higher Cycle of Marketing and Advertising at the Queen Elizabeth International Training Center.
- ♦ Teaching Staff at Terceto Comunicación
- ♦ Social Media at Making Known, Comunicación Estratégica
- ♦ Social Media and Psychologist at the StopHaters Association
- ♦ Social Media at HENDRIX Agency
- ♦ Social Media Manager at Doctor Trece
- ♦ Teaching staff of Social Networks for Business at the Granada Chamber of Commerce.
- ♦ Teacher of Digital Identity and Social Media Manager in a Communication Agency.
- ♦ Teacher at Aula Salud
- ♦ Degree in Psychology from the University of Granada
- ♦ Master's Degree in Social Media, Community Manager and Audiovisual Communication at Complutense University of Madrid
- ♦ Master's Degree in Adult Clinical Psychology, Clinical Psychology from the Aaron Beck Center for Psychology. Aaron Beck Center for Psychology

Professors

Mr. De la Fuente Montero, Víctor M.

- ♦ Technical and Vocational Secondary Education Teacher
- ♦ Digital content creator at the Center of Excellence for Development and Innovation.
- ♦ Degree in Geography, University of La Laguna
- ♦ Professionally certified Teaching in of Career Training for Employment
- ♦ Expert in e-Learning in Fauca
- ♦ Advanced Digital Competencies in Fauca

Mr. Albiol Martín, Antonio

- ♦ ICT Coordinator at JABY School
- ♦ Head of the Department of Spanish Language and Humanities
- ♦ Professor of Spanish Language and Literature
- ♦ Degree in Philosophy from the Complutense University of Madrid
- ♦ Master's Degree in Literary Studies. Complutense University of Madrid
- ♦ Master's Degree in Education and ICT, Specialty in E-Learning. Open University of Catalonia

Mr. Gris Ramos, Alejandro

- ♦ Technical Engineer in Computer Management
- ♦ CEO & Founder from Club de Talentos
- ♦ CEO Persatrace, Online Marketing Agency
- ♦ Business Development Director at Alenda Golf
- ♦ Director of the PI Study Center
- ♦ Director of Web Application Engineering Department at Brilologic
- ♦ Web programmer at Grupo Ibergest

- ♦ Software/web programmer at Reebok Spain
- ♦ Technical Engineer in Computer Management
- ♦ Master's Degree in Digital Teaching and Learning , Tech Education
- ♦ Master's Degree in High Abilities and Inclusive Education
- ♦ Master' s Degree in E-Commerce
- ♦ Specialist in the latest technologies applied to teaching, digital marketing, web application development and Internet business.

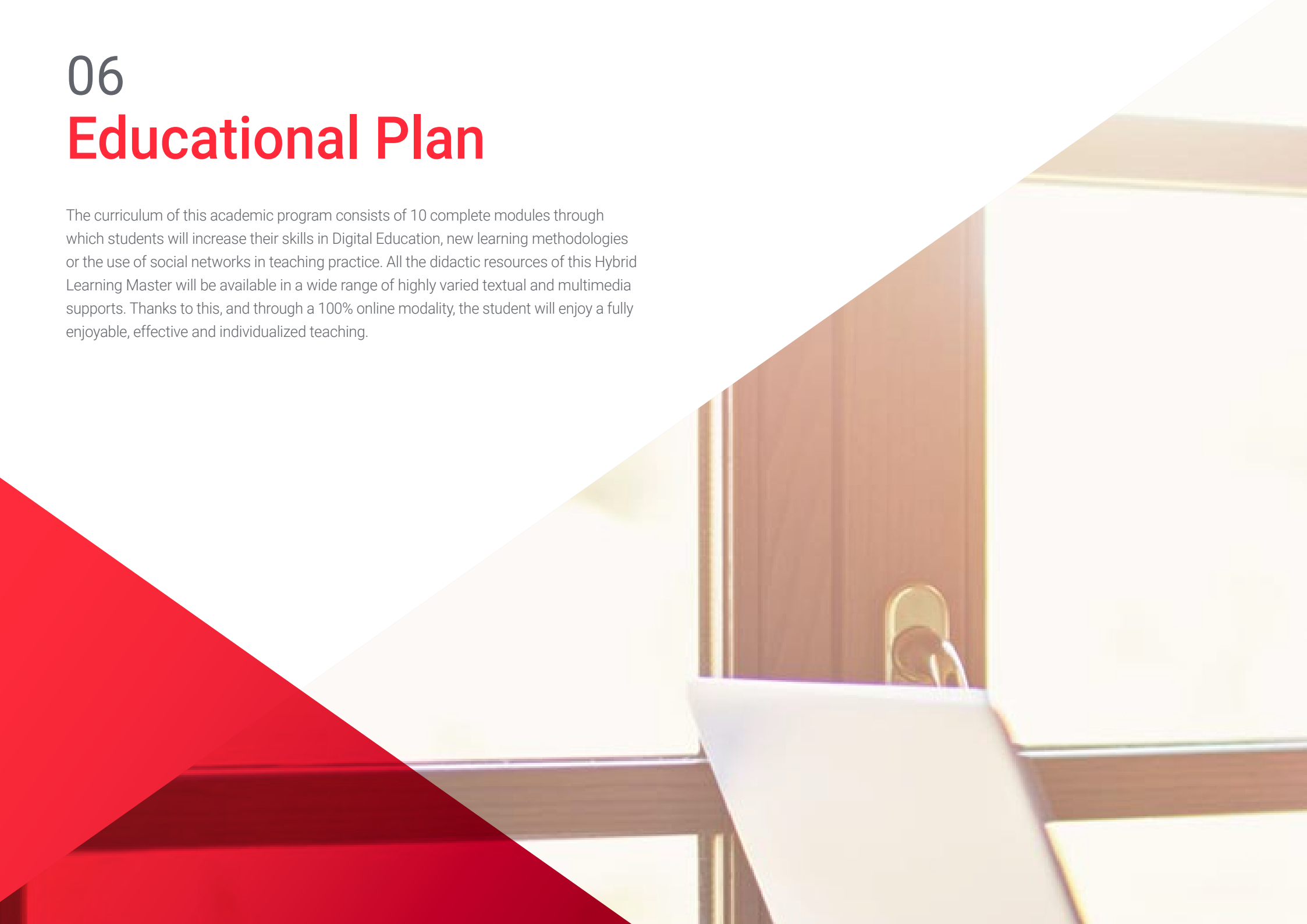
Mr. De la Serna, Juan Moisés

- ♦ Psychologist and Writer expert in Neurosciences
- ♦ Writer specializing in Psychology and Neurosciences
- ♦ Author of the Open Chair in Psychology and Neurosciences
- ♦ Scientific disseminator
- ♦ PhD in Psychology
- ♦ Degree in Psychology. University of Seville
- ♦ Master's Degree in Neurosciences and Behavioral Biology Pablo de Olavide University (Seville)
- ♦ Expert in Teaching Methodology. La Salle University
- ♦ University Specialist in Clinical Hypnosis, Hypnotherapy. National University of Distance Education - UNED.
- ♦ Diploma in Social Graduate, Human Resources Management, Personnel Administration. University of Seville
- ♦ Expert in Project Management, Administration and Business Management. Federation of Services U.G.T
- ♦ Trainer of Trainers. Official College of Psychologists of Andalusia

06

Educational Plan

The curriculum of this academic program consists of 10 complete modules through which students will increase their skills in Digital Education, new learning methodologies or the use of social networks in teaching practice. All the didactic resources of this Hybrid Learning Master will be available in a wide range of highly varied textual and multimedia supports. Thanks to this, and through a 100% online modality, the student will enjoy a fully enjoyable, effective and individualized teaching.



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TECH's Relearning system will allow you to assimilate the key concepts of the syllabus at your own pace to optimize your learning"

Module 1. The Digital Learning Model

- 1.1. Defining Learning
 - 1.1.1. Understanding Learning
 - 1.1.2. Types of Learning
- 1.2. Evolution of Psychological Processes in Learning
 - 1.2.1. Origin of Psychological Processes in Learning
 - 1.2.2. Evolution of Psychological Processes in Learning
- 1.3. The Educational Context
 - 1.3.1. Features of Non-formal Education
 - 1.3.2. Features of Formal Education
- 1.4. Educational Technology
 - 1.4.1. School 4.0
 - 1.4.2. Digital Skills
- 1.5. Technological Difficulties
 - 1.5.1. Access to Technologies
 - 1.5.2. Technological Skills
- 1.6. Technological Resources
 - 1.6.1. Blogs and Forums
 - 1.6.2. YouTube and Wikis
- 1.7. Distance Learning
 - 1.7.1. Defining Characteristics
 - 1.7.2. Advantages and Disadvantages over Traditional Teaching
- 1.8. *Blended learning*
 - 1.8.1. Defining Characteristics
 - 1.8.2. Advantages and Disadvantages over Traditional Teaching
- 1.9. E-learning
 - 1.9.1. Defining Characteristics
 - 1.9.2. Advantages and Disadvantages over Traditional Teaching
- 1.10. Social Media
 - 1.10.1. Facebook and Psychology
 - 1.10.2. Twitter and Psychology

Module 2. New Teaching Models

- 2.1. Traditional Teaching
 - 2.1.1. Advantages and Disadvantages
 - 2.1.2. New Teaching Challenges
- 2.2. Education 4.0
 - 2.2.1. Advantages and Disadvantages
 - 2.2.2. The Need to Recycle
- 2.3. Communication Model 4.0
 - 2.3.1. Giving Up Lecturing
 - 2.3.2. Interoperability in the Classroom
- 2.4. New Teaching Challenges
 - 2.4.1. Continuous Teacher Education
 - 2.4.2. Learning Assessment
- 2.5. Externalizing Teaching
 - 2.5.1. Exchange Programs
 - 2.5.2. The Colaborative Network
- 2.6. Internet and Traditional Education
 - 2.6.1. Challenges of Book-based Education
 - 2.6.2. Augmented Reality in Class
- 2.7. New Teacher Role 4.0
 - 2.7.1. Energizing the Class
 - 2.7.2. Content Manager
- 2.8. New Student Role 4.0
 - 2.8.1. Changing from Passive to Active Models
 - 2.8.2. Introducing Cooperative Models
 - 2.8.3. Content Creation for Teachers
 - 2.8.4. Interactive Materials
 - 2.8.5. Reference Sources
- 2.9. New Learning Assessment
 - 2.9.1. Technology Product Evolution
 - 2.9.2. Students Elaborating Content

Module 3. Google G Suite for Education

- 3.1. The Google Classroom
 - 3.1.1. History of Google
 - 3.1.2. Who Is Google Today?
 - 3.1.3. The Importance of Partnering with Google
 - 3.1.4. Catalogue of Google Apps
 - 3.1.5. Summary
- 3.2. Google and Education
 - 3.2.1. Implication of Google in Education
 - 3.2.2. Application Procedures at your Center
 - 3.2.3. Versions and Types of Technical Support
 - 3.2.4. First Steps with the G Suite Management Console
 - 3.2.5. Users and Groups
 - 3.2.6. Summary
- 3.3. G Suite, Advanced Use
 - 3.3.1. Profiles
 - 3.3.2. Reports
 - 3.3.3. Role of Administrator
 - 3.3.4. Device Administration
 - 3.3.5. Security/Safety
 - 3.3.6. Domains
 - 3.3.7. Data Migration
 - 3.3.8. Groups and Mailing Lists
 - 3.3.9. Privacy Policy and Data Protection (March 03, 2010) Summary
- 3.4. Tools for Information Search in the Classroom
 - 3.4.1. Google Search
 - 3.4.2. Advanced Information Search
 - 3.4.3. Integration of the Search Engine
 - 3.4.4. Google Chrome
 - 3.4.5. Google News
 - 3.4.6. Google Maps
 - 3.4.7. YouTube
 - 3.4.8. Summary
- 3.5. Google Tools for Communication in the Classroom
 - 3.5.1. Introduction to Google Classroom
 - 3.5.2. Instructions for Teachers
 - 3.5.3. Instructions for Students
 - 3.5.4. Summary
- 3.6. Google Classroom: advanced use and additional components
 - 3.6.1. Advanced Uses of Google Classroom
 - 3.6.2. Flubaroo
 - 3.6.3. formLimiter
 - 3.6.4. Autocrat
 - 3.6.5. Doctopus
 - 3.6.6. Summary
- 3.7. Tools for Organizing Information
 - 3.7.1. First Steps in Google Drive
 - 3.7.2. File and Folder Organization
 - 3.7.3. Share Files
 - 3.7.4. Storage
 - 3.7.5. Summary
- 3.8. Tools for Cooperative Working with Google
 - 3.8.1. Calendar
 - 3.8.2. Google Sheets
 - 3.8.3. Google Docs
 - 3.8.4. Google Presentations
 - 3.8.5. Google Forms
 - 3.8.6. Summary

Module 4. ICT and its Practical and Interactive Application

- 4.1. New Technologies in Education
 - 4.1.1. The Educational Context 2.0
 - 4.1.2. Why use ICT?
 - 4.1.3. The Digital Competencies of Teachers and Students
 - 4.1.4. Summary
- 4.2. ICT in the Classroom and its Application
 - 4.2.1. Digital Book
 - 4.2.2. Digital Whiteboard
 - 4.2.3. Digital Backpack
 - 4.2.4. Mobile Devices
 - 4.2.5. Summary
- 4.3. ICT on the Web and its Application
 - 4.3.1. Browse, Search and Filter Information
 - 4.3.2. Educational Software
 - 4.3.3. Guided Activities on the Internet
 - 4.3.4. Educational Blogs and Web Pages
 - 4.3.5. Language and Literature Teacher's Wikis
 - 4.3.6. Learning Platforms: Moodle and Schoology
 - 4.3.7. Google Classroom
 - 4.3.8. Google Docs
 - 4.3.9. MOOCs
 - March 04, 2010) Summary
- 4.4. Social Networks and their applications in Teaching
 - 4.4.1. Introduction to Social Networks
 - 4.4.2. Facebook.
 - 4.4.3. Twitter
 - 4.4.4. Instagram
 - 4.4.5. LinkedIn
 - 4.4.6. Summary
- 4.5. New Methodologies in the Classroom
 - 4.5.1. Outlines, Concept, and Mind Maps
 - 4.5.2. Infographics
 - 4.5.3. Presentations and Moving Texts
 - 4.5.4. Creation of Videos and Tutorials
 - 4.5.5. Gamification
 - 4.5.6. *Flipped Classroom*
 - 4.5.7. Summary
- 4.6. Design of Collaborative Activities
 - 4.6.1. Creation of Collaborative Activities
 - 4.6.2. Reading and Writing with ICT
 - 4.6.3. Expanding Dialogue and Reasoning Skills with ICTs.
 - 4.6.4. Attention to Group Diversity
 - 4.6.5. Scheduling and Monitoring of Activities
 - 4.6.6. Summary
- 4.7. Evaluation with ICT
 - 4.7.1. Assessment Systems with ICT
 - 4.7.2. *The E-Portfolio*
 - 4.7.3. Self-assessment, Peer Assessment, and Feedback
 - 4.7.4. Summary
- 4.8. Possible Risks of the Web
 - 4.8.1. Filtering Information and Infoxication
 - 4.8.2. Online Distractors
 - 4.8.3. Activity Tracking
 - 4.8.4. Summary
- 4.9. My ICT Resources
 - 4.9.1. Storage and Retrieval of Resources, Materials, and Tools
 - 4.9.2. Updating Resources, Materials, and Tools
 - 4.9.3. Summary

Module 5. ICTs in Academic Guidance

- 5.1. Technology in Education
 - 5.1.1. History and Evolution of Technology
 - 5.1.2. New Challenges
 - 5.1.3. Summary
- 5.2. Internet in Schools
 - 5.2.1. History and First Years of the Internet
 - 5.2.2. The Impact of the Internet on Education
 - 5.2.3. Summary
- 5.3. Devices for Teachers and Students
 - 5.3.1. Devices in the Classroom
 - 5.3.2. The Electronic Whiteboard
 - 5.3.3. Devices for Students
 - 5.3.4. Tablets
 - 5.3.5. 7 Ways to Use Mobile Devices in the Classroom
 - 5.3.6. Summary
- 5.4. Online Tutoring
 - 5.4.1. Why Tutor Online?
 - 5.4.2. Student Adaptation
 - 5.4.3. Advantages and Disadvantages
 - 5.4.4. Tutor Tasks
 - 5.4.5. Implementation
 - 5.4.6. Summary
- 5.5. Creativity in Schools
 - 5.5.1. Creativity in Schools
 - 5.5.2. Practical Lateral Thinking
 - 5.5.3. The First Technological Teachers
 - 5.5.4. The New Teacher Profile
 - 5.5.5. Summary
- 5.6. Parents and Teachers as Digital Migrants
 - 5.6.1. Digital Native vs. Digital Migrant vs.
 - 5.6.2. Technological Education for Digital Migrants
 - 5.6.3. Digital Native Development and Enhancement
 - 5.6.4. Summary
- 5.7. Responsible Use of New Technologies
 - 5.7.1. Privacy
 - 5.7.2. Data Protection
 - 5.7.3. Cyber Crime
 - 5.7.4. Summary
- 5.8. Addictions and Pathologies
 - 5.8.1. Definition of Technology Addiction
 - 5.8.2. Avoiding Addiction
 - 5.8.3. How to Overcome Addiction?
 - 5.8.4. New Pathologies Produced by Technology
 - 5.8.5. Summary
- 5.9. Some Projects and Experiences in Guidance and ICTs
 - 5.9.1. Introduction
 - 5.9.2. H.O.L.A. Project (Tool for Job Orientation in Asturias)
 - 5.9.3. *My Vocational e-Portfolio* (MYVIP)
 - 5.9.4. MyWayPass: (Free Online Platforms for Decision-Making)
 - 5.9.5. Uveni. (Guidance Platform for Secondary Education)
 - 5.9.6. At the Ring of a Bell
 - 5.9.7. Socio-school
 - 5.9.8. Orientaline
 - 5.9.9. Virtual Student Lounge
 - 5.9.10. Discover FP
 - 5.9.11. Summary

- 5.10. Some Digital Resources for Education Guidance
 - 5.10.1. Introduction
 - 5.10.2. Associations and Portals of Interest in the Field Guidance
 - 5.10.3. Blogs
 - 5.10.4. Wikis
 - 5.10.5. Professional Social Networks Academic and Occupational Guidance Institutions
 - 5.10.6. Facebook Groups
 - 5.10.7. Guidance Apps
 - 5.10.8. Interesting Hashtags
 - 5.10.9. Other ICT Resources
 - 5.10.10. Personal Learning Environments in Guidance: PLE

Module 6. Digital Identity and Digital Branding

- 6.1. Digital Identity
 - 6.1.1. Definition of Digital Identity
 - 6.1.2. Managing Digital Identity in Education
 - 6.1.3. Areas of Application of Digital Identity
 - 6.1.4. Summary
- 6.2. Blogs
 - 6.2.1. Introduction to Blogging in Teaching
 - 6.2.2. Blogs and Digital Identity
 - 6.2.3. Summary
- 6.3. Roles in Digital Identity
 - 6.3.1. Digital Identity of the Student Body
 - 6.3.2. Digital Identity of Teachers
 - 6.3.3. Summary
- 6.4. Branding
 - 6.4.1. What is Digital Branding?
 - 6.4.2. How to Work on Digital Branding
 - 6.4.3. Summary





- 6.5. How to Position Yourself in Digital Teaching?
 - 6.5.1. Introduction to SEO
 - 6.5.2. Positioning a Blog
 - 6.5.3. Introduction to Personal Branding
 - 6.5.4. Successful Cases of Teaching Branding
 - 6.5.5. Typical Uses
 - 6.5.6. Summary
- 6.6. Online Reputation
 - 6.6.1. Online Reputation vs. Physical Reputation
 - 6.6.2. Online Reputation in Teaching
 - 6.6.3. Online Reputation Crisis Management
 - 6.6.4. Summary
- 6.7. Digital Communication
 - 6.7.1. Digital Communication
 - 6.7.2. Personal Communication and Digital Identity
 - 6.7.3. Corporate Communication and Digital Identity
 - 6.7.4. Teacher Communication Tools
 - 6.7.5. Teacher Communication Protocols
 - 6.7.6. Summary
- 6.8. Communication Tools
 - 6.8.1. Communication Plan
 - 6.8.2. Instant Messaging Managers
 - 6.8.3. E-mail
 - 6.8.4. The Digital Agenda on the New Platforms
 - 6.8.5. Video Conferences
 - 6.8.6. Summary
- 6.9. Evaluation with ICT
 - 6.9.1. Assessment Systems with ICT
 - 6.9.2. The *E-Portfolio*
 - 6.9.3. Self-assessment, Peer Assessment, and Feedback
 - 6.9.4. Summary
- 6.10. Material Management Resources
 - 6.10.1. Storage and Retrieval of Resources, Materials, and Tools
 - 6.10.2. Updating Resources, Materials, and Tools
 - 6.10.3. Summary

Module 7. Social Networks and Blogs in Teaching

- 7.1. Social Networks
 - 7.1.1. Origin and Evolution
 - 7.1.2. Social Networks for Teachers
 - 7.1.3. Strategy, Analytics and Content
 - 7.1.4. Summary
- 7.2. Facebook.
 - 7.2.1. The Origin and Evolution of Facebook
 - 7.2.2. Facebook Pages for Teacher Outreach
 - 7.2.3. Groups
 - 7.2.4. Facebook Search and Database
 - 7.2.5. Data Science
 - 7.2.6. Summary
- 7.3. Twitter
 - 7.3.1. The Origin and Evolution of Twitter
 - 7.3.2. Twitter Profile for Teacher Outreach
 - 7.3.3. Twitter Search and Database
 - 7.3.4. Data Science
 - 7.3.5. Summary
- 7.4. LinkedIn
 - 7.4.1. The Origin and Evolution of LinkedIn
 - 7.4.2. LinkedIn Teaching Profile
 - 7.4.3. LinkedIn Groups
 - 7.4.4. LinkedIn Search and Database
 - 7.4.5. Data Science
 - 7.4.6. Summary
- 7.5. YouTube
 - 7.5.1. The Origins and Evolution of YouTube
 - 7.5.2. YouTube Channels for Teacher Outreach
 - 7.5.3. Tool for YouTube
 - 7.5.4. Summary
- 7.6. Instagram
 - 7.6.1. The Origin and Evolution of Instagram
 - 7.6.2. Instagram Profile for Teacher Outreach
 - 7.6.3. Data Science
 - 7.6.4. Summary
- 7.7. Multimedia Contents
 - 7.7.1. Photography.
 - 7.7.2. Infographics
 - 7.7.3. Videos
 - 7.7.4. Live Videos
 - 7.7.5. Summary
- 7.8. Blogging and Social Media Management
 - 7.8.1. Basic Rules for Social Media Management
 - 7.8.2. Uses in Teaching
 - 7.8.3. Content Creation Tools
 - 7.8.4. Social Media Management Tools
 - 7.8.5. Social Networking Tips
 - 7.8.6. Summary
- 7.9. Analytical Tools
 - 7.9.1. What do we Analyze?
 - 7.9.2. Google Analytics
 - 7.9.3. Summary
- 7.10. Communication and Reputation
 - 7.10.1. Source Management
 - 7.10.2. Communication Protocols
 - 7.10.3. Crisis Management
 - 7.10.4. Summary

Module 8. The Apple Environment in Education

- 8.1. Mobile Devices in Education
 - 8.1.1. *M-learning*
 - 8.1.2. A Problematic Decision
- 8.2. Why Choose an iPad for the Classroom?
 - 8.2.1. Technopedagogical Criteria
 - 8.2.2. Other Considerations
 - 8.2.3. Typical Objections
- 8.3. What does My Center Need?
 - 8.3.1. Educational Philosophy
 - 8.3.2. “e Who Reads Much and Walks Much, Sees Much and Knows Much”
- 8.4. Designing our Own Model
 - 8.4.1. Priorities
 - 8.4.2. Fundamental Decisions
 - 8.4.2.1. Trolleys or 1:1 Ratio?
 - 8.4.2.2. What Concrete Model Have We Chosen?
 - 8.4.2.3. IDP or Television? Neither of the Two?
 - 8.4.3. Education
- 8.5. Apple's Educational Ecosystem
 - 8.5.1. The DEP
 - 8.5.2. Device Management Systems
 - 8.5.3. What are Managed Apple IDs?
 - 8.5.4. Apple School Manager
- 8.6. Other Critical Development Factors
 - 8.6.1. Technical: Connectivity
 - 8.6.2. Human: The Educational Community
 - 8.6.3. Organizational
- 8.7. The Classroom in the Teacher's Hands
 - 8.7.1. Teaching Address: Classroom and iDoceo
 - 8.7.2. iTunes U as a Virtual Learning Environment

- 8.8. The Map to Discover Treasures
 - 8.8.1. Apple's Office Suite
 - 8.8.1.1. *Pages*
 - 8.8.1.2. *Keynote*
 - 8.8.1.3. *Numbers*
 - 8.8.2. Multimedia Production Apps
 - 8.8.2.1. iMovie
 - 8.8.2.2. Garage Band
- 8.9. Apple and Emerging Methodologies
 - 8.9.1. *Flipped Classroom Explain Everything y EdPuzzle*
 - 8.9.2. Gamification: Kahoot y Plickers
- 8.10. Everyone Can Program
 - 8.10.1. *Swift Playgrounds*
 - 8.10.2. Untimely Assessment

Module 9. Technological Innovation in Education

- 9.1. Advantages and Disadvantages of the use of Technology in Education
 - 9.1.1. Technology as a Means of Education
 - 9.1.2. Advantages of Use
 - 9.1.3. Inconveniences and Addictions
 - 9.1.4. Summary
- 9.2. Educational Neurotechnology
 - 9.2.1. Neuroscience
 - 9.2.2. Neurotechnology
 - 9.2.3. Summary
- 9.3. Programming in Education
 - 9.3.1. Benefits of Programming in Education
 - 9.3.2. Scratch Platform
 - 9.3.3. Confection of the First Hello World
 - 9.3.4. Commands, Parameters and Events
 - 9.3.5. Export of Projects
 - 9.3.6. Summary

- 9.4. Introduction to the *Flipped Classroom*
 - 9.4.1. What it is Based On?
 - 9.4.2. Examples of Use
 - 9.4.3. Video Recording
 - 9.4.4. YouTube
 - 9.4.5. Summary
- 9.5. Introduction to Gamification
 - 9.5.1. What is Gamification?
 - 9.5.2. Gamification Tools
 - 9.5.3. Success Stories
 - 9.5.4. Summary
- 9.6. Introduction to Robotics
 - 9.6.1. The Importance of Robotics in Education
 - 9.6.2. Arduino (Hardware)
 - 9.6.3. Arduino (Programming Language)
 - 9.6.4. Summary
- 9.7. Introduction to Augmented Reality
 - 9.7.1. What is AR?
 - 9.7.2. What are its Benefits in Education?
 - 9.7.3. Summary
- 9.8. How to Develop your own AR Applications?
 - 9.8.1. Professional Augmented Reality
 - 9.8.2. Unity/Vuforia
 - 9.8.3. Examples of Use
 - 9.8.4. Summary
- 9.9. Samsung Virtual School Suitcase
 - 9.9.1. Immersive Learning
 - 9.9.2. The Backpack of the Future
 - 9.9.3. Summary
- 9.10. Tips and Examples of Use in the Classroom
 - 9.10.1. Combining Innovation Tools in the Classroom
 - 9.10.2. Real Examples
 - 9.10.3. Summary

Module 10. ICT as a Management and Planning Tool

- 10.1. ICT Tools in the Center
 - 10.1.1. Disruptive Factors in ICTs
 - 10.1.2. ICT Objectives
 - 10.1.3. Good Practice in the Use of ICTs
 - 10.1.4. Criteria for Choosing Tools
 - 10.1.5. Data Protection
 - 10.1.6. Security/Safety
 - 10.1.7. Summary
- 10.2. Communication.
 - 10.2.1. Communication Plan
 - 10.2.2. Instant Messaging Managers
 - 10.2.3. Video Conferences
 - 10.2.4. Remote Device Access
 - 10.2.5. School Management Platforms
 - 10.2.6. Other Means
 - 10.2.7. Summary
- 10.3. E-mail
 - 10.3.1. E-mail Management
 - 10.3.2. Replying and Forwarding
 - 10.3.3. Signatures
 - 10.3.4. Classifying and Tagging Emails
 - 10.3.5. Rules
 - 10.3.6. Email Lists
 - 10.3.7. Aliases
 - 10.3.8. Advanced Tools
 - 10.3.9. Summary
- 10.4. Document Generation
 - 10.4.1. Word Processors
 - 10.4.2. Spreadsheets
 - 10.4.3. Forms
 - 10.4.4. Corporate Image Templates
 - 10.4.5. Summary

- 10.5. Task Management Tools
 - 10.5.1. Inventory Management
 - 10.5.2. Lists
 - 10.5.3. Tasks
 - 10.5.4. Notices
 - 10.5.5. Approaches to Use
 - 10.5.6. Summary
- 10.6. Schedules
 - 10.6.1. Digital Calendars
 - 10.6.2. Events
 - 10.6.3. Appointments and Meetings
 - 10.6.4. Invitations and Attendance Confirmation
 - 10.6.5. Links to Other Tools
 - 10.6.6. Summary
- 10.7. Social media
 - 10.7.1. Social Networks and the Center
 - 10.7.2. LinkedIn
 - 10.7.3. Twitter
 - 10.7.4. Facebook.
 - 10.7.5. Instagram
 - 10.7.6. Summary
- 10.8. Introduction and Parameter Setting of Alexia Classrooms
 - 10.8.1. What Is Alexia?
 - 10.8.2. Applying and Registering the Center on the Platform
 - 10.8.3. First Steps with Alexia
 - 10.8.4. Alexia Technical Support
 - 10.8.5. Center Configuration
 - 10.8.6. Summary
- 10.9. Licensing and Administrative Management on Alexia
 - 10.9.1. Access Permission
 - 10.9.2. Roles
 - 10.9.3. Billing
 - 10.9.4. Sales
 - 10.9.5. Formative Cycles
 - 10.9.6. Extracurricular Activities and Other Services
 - 10.9.7. Summary
- 10.10. Alexia Teacher Education
 - 10.10.1. Areas (Subjects)
 - 10.10.2. Assessing
 - 10.10.3. Taking Attendance
 - 10.10.4. Agenda/Calendar
 - 10.10.5. Communication.
 - 10.10.6. Interviews
 - 10.10.7. Sections
 - 10.10.8. Students
 - 10.10.9. Birthdays
 - 10.10.10. Links
 - 10.10.11. Mobile APP
 - 10.10.12. Utilities
 - 10.10.13. Summary

Module 11. Masters Thesis



Enroll in this program and enjoy the most updated the most updated knowledge about Digital Education, e-Learning and Social Networks"

07

Clinical Internship

After completing the theoretical learning stage, this Hybrid Professional Master's Degree has a practical phase in a leading academic center, gaining access to the most cutting-edge educational technology. Therefore, guided by high-level teachers with high digital skills, you will be able to increase your competencies as a teacher.





“

*Transfer the knowledge acquired
in this program to a world-class
educational environment”*

The practical stage of this Hybrid Professional Master's program takes place over 3 weeks, from Monday to Friday, with 8-hour working days in which the student, under the guidance of an assistant tutor, will be integrated into a top-quality educational center. Throughout this experience, you will learn to incorporate new technologies and cutting-edge academic methodologies into your teaching practice.

In these 120 hours of practice, the activities are aimed at the improvement and development of digital learning skills and the use of ICT in the classroom. In this line, they will be able to develop didactic strategies using blogs, social networks and the most advanced pedagogical technologies, having a positive impact on students' knowledge acquisition.

This is, therefore, an unparalleled opportunity to learn by working in a highly prestigious educational institution, where technological innovation is one of the keys to ensure the growth of students.

The practical part will be carried out with the active participation of the student performing the activities and procedures of each area of competence (learning to learn and learning to do), with the accompaniment and guidance of teachers and other training partners that facilitate teamwork and multidisciplinary integration as transversal competencies for teaching praxis (learning to be and learning to relate).





The procedures described below will be the basis of the practical part of the training, and their implementation will be subject to the center's own availability and workload, the proposed activities being the following:

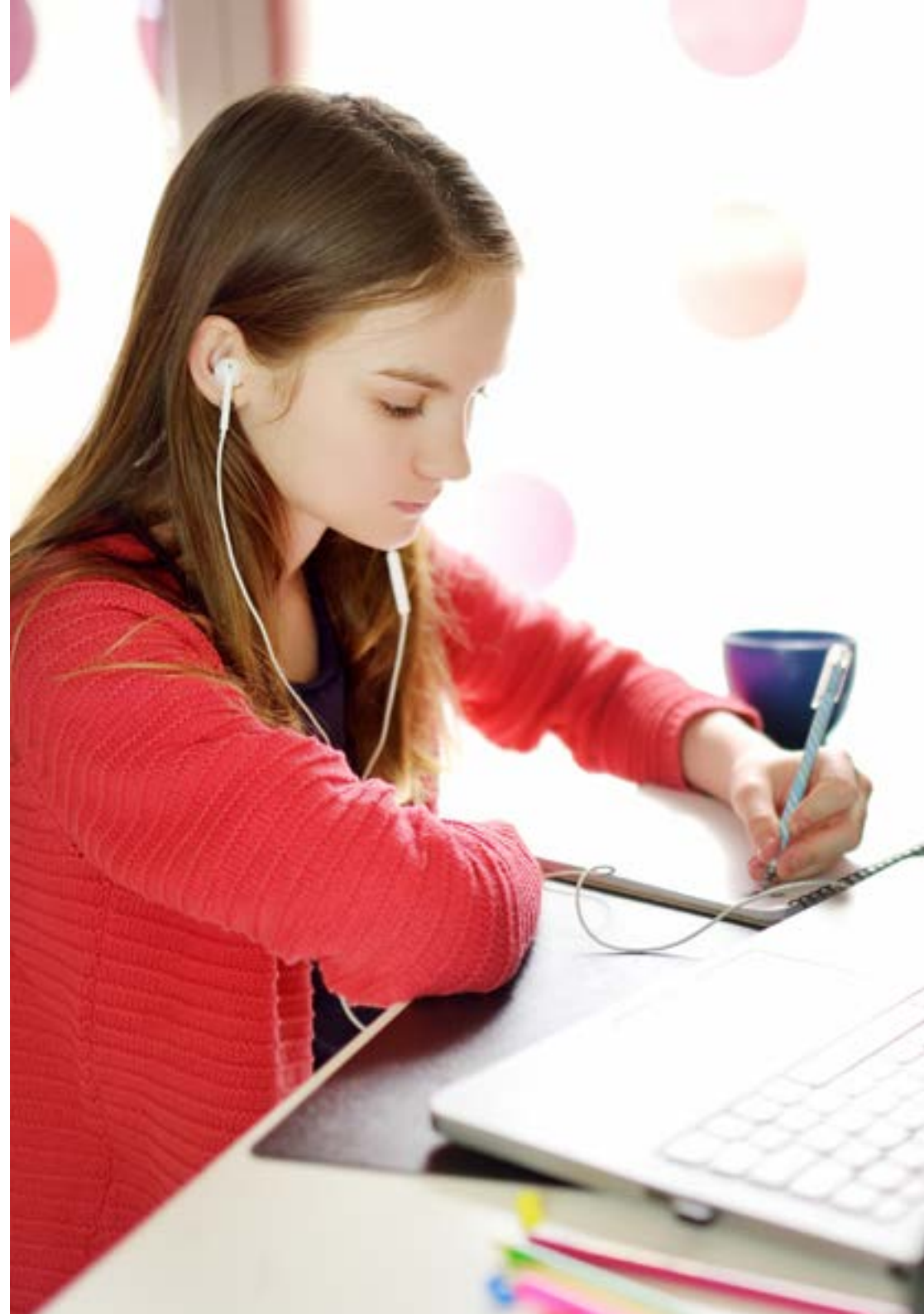
Module	Practical Activity
Social networks in teaching	Create and manage a Facebook page and LinkedIn profile to share resources and news with students
	Designing educational infographics for Instagram
	Create a YouTube channel to disseminate knowledge to students
Technological Data Science in the Classroom	Create and share a blog using platforms such as WordPress or Blogger to share information with students
	Develop an interactive lesson using a digital whiteboard and a stylus educational software
	Using mobile devices to record and edit an educational video
	Create and manage a virtual course using online learning platforms e-learning platforms
Innovation and Emerging Methodologies	Implement the Flipped Classroom methodology in the classroom
	Design a gamification project to encourage motivation and promote student learning. and promote student learning
	Creating an immersive learning experience using Augmented Reality of Augmented Reality
Educational management and planning with ICT	Manage grades and class attendance using school management platforms
	Set up a digital calendar to plan and organize homework and school events
	Communicate with peers, parents and students through various digital tools

Civil Liability Insurance

This institution's main concern is to guarantee the safety of the trainees and other collaborating agents involved in the internship process at the company. Among the measures dedicated to achieve this is the response to any incident that may occur during the entire teaching-learning process.

To this end, this entity commits to purchasing a civil liability insurance policy to cover any eventuality that may arise during the course of the internship at the center.

This liability policy for interns will have broad coverage and will be taken out prior to the start of the practical training period. That way professionals will not have to worry in case of having to face an unexpected situation and will be covered until the end of the internship program at the center.



General Conditions for Internship Program

The general terms and conditions of the internship program agreement shall be as follows:

1. TUTOR: During the Hybrid Professional Master's Degree, students will be assigned with two tutors who will accompany them throughout the process, answering any doubts and questions that may arise. On the one hand, there will be a professional tutor belonging to the internship center who will have the purpose of guiding and supporting the student at all times. On the other hand, they will also be assigned with an academic tutor whose mission will be to coordinate and help the students during the whole process, solving doubts and facilitating everything they may need. In this way, the student will be accompanied and will be able to discuss any doubts that may arise, both clinical and academic.

2. DURATION: The internship program will have a duration of three continuous weeks, in 8-hour days, 5 days a week. The days of attendance and the schedule will be the responsibility of the center and the professional will be informed well in advance so that they can make the appropriate arrangements.

3. ABSENCE: If the students does not show up on the start date of the Hybrid Professional Master's Degree, they will lose the right to it, without the possibility of reimbursement or change of dates. Absence for more than two days from the internship, without justification or a medical reason, will result in the professional's withdrawal from the internship, therefore, automatic termination of the internship. Any problems that may arise during the course of the internship must be urgently reported to the academic tutor.

4. CERTIFICATION: Professionals who pass the Hybrid Professional Master's Degree will receive a certificate accrediting their stay at the center.

5. EMPLOYMENT RELATIONSHIP: the Hybrid Professional Master's Degree shall not constitute an employment relationship of any kind.

6. PRIOR EDUCATION: Some centers may require a certificate of prior education for the Hybrid Professional Master's Degree. In these cases, it will be necessary to submit it to the TECH internship department so that the assignment of the chosen center can be confirmed.

7. DOES NOT INCLUDE: The Hybrid Professional Master's Degree will not include any element not described in the present conditions. Therefore, it does not include accommodation, transportation to the city where the internship takes place, visas or any other items not listed.

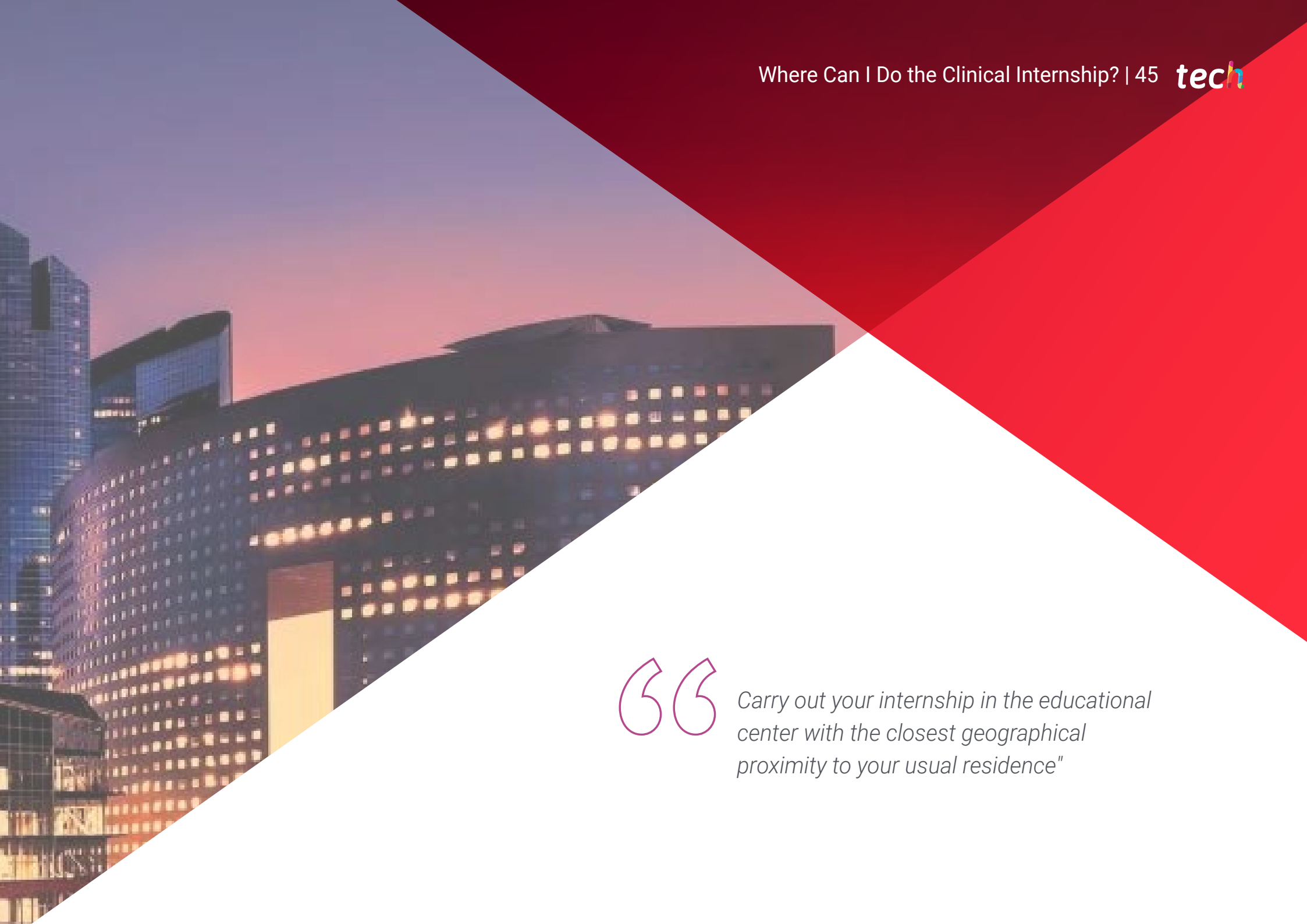
However, students may consult with their academic tutor for any questions or recommendations in this regard. The academic tutor will provide the student with all the necessary information to facilitate the procedures in any case.

08

Where can I do the Clinical Internship?

This Hybrid Professional Master's Degree offers students the opportunity to carry out their internships in prestigious educational institutions, being able to transfer all the knowledge acquired throughout the program to the real work environment. In addition, its centers are located in different geographical areas, allowing you to carry out this experience in the one closest to your usual residence.





“

Carry out your internship in the educational center with the closest geographical proximity to your usual residence"



The student will be able to complete the practical part of this Hybrid Professional Master's Degree at the following centers:



Education

Match Mode

Country	City
Spain	Barcelona

Address: Avenida Diagonal 696
(08034) Barcelona

The only platform specialized in fashion for the recruitment of freelancers specialized in this sector.

Related internship programs:

- Fashion and Luxury Communication Management
- Communication Company Management



Education

Vithas Salud Arturo Soria

Country	City
Spain	Madrid

Address: C. de Arturo Soria, 103, 28043 Madrid

Leading group in the Spanish healthcare sector

Related internship programs:

- Update in Anesthesiology and Resuscitation
- Intensive Care Nursing



Education

Colegio EDUCARE Valdefuentes

Country	City
Spain	Madrid

Address: C. de Ana de Austria, 6, 28050 Madrid

Pedagogical group focused on personalized education, with wide prestige in the Spanish territory. in the Spanish territory

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Colegio EDUCARE Torrevilano

Country	City
Spain	Madrid

Address: Calle Embalse de Navacerrada,
9. 28031 Madrid

Pedagogical group focused on personalized education, with wide prestige in the Spanish territory. in the Spanish territory

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Colegio EDUCARE Peñalvento

Country	City
Spain	Madrid

Address: Doctor Torres Feced, 2,
28770 Colmenar Viejo, Madrid

Pedagogical group focused on personalized education, with wide prestige in the Spanish territory. in the Spanish territory

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Colegio EDUCARE Peñalar

Country	City
Spain	Madrid

Address: Avd. Dehesa, 89. 28250
Torrelodones – Madrid

Pedagogical group focused on personalized education, with wide prestige in the Spanish territory. in the Spanish territory

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Colegio EDUCARE Parque

Country	City
Spain	Madrid

Address: Calle Piamonte, 19
Urbanización Parquelagos. 28420
La Navata – Galapagar. Madrid

Pedagogical group focused on personalized education, with wide prestige in the Spanish territory. in the Spanish territory

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Colegio EDUCARE Antamira

Country	City
Spain	Madrid

Address: Calle Los Cuadros, 2 · Miramadrid
28860 Paracuellos de Jarama. Madrid

Pedagogical group focused on personalized education, with wide prestige in the Spanish territory. in the Spanish territory

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Educational

Colegio EDUCARE Montesclaros

Country	City
Spain	Madrid

Address: Avenida de los Plantíos,
s/n. 28412 Cerceda – Madrid

Pedagogical group focused on personalized education, with wide prestige in the Spanish territory. in the Spanish territory

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Educational

Colegio EDUCARE Antanes School

Country	City
Spain	Madrid

Address: Calle Parla, 4B 28914
Leganés – Madrid

Pedagogical group focused on personalized education, with wide prestige in the Spanish territory. in the Spanish territory

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Educational

Colegio Santa María La Blanca

Country	City
Spain	Madrid

Address: C. del Monasterio de Oseira,
17B, 28049 Madrid

Bilingual educational center specialized
in educational innovation

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Educational

Colegio Brains Las Palmas

Country	City
Spain	Las Palmas

Address: Paseo de Tomás Morales, 111,
35004 Las Palmas de Gran Canaria

Brains School is an Educational Institution Educational
Institution of Private Education, leader in international
education

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Colegio Brains Telde

Country: Spain
City: Las Palmas

Address: Camino Angostura, 2, 35213 La Pardilla, Las Palmas

Brains School is an Educational Institution Educational Institution of Private Education, leader in international education

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Col·legi Sant Miquel

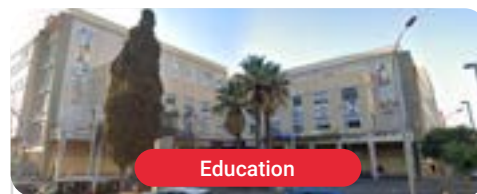
Country: Spain
City: Barcelona

Address: Rosselló 175, 08036 Barcelona

Col·legi Sant Miquel, a private charter school, specialized in educational innovation.

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Centro Escolar San Francisco

Country: Spain
City: Barcelona

Address: C/ Treball, 213 08020 – Barcelona

Centro Escolar San Francisco promotes the use of new technologies, foreign language learning and education.

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Escola Àgora

Country: Spain
City: Barcelona

Address: Carrer del Marne, 2, 08042 Barcelona

Nursery and Primary Education School in Nou Barris

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

La Salle Gràcia

Country: Spain
City: Barcelona

Address: Plaça del Nord, 14 08024 Barcelona

An educational project with its own character

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Instituto Ruso Pushkin

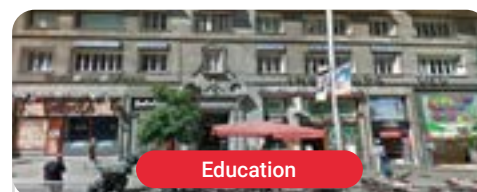
Country: Spain
City: Madrid

Address: C. de Galileo, 26, 28015 Madrid

The Russian Pushkin Institute is an institution that was created from the Alexander Pushkin Foundation.

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Instituto Rambla Madrid

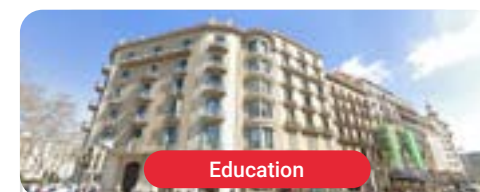
Country: Spain
City: Madrid

Address: C/ Gran Vía, 59, 10A, 28013 Madrid

Rambla Instituto offers a wide variety of high quality of high quality training programs in a variety in a variety of areas of study

Related internship programs:

- Digital Education, E-Learning and Social Media



Education

Instituto Rambla Barcelona

Country: Spain
City: Barcelona

Address: Rambla de Catalunya, 16, 08007 Barcelona

Rambla Instituto offers a wide variety of high quality of high quality training programs in a variety in a variety of areas of study

Related internship programs:

- Digital Education, E-Learning and Social Media



Education

Instituto Rambla Valencia

Country: Spain City: Valencia

Address: Carrer de Jorge Juan, 17, 46004 València, Valencia

Rambla Instituto offers a wide variety of high quality of high quality training programs in a variety in a variety of areas of study

Related internship programs:

- Digital Education, E-Learning and Social Media



Education

Esla Formación Madrid

Country: Spain City: Madrid

Address: C. Chozas de la Sierra, 1, 28002 Madrid

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Gandía

Country: Spain City: Valencia

Address: C/ Cardenal Cisneros, 44, 46701 Gandia, Valencia

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Coslada

Country: Spain City: Madrid

Address: Pl. del Mar Egeo, 14, Local 1, 28821 Coslada, Madrid

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Zamora

Country: Spain City: Zamora

Address: Calle de Sta. Elena, 9, 11, 49007 Zamora

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Toro

Country: Spain City: Zamora

Address: C. San Isidro, 6, 49800 Toro, Zamora

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Benavente

Country: Spain City: Zamora

Address: Av. el Ferial, 11, 49600 Benavente, Zamora

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Salamanca

Country: Spain City: Salamanca

Address: Calle del Dr. Gómez Ulla, 40, 37003 Salamanca

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación León

Country	City
Spain	León

Address: C. de Astorga, 13, 24009 León

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Ávila

Country	City
Spain	Ávila

Address: Av. de Madrid, 28, Bajo, 05001 Ávila

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Valladolid

Country	City
Spain	Valladolid

Address: C. del Arzobispo Marcelo González, 19, 47007 Valladolid

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Education

Esla Formación Central

Country	City
Spain	Zamora

Address: C. Pablo Morillo, 25, 49013 Zamora

ESLA Training, academy and Placement Agency

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



Fundación Educativa Myland

Country	City
Spain	Seville

Ctra A-474, Km 13, 41110 Bollullos :Address de la Mitación, Sevilla

It is a non-profit organization created to promote change and innovation in current educational models.

Related internship programs:

- Digital Education, E-Learning and Social Media
- Educational Technology and Digital Competence



You will combine theory and professional practice through a demanding and rewarding educational approach"

09

Requirements of Access to Certificate

Access to this degree, it is necessary to meet a series of access requirements. Likewise, access to this will be conditioned to the remission in due time and form of the documentation accrediting any of the above conditions (university degree or work life report with specification of the positions and functions performed).





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You can access this hybrid professional master's degree if you have a bachelor's degree or equivalent"

The access requirements for this blended master's degree are as follows:

1. Hold a Bachelor's Degree or equivalent.
2. 3 years of professional experience in positions or competencies of Degree or equivalent (MECES 2 competency level).

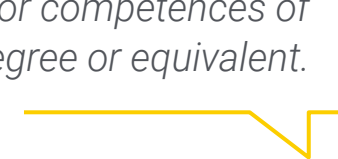


TECH makes it easy for you by offering you a degree that you can access easily and that will lay the foundations for your professional growth"





You will also be able to access the degree by accrediting a professional experience of 3 years in positions or competences of a or competencies of degree or equivalent.



10

Recognition of credits

TECH's maxim is to offer programs of the highest quality and with validity in different instances. Therefore, for this Hybrid Master's program, it offers the possibility of obtaining validation of training and professional experience through a credit recognition program. This recognition requires the initiation of an application through the Secretary's Office in which the program taken must be attached, as well as all the necessary documentation to verify and accredit the development of the competencies and learning results foreseen (teaching guides, degree reports, academic programs, etc.).



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*A program with Credit Recognition
in different areas. Enroll now!"*

The conditions for credit recognition are as follows:

1. Recognition of "xternal Internships"(12 ECTS): for accredited professional experience in the competencies associated with the degree, for a minimum period of 12 months. of 12 months.
2. Up to 20 ECTS of the program: for programs taken at TECH, under the "ualificam"certification, which will be included as "iploma Supplement"
3. Up to 20 ECTS of the program: for subjects and programs associated to AEEN, with "ualificam"certification, whose competences and objectives coincide with those of the program. with those of the program.
4. Up to 18 ECTS of the program (excluding the Master's Final Project): for University Masters, official or own, and accredited Business Schools and Graduate Centers (AMBA, EQUIS, AACB, etc.), whose competencies and objectives coincide with those of the program.





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You will be able to obtain credit recognition for both the external internships and the subjects of the program”

11

Methodology

This training program offers 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"

At TECH Education School we use the Case Methodology

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.



It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.

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Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”

The effectiveness of the method is justified by four fundamental achievements:

1. Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.



Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. 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 specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

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.

The overall score obtained by our learning system is 8.01, according to the highest international standards.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really 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.



Educational Techniques and Procedures on Video

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



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 multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



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.





Expert-Led Case Studies and Case Analysis

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



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 your goals.



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.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.



12

Certificate

The Hybrid Professional Master's Degree in Digital Education, e-Learning and Social Networks guarantees students, in addition to the most rigorous and up-to-date education, access to a Hybrid Professional Master's Degree 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 **Hybrid Professional Master's Degree diploma in Digital Education, E-Learning and Social Media** 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: **Hybrid Professional Master's Degree in Digital Education, E-Learning and Social Media**

Course Modality: **Hybrid (Online + Clinical Internship)**

Duration: **12 months**

Certificate: **TECH Global University**

Recognition: **60 + 5 ECTS Credits**



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



Hybrid Professional Master's Degree

Digital Education E-Learning
and Social Media

Modality: Hybrid (Online + Clinical Internship)

Duration: 12 months

Certificate: TECH Global University

60 + 5 ECTS Credits

Hybrid Professional Master's Degree

Digital Education, E-Learning
and Social Media

