

Postgraduate Certificate

Application of Game Mechanics in the Classroom





Postgraduate Certificate

Application of Game Mechanics in the Classroom

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

Website: www.techtitute.com/us/education/postgraduate-certificate/application-game-mechanics-classroom

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01

Introduction

The traditional educational model is encountering major obstacles in bringing out the best in its students. In a context of dizzying technological advances, classrooms still see students in a passive role instead of making them true participants in learning. Fortunately, there are already projects that use the interactivity of these technologies to propose new educational strategies with encouraging results. For this, highly qualified teachers are needed to lead this digital transition, something that will be achieved with this qualification, providing them with a high level of training to develop game mechanics. In this way, classes will become gamified environments in which fun and the desire to learn come together. A great opportunity to update your skills in an online format.





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Discover how to transform your classrooms into gamified environments and awaken the curiosity of your students”

The social and technological context determines, without a doubt, the characteristics of the educational experience. Learning in a classroom 50 years ago is not the same as learning in this decade, in which society has become accustomed to interactive technologies, even immersion with Virtual Reality or Augmented Reality. Not taking advantage of these opportunities in schools means losing the interest of students, who will find two significantly different realities in their school or university and at home.

In this sense, it is clear that the educational performance of students will not reach new heights if we continue to focus simply on memorizing content and sending them a large number of tasks to perform at home. For this reason, TECH intends to transform from the ground up the way students acquire knowledge, for which it offers educators a Postgraduate Certificate that will enable them to discover a world of possibilities in the classroom.

As such, teachers will have all the necessary tools to apply game mechanics in classes that encourage teamwork or friendly competitions, rewarding students for achieving the proposed objectives. In fact, they will delve into the transformation of study plans into stories to attract their interest and involve them in the educational cycle. This ambitious program can be taken from anywhere given its 100% online nature, requiring only an Internet connection to launch the professional career of educators.

This Postgraduate Certificate in Application of Game Mechanics in the Classroom contains the most complete and up-to-date educational program on the market. The most important features include:

- ♦ The development of case studies presented by experts in game mechanics in the classroom
- ♦ The graphic, schematic and practical contents with which it is conceived gather Educational and practical information on those disciplines that are essential for professional practice
- ♦ Practical exercises where self-assessment can be used to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



Engage your students in the learning cycle with narratives that will bring the syllabus much closer to the students"

“ *Specialize in managing competitions and contests among groups of students to achieve educational objectives with excellence*”

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

Get a high level of qualification in interactive technologies that will boost your teaching career.

Take an in-depth look at what the Education of the future will look like.



02

Objectives

This Postgraduate Certificate has been designed to offer educators the tools that will make them deploy fun game mechanics in their classrooms. TECH has set as its main objective the high preparation of education professionals who are able to lead the digital transformation that is coming in this area, as it has already arrived in other sectors. As a result, with this program they will have all the keys for their students to enjoy the benefits of a Digital School.





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Introduce your students in a Digital School with the high preparation that this Postgraduate Certificate will provide you"



General Objectives

- ♦ Identify the psycho-pedagogical assumptions of innovations in gamification and digital resources
- ♦ Design your own gamifications and games, both at a private and commercial level
- ♦ Select the games that can be used in GBL according to needs and objectives
- ♦ Apply Gamification strategies in business environments
- ♦ Apply Gamification strategies in academic environments
- ♦ Manage teams through gamification
- ♦ Lead the digital transition in centers
- ♦ Identify the elements of the new digital school
- ♦ Transform classes to adapt to the new educational paradigm
- ♦ Complete a portfolio of innovations in gamification, GBL and digital resources





Specific Objectives

- Explain the game evolution
- Describe the different types of games
- Use video games in the classroom
- Apply team building techniques
- Develop Team Building strategies in companies

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Enjoy a learning methodology with a strong practical component that will be applicable throughout your teaching career”

03

Course Management

The urgent need to transform classrooms to improve educational performance has led TECH to incorporate educators who have excelled in the use of ICT in Education to the teaching staff. These professionals have significant experience in gamification projects that have been recognized as excellent in terms of achieving the proposed objectives. In addition, this team gives the program a multidisciplinary approach, given the different branches from which they come from.



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A multidisciplinary team of educators with experience in successful gamification projects will make you stand out"

Management



Mr. Morilla Ordóñez, Javier

- ♦ Contemporary History and ICT Specialist Teacher
- ♦ Head of Studies at JABY School
- ♦ Apple Distinguished Educator
- ♦ Professor at the Complutense University and the University of Alcalá
- ♦ Degree in Philosophy, Letters and History from the University of Alcalá
- ♦ Specialist in Gamification, *Flipped Classroom* and Digital Transition
- ♦ Author of the History content in the Geniox Project for Oxford University Press.



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

Professors

Dr. 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 Sevilla
- ♦ 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 Sevilla
- ♦ Expert in Project Management, Administration and Business Management. Federation of Services U.G.T
- ♦ Trainer of Trainers. Official College of Psychologists of Andalusia

Mr. Arcusa, Raúl

- ♦ Business Coaching in Gesem HR. Manager
- ♦ Speaker at several international congresses
- ♦ Degree in Business Administration, specialization in Financial Management by the UCM
- ♦ Law Degree
- ♦ Degree in Psychology

Mr. Martín Centeno, Óscar

- ♦ Writer and Lecturer
- ♦ President of the Council of Directors of Preschool, Primary and Special Education in the Community of Madrid
- ♦ Director of the Santo Domingo Preschool, Primary and High School Education Center in Algete. Madrid
- ♦ Director of documentaries, multimedia educational proposals and video art pieces for the Reina Sofía National Museum, the Thyssen-Bornemisza National Museum and Málaga City Council
- ♦ Trainer of teachers in the Community of Madrid in courses on ICT in the Classroom, Digital Resources and Encouraging Reading in the Digital Age
- ♦ Master's Degree in Leadership and Management of Educational Centers
- ♦ Degree in History and Science of Music
- ♦ Diploma in Music Teaching
- ♦ Florentino Pérez-Embid International Award from the Real Academia Sevillana de Buenas Letras for his first book *"Espejos enfrentados"*
- ♦ Nicolás del Hierro Poetry Prize for his second book *"Las Cántigas del Diablo"*
- ♦ International Paul Beckett Award for his third book *"Sucio tango del alma"* by the Valparaíso Foundation

Dr. Fuster García, Carlos

- ♦ PhD in Social Sciences Didactics
- ♦ PhD in Specific Didactics specialized in Social Sciences
- ♦ Teacher of High School and University Education in different institutions in Spain
- ♦ Internship tutor for the Teacher Training Degree
- ♦ Collaborator of the GEA-CLÍO research group.
- ♦ Degree in History, University of Valencia
- ♦ University Master's Degree in High School Education Teaching
- ♦ Master's Degree in Specific Didactics Research
- ♦ Master's Degree in in Comics and Education

Mr. Herrero Gonzalez, Jesús

- ♦ Psychologist Diploma in Games and Gamification
- ♦ DEVIR Specialist
- ♦ Specialist in the chain of Hobby and Toy Stores Poly
- ♦ Psychology Graduate
- ♦ Master's Degree in Education
- ♦ Expert in Games and Gamification





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Make the most of this opportunity to learn about the latest advances in this field in order to apply it to your daily practice”

04

Structure and Content

The contents of this Postgraduate Certificate have been supervised by the team of educators to ensure that the syllabus covers all relevant concepts that prepare students for the challenges ahead in the education field. To this end, they will analyze the most appropriate Gamification strategies in the academic environment and will discover, with an emphasis on practice, how to apply video games or conventional games in this field. In addition, they will examine in depth the best methods to form and manage teams that compete in these recreational formats.





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The syllabus contains all the keys to prepare educators for the challenges that lie ahead in the educational field”

Module 1. Game Elements and Mechanics

- 1.1. Playing with Concepts and Conceptualizing Games: An Introduction
 - 1.1.1. What Are Game Mechanics?
 - 1.1.2. Basic Concepts
- 1.2. Starting from the Beginning: Basic Mechanics
 - 1.2.1. Game Frameworks
 - 1.2.1.1. Grouping
 - 1.2.1.2. Cooperation and Competition
 - 1.2.2. Time
- 1.3. Chance and You: Randomization Mechanics
 - 1.3.1. Chance as a Resource
 - 1.3.2. Possibility, Probability and Certainty
- 1.4. Together, but Not in Each Other's Pockets: Mechanics and Interaction
 - 1.4.1. Interaction and Non-interaction
 - 1.4.2. The Scope
- 1.5. No Game without This I: Interacting with the System
 - 1.5.1. Resources
 - 1.5.2. Space Mechanics
 - 1.5.3. Puzzles and Questions
- 1.6. No Game without This II: Player Interaction
 - 1.6.1. Social Mechanics
 - 1.6.2. The Narrative
- 1.7. From Start to Finish: Reward and Completion Mechanics
 - 1.7.1. Winning Conditions
 - 1.7.2. Comparative Systems
 - 1.7.3. Winning and Losing in Cooperative Games
 - 1.7.4. Combinations



- 1.8. There Is Something Out There: Rewards beyond the Classroom
 - 1.8.1. Classics
 - 1.8.2. Other Forms of Reward
- 1.9. On Unforeseen Obstacles and Unexpected Mistakes: Problems and Difficulties
 - 1.9.1. Where the Games Not Fun?
 - 1.9.2. Chance and Controlling It
 - 1.9.3. Snowballs and Wells
 - 1.9.4. What Time Is It?
 - 1.9.5. The Milkmaid's Tale
 - 1.9.6. Alphas, Betas and Trial Versions



A program that will address key elements of educational games such as chance or forms of reward so that you can apply them successfully in the classroom”

05

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 Method

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.



06

Certificate

The Postgraduate Certificate in Application of Game Mechanics in the Classroom guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate 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 private qualification will allow you to obtain a **Postgraduate Certificate in Application of Game Mechanics in the Classroom** 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.

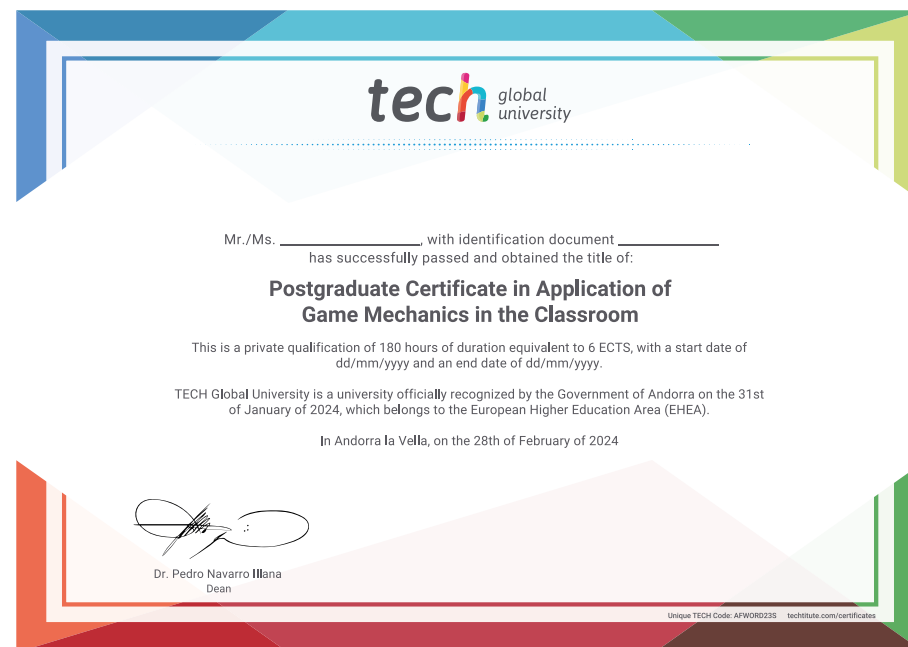
This **TECH Global University** private qualification, is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Application of Game Mechanics in the Classroom**

| Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



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



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