

# Postgraduate Certificate Gamification in the Classroom





## Postgraduate Certificate Gamification in the Classroom

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

Website: [www.techtitute.com/us/education/postgraduate-certificate/gamification-classroom](http://www.techtitute.com/us/education/postgraduate-certificate/gamification-classroom)

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# 01

# Introduction

Academic underachievement occurs for multiple reasons. One of the most common is the low motivation of students, who end up feeling disinterested in the educational process. In this sense, it has been shown to be ineffective to blame them and demand more effort from them. Instead, it is preferable to search for a learning ecosystem that manages to involve them and encourages their participation in a natural way. This is where Gamification comes into the picture, which is increasingly on the rise, so teachers specialized in its application are required. And this is what this program offers, focusing on game mechanics that can be developed in classrooms and their narrative possibilities in a 100% online format.





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*Gamify your classroom so that your students feel truly involved in the learning process”*

Although there are many cases of students with problems at home or psychological disorders, making it difficult for them to perform well in school, there are also frequent examples of disinterest in the classroom due to an educational experience that has remained unchanged over the years. This poor performance in school can end up causing academic failure with dropout. In this line, countries like Spain suffer high rates in this regard, with 16% in Secondary Education, according to Eurostat's 2020 annual report.

This is where teachers are called upon to play a decisive role. By betting on teaching formats with a more playful character, they can make students compete and work in teams through the latest technologies. More and more Gamification projects are emphasizing the encouraging results that these techniques provide, so it is important that the digital divide between students and teachers is reduced.

That is why this TECH program is perfectly suited to the needs of the current educational process, providing a high preparation to educators in those digital strategies that use games for a different learning. In fact, teachers who take this program will delve into how these techniques stimulate students thanks to the generation of Dopamine.

They will see these benefits for themselves, since the prestigious teaching team of this Postgraduate Certificate will immerse them in gamified environments and play games while updating their knowledge at the same time. This specialization, increasingly demanded by educational centers, is perfectly compatible with the students' professional activity. They will only need a device with Internet access to have all the materials at their disposal in the Virtual Campus.

This **Postgraduate Certificate in Gamification 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 Gamification in the classroom
- ♦ The graphic, schematic and eminently practical contents with which it is conceived gather Educational and practical information on those disciplines that are essential for professional practice
- ♦ Practical exercises where the self-assessment process 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

“*Immerse yourself in a gamified environment to see how it will radically change the educational experience of your students*”

“

*Contribute to reducing school failure with innovative methodologies that truly put the student at the center of learning”*

The program’s teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

Its multimedia content, developed with the latest educational technology, will provide the professionals with situated and contextual learning, i.e., a simulated environment that will provide an immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professionals must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the students will be assisted by an innovative interactive video system created by renowned experts.

*Delve through case studies in those narratives that will make your students assimilate the contents while they play.*

*Master all the game mechanics offered by this Postgraduate Certificate to become the essential educator of your workplace.  
Enroll now.*



# 02

# Objectives

The Postgraduate Certificate in Gamification in the Classroom revolves around the in-depth analysis of Gamification as a technique to revolutionize the educational experience. The program will provide a high level of training to educators in the tools that can capture the interest of their students, taking advantage of the multitude of resources on the subject provided by the Virtual Campus. Interactive summaries, supplementary readings, master classes or case studies will be available for teachers to skillfully master this area and launch their professional careers.







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*Give your career the boost it needs and turn your students into players. They'll learn practically on their own!"*



## General Objectives

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- ♦ 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
- ♦ Managing teams through gamification
- ♦ Leading 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

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- Differentiate the different dynamics related to gamification
- Recognize the different gamification mechanics
- Distinguish player type according to different authors
- Analyze the three key factors that demonstrate the purpose of a gamified process
- Discover the advantages of gamification in different environments
- Identify the differences between gamification and ludification

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*Establish a system of challenges and objectives that encourages participation in your games”*

# 03

# Course Management

With extensive experience in the education sector, the teaching team of this degree has been a pioneer in the implementation of gamification techniques in the classroom. To this end, they have designed Digital School and Inclusive School models and are recognized researchers in emerging methodologies that improve learning. With this outstanding professional background, they will guide the students of the program towards the achievement of the proposed objectives and will make them stand out from the rest of the teachers.





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*A teaching team researching emerging methodologies that improve learning will make you succeed"*

## Management



### Mr. Morilla Ordóñez, Javier

- ♦ Head of Studies at JABY School
- ♦ Apple Distinguished Educator
- ♦ Professor at the Complutense University and University of Alcalá
- ♦ Degree in Philosophy and History. University of Alcalá
- ♦ Specialist in Gamification, Flipped Classroom and Digital Transition
- ♦ Author of the contents of the History GENIOX project. 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

- ♦ 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

### Mr. Herrero Gonzalez, Jesús

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

### Dr. Fuster García, Carlos

- ♦ Teacher of Secondary and University Education in different institutions in Spain
- ♦ Internship tutor for the Teacher Training Degree
- ♦ Collaborator of the GEA-CLÍO research group
- ♦ PhD in Specific Didactics, specializing in Social Sciences
- ♦ Degree in History from the University of Valencia
- ♦ University Master's Degree in Secondary Education Teaching
- ♦ Master's Degree in Research in Specific Didactics by the same institution
- ♦ Master's Degree in Comics and Education

### Ms. López Gómez, Virginia

- ♦ Creator of Serendipia Educativa, a research and education group
- ♦ Co-founder of Equipo Tablentos, specialized in training on teaching-learning activities with digital resources
- ♦ Teacher trainer for the Community of Madrid and the Junta de Andalucía in PBL courses
- ♦ Creation of DRRD Gamification or ICT
- ♦ Degree in Documentation. Complutense University of Madrid
- ♦ Certificate of Pedagogical Aptitude
- ♦ Postgraduate in Gamification in the Classroom: learning by playing "Cum Laude"
- ♦ Expert in e-learning. Spanish Confederation of Teaching Centers
- ♦ Course on Multiple Intelligences and Cooperative Learning. Nebrija University
- ♦ Diploma, Library Science. Complutense University of Madrid





### **Mr. Martín Centeno, Óscar**

- ♦ President of the Council of Directors of Early Childhood, Primary and Special Education in the Community of Madrid
- ♦ Director of the Santo Domingo Infant, Primary and Secondary Education Center in Algete, Madrid
- ♦ Director of documentaries, multimedia educational proposals and video art pieces for the Museo de Arte Contemporáneo Reina Sofía, the Museo Thyssen Bornemisza or the City Council of Málaga
- ♦ Trainer of teachers in the Community of Madrid in courses on ICT in the classroom, Digital Resources or animation to reading in the digital age
- ♦ Master's Degree in Leadership and Management of Educational Centers
- ♦ Degree in History and Science of Music
- ♦ Postgraduate Certificate in Music Teaching
- ♦ Florentino Pérez-Embid International Award from the Real Academia Sevillana de Buenas Letras for his first book Espejos enfrentados (Confronted Mirrors)
- ♦ Nicolás del Hierro National Prize for his second book Las Cántigas del Diablo (The Devil's Canticles)
- ♦ International Paul Beckett Award for his third book Sucio tango del alma by the Valparaíso Foundation

### **Mr. Illán, Raúl**

- ♦ Speaker at several international congresses
- ♦ Degree in Business Administration with a specialization in Financial Management. UCM
- ♦ Law Degree
- ♦ Degree in Psychology
- ♦ Business Coaching (Gesem HR)

# 04

## Structure and Content

The contents of this program offer the latest knowledge on Gamification. In this sense, the students will analyze what this technique implies and what it does not imply, will review its history, the most effective dynamics or the progress within the games. Thus, they will have everything they need to master its mechanics and begin to develop their own strategies. In fact, you will always carry with you everything you have acquired thanks to the Relearning methodology, which greatly facilitates the assimilation of the concepts due to the reiteration during the educational cycle.



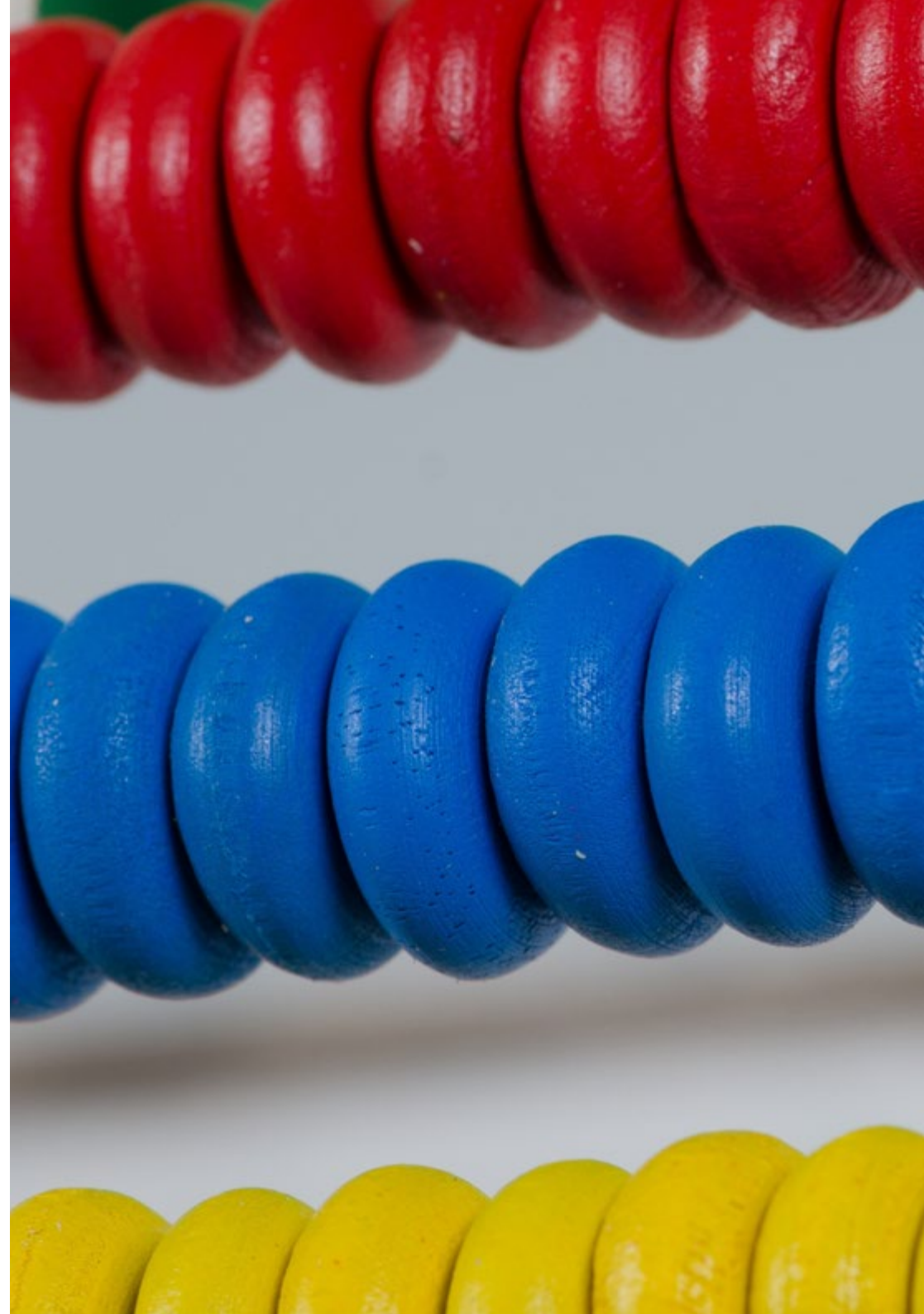


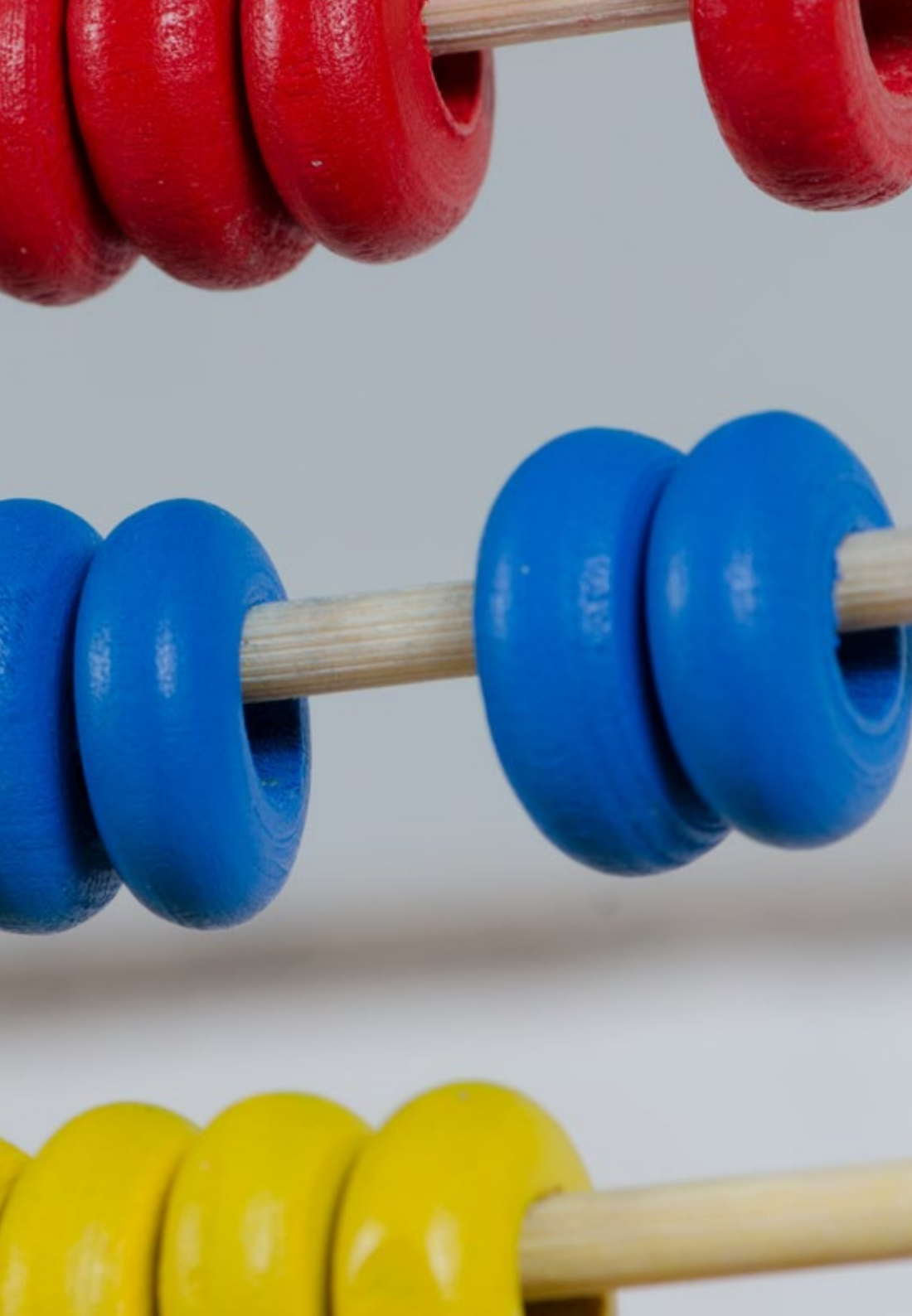
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*This syllabus will allow you to have the best Gamification criteria to know what it implies and what it doesn't"*

**Module 1.** Gamification Fundamentals How to Gamify and Not Die Trying

- 1.1. Gamifying
  - 1.1.1. What is Gamifying?
  - 1.1.2. What Is It Not?
- 1.2. The Working Brain: Behavior Models
  - 1.2.1. What to Do? Behaviorism
  - 1.2.2. Why Behave Like That? Cognitivism
  - 1.2.3. Need Dopamine! Motivation
- 1.3. Reviewing History
  - 1.3.1. Once Upon a Time... The Game
  - 1.3.2. What's New Doc? Games Today
- 1.4. Move, move, move... Dynamics
  - 1.4.1. Don't Go There! - Game Restrictions and Limitations
  - 1.4.2. Tell Me a Story: The Narrative
  - 1.4.3. Put Heart into It: Emotions
  - 1.4.4. Getting Older: Player Progress or Evolution
  - 1.4.5. Being Worth It: Status and Recognition
  - 1.4.6. Wow! You Too?: Social Relationships and Interactions
- 1.5. Can't Do without Them... Mechanics!
  - 1.5.1. Go for It!: Challenges and Objectives
  - 1.5.2. Superman: Competition
  - 1.5.3. The League of Extraordinary Gentlemen: Cooperation
  - 1.5.4. How Did I Do? Feedback
  - 1.5.5. My treasureeeee...: Rewards
  - 1.5.6. My Turn!: Taking Turns



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- 1.6. Three 'People', One Destiny: Classifying Players
    - 1.6.1. Richard Bartle's Theory: Betting at 4
    - 1.6.2. Andrzej Mrczewski's Theory: Raising to 5
    - 1.6.3. Amy Jo Kim's Theory: Leaving It at 4
  - 1.7. To What End?
    - 1.7.1. Motivation: You Like Me
    - 1.7.2. Loyalty: Stay with Me
    - 1.7.3. Optimization: If We Did Better
  - 1.8. Advantages of Gamification

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*Thanks to Relearning, you will always have Gamification in mind to apply it at any moment of your teaching career"*

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 Gamification 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 program will allow you to obtain your **Postgraduate Certificate in Gamification 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** 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 Gamification in the Classroom**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**







## Postgraduate Certificate Gamification in the Classroom

- » Modality: online
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