

# Postgraduate Certificate

## Gamification and Digital Learning





## Postgraduate Certificate Gamification and Digital Learning

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtute.com/in/education/postgraduate-certificate/gamification-digital-learning](http://www.techtute.com/in/education/postgraduate-certificate/gamification-digital-learning)

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01

# Introduction

Technology is making more and more inroads into our lives, and education is no stranger to such progress, hence the importance of knowing the latest advances in this regard to learn how to take advantage of it in the field of teaching.



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*This Gamification and Digital Learning Postgraduate Certificate will generate a sense of confidence in the performance of your profession, which will help you grow personally and professionally"*

An essential complement for those who want to venture into the world of digital education, knowing the peculiarities of teaching, learning about the technological tools applied to teaching.

This Postgraduate Certificate offers a practical and complete vision of the field of gamification and digital learning, starting from the most basic tools, through the development of digital teaching skills.

An advance over the eminently theoretical programs, focused on the teaching work in physical classrooms, which do not address in depth the use of technology in the educational context, without forgetting the role of teaching innovation.

The approach provides a far deeper understanding of how technology works at the different educational levels, education that the professional depending on their interests, can have various options for its application in the workplace.

This Postgraduate Certificate covers the studies required to specialize in Gamification and Digital Learning for those who want to enter the world of teaching, all offered from a practical perspective with emphasis on the most innovative aspects in this regard.

The students of the Postgraduate Certificate will have access to knowledge about teaching at both theoretical and applied level, so that it will be useful for their present or future performance, thus offering a qualitative advantage over other professionals in the sector.

It also facilitates the incorporation to the labor market or promotion in it, with an extensive theoretical and practical knowledge that will improve their skills in their daily work.

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

- ♦ More than 75 practical cases presented by experts in Gamification and Digital Learning
- ♦ The graphic, schematic, and eminently practical contents with which they are created provide scientific and practical information on the disciplines that are essential for professional practice
- ♦ News on Gamification and Digital Learning
- ♦ It contains practical exercises where the self-evaluation process can be carried out to improve learning
- ♦ Algorithm-based interactive learning system for decision-making in the situations that are presented to the student.
- ♦ With special emphasis on evidence-based methodologies in Gamification and Digital Learning
- ♦ 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



*Update your knowledge through the Gamification and Digital Learning Postgraduate Certificate"*



“ *This Postgraduate Certificate may be the best investment you can make when choosing a refresher program for two reasons: in addition to updating your knowledge in Gamification and Digital Learning, you will obtain a Postgraduate Certificate from TECH Technological University*”

It includes in its teaching staff professionals belonging to the field of gamification and digital learning, who pour into this training the experience of their work, in addition to recognized specialists belonging to reference 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 training program to train in real situations.

This program is designed around Problem-Based Learning, whereby the student will must try to solve the different professional practice situations that arise during the course. To do so, the professional will have the help of an innovative interactive video system created by renowned experts in the field of gamification and digital learning with extensive teaching experience.

*Increase your confidence in decision making by updating your knowledge through this Postgraduate Certificate.*

*Take the opportunity to learn about the latest advances in gamification and digital learning and improve the preparation of your students.*



02

# Objectives

The Postgraduate Certificate in Gamification and Digital Learning is aimed at facilitating the performance of professionals dedicated to working with children and adolescents at all educational levels.





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*This Postgraduate Certificate is designed to help you update your knowledge in Gamification and Digital Learning, with the use of the latest educational technology, to contribute with quality and security to the decision making and monitoring of your students"*



## General Objectives

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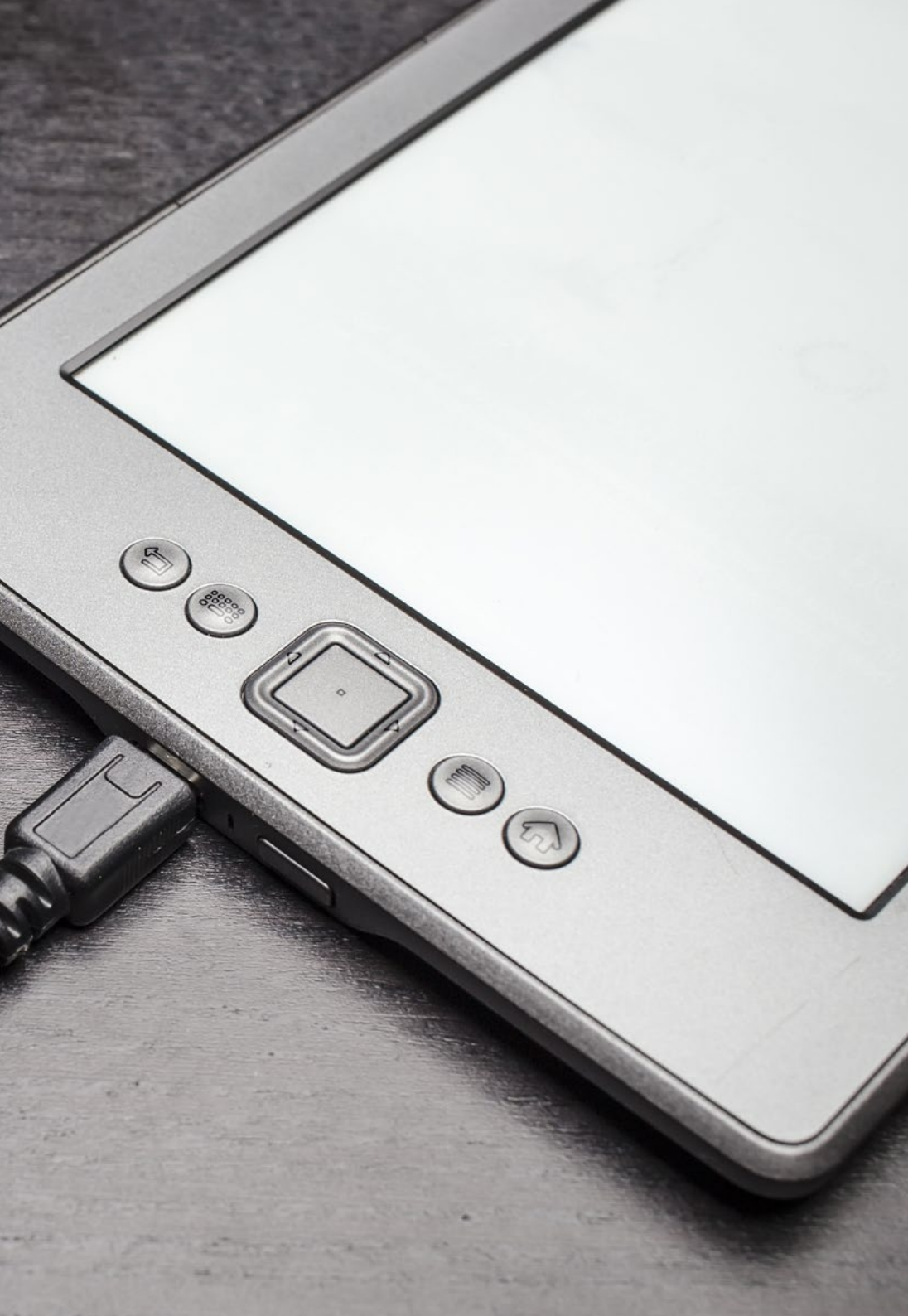
- ♦ Introduce students to the world of teaching, from a global perspective in order to prepare them for their future employment
- ♦ Know the new tools and technologies applied to teaching
- ♦ Explore digital competencies in depth
- ♦ Show the different options and ways the teacher can work in their post
- ♦ Promote the acquisition of communication and knowledge transmission skills and abilities
- ♦ Encourage continuing education of students and interest in teaching innovation



*Take the opportunity and take the step to get up to date on the latest developments in gamification and digital learning management"*







## Specific Objectives

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- ♦ Recognize all critical factors specific to the Apple environment in the development of our implementation model
- ♦ Value the importance of virtual learning environments as channels of instruction inside and outside the classroom
- ♦ Identify and estimate the pedagogical possibilities of Apple's proprietary Apps for the management, creation of content and evaluation
- ♦ Know the main apps to develop aFlipped classroom and gamification strategies, as well as appreciating these emerging methodologies as learning enhancers

03

# Course Management

The program's teaching staff includes leading specialists in Gamification and Digital Learning, who bring the experience of their work to this training program. Additionally, other recognized specialists participate in its design and preparation, which means that the program is developed in an interdisciplinary manner.



“

*Learn from reference professionals, the latest advances in procedures in the field of gamification and digital learning”*



## International Guest Director

Dr. Stephanie Doscher is an internationally renowned **educational leader**, recognized for her influence in the field of **global learning and comprehensive internationalization**. As **Director of the Office of Collaborative Online International Learning (COIL)** at Florida International University (FIU), she has forged a pioneering path in creating inclusive and accessible educational strategies for all students.

With a focus on leadership and organizational change, Dr. Doscher is recognized for her ability to facilitate meaningful transformations in educational settings. In addition, her emphasis on connection, collaboration, communication, and continuous improvement underscores her commitment to **educational excellence and her vision of accessible global learning** for all students.

Doscher's research interests encompass teaching and assessment strategies for **global learning**, as well as the intersection between **global learning, comprehensive internationalization, social innovation, and inclusive excellence**. His recent work focuses on the relationship between **diversity and knowledge production** through the **online COIL exchange**.

In fact, he has a prolific academic output, with multiple articles in renowned journals such as the Journal of International Students, EAIE Forum, and the International Association of Universities' Handbook of Internationalisation of Higher Education. She has also participated in presentations at various international conferences and workshops, enriching the academic dialogue on **global education**.

Likewise, her contributions as **co-author** of works such as "The Guide to COIL Online Exchange" and "Making Global Learning Universal: Promoting Inclusion and Success for All Students", have consolidated her position as a leading expert in the **global education field**. Both manuals have served to engage university students in collaborative global learning problem solving. Not to mention her prominent role as host of the podcast "Making Global Learning Universal".



## Dr. Doscher, Stephanie

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- Director del Servicio de Cuidados Paliativos - Hospital New York Presbyterian
- Especialista en Cuidados Paliativos en el Massachusetts General Hospital
- Profesor de Medicina en Harvard Medical School
- Graduado en Química por la Universidad de Boston
- Profesor asociado del Departamento de Medicina de la Universidad de Columbia

“

*Thanks to TECH you will be able to learn with the best professionals in the world”*

## Management



### **D. Gris Ramos, Alejandro**

- Technical Engineer in Computer Management
- Master in Electronic Commerce and Specialist in latest technologies applied to teaching, Digital Marketing, development of web applications, and Internet business



## Professors

### Mr. Albiol Martín, Antonio

- ♦ Master's Degree in Education and Information and Communication Technologies from the UOC
- ♦ Master' s Degree in Literary Studies
- ♦ Graduate in Philosophy and Literature
- ♦ Head of CuriosiTIC: JABY School's ICT Integration Program in the classroom

### Mr. Azorín López, Miguel Ángel

- ♦ Teacher specialized in Physical Education
- ♦ Expert in the Flipped Classroom (level I Flipped Learning and level I Trainer Flipped Learning, TOP-100 Flipped Learning Worldwide Teachers)

### Mr. Cabezuelo Doblaré, Álvaro

- ♦ Psychologist expert in Digital Identity and Master' s Degree in Communication, Digital Marketing and Social Networks.
- ♦ Teacher of Digital Identity, Social Media Manager in a Communication Agency and a Teacher in Aula Salud

### Mr. De la Serna, Juan Moisés

- ♦ PhD in Psychology and Professional Master's Degree in Neurosciences and Behavioral Biology
- ♦ Author of the Cátedra Abierta de Psicología y Neurociencias and scientific disseminator

04

# Structure and Content

The structure of the contents has been designed by a team of professionals from the best educational centers and universities in the national territory, aware of the relevance of current education to intervene in the preparation and accompaniment of students with high capacity, and committed to quality teaching through new educational technologies.





“

*This Postgraduate Certificate in Gamification and Digital Learning contains the most complete and up-to-date scientific program on the market”*

## Module 1. Gamification as an Active Methodology

- 1.1. History, Definition and Concepts
  - 1.1.1. History and Context
  - 1.1.2. Definition
  - 1.1.3. Initial Concepts
- 1.2. Components
  - 1.2.1. Classification
  - 1.2.2. Badges and Diplomas
  - 1.2.3. Collectibles
  - 1.2.4. Currency of Exchange
  - 1.2.5. Keys
  - 1.2.6. Awards
- 1.3. Mechanisms
  - 1.3.1. Structural Gamification
  - 1.3.2. Content Gamifications
- 1.4. Digital Tools
  - 1.4.1. Management Tools
  - 1.4.2. Productivity Tools
    - 1.4.2.1. Badges
    - 1.4.2.2. Cards
    - 1.4.2.3. Others
- 1.5. Gamification and Serious Games
  - 1.5.1. Games in the Classroom
  - 1.5.2. Typology of Games
- 1.6. Commercial Games Catalog
  - 1.6.1. Games to Develop Competencies
  - 1.6.2. Games to Develop Contents
- 1.7. Videogames and Apps
  - 1.7.1. Games to Develop Competencies
  - 1.7.2. Games to Develop Contents





- 1.8. Design of a Gamification
  - 1.8.1. Approach, Objectives
  - 1.8.2. Integration into the Curriculum
  - 1.8.3. History
  - 1.8.4. Aesthetics
  - 1.8.5. Assessment
- 1.9. Game Design
  - 1.9.1. Approach, Objectives
  - 1.9.2. Integration into the Curriculum
  - 1.9.3. History
  - 1.9.4. Aesthetics
  - 1.9.5. Assessment
- 1.10. Case Studies
  - 1.10.1. From Gamification
  - 1.10.2. From Ludification

“ *A unique, key, and decisive training experience to boost your professional development* ”

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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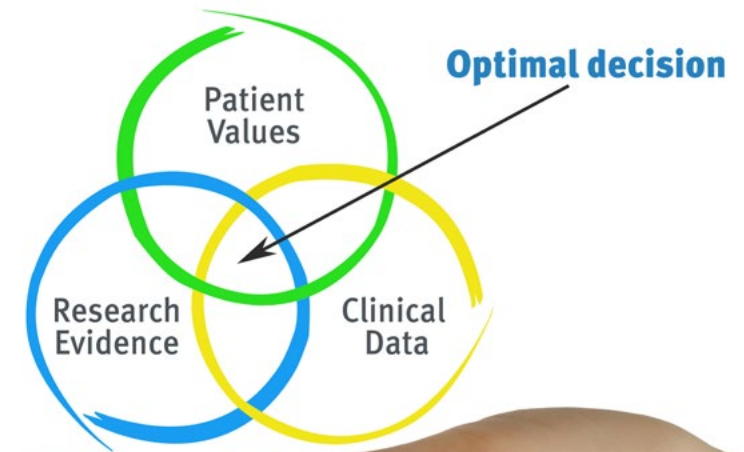
*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*



## 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

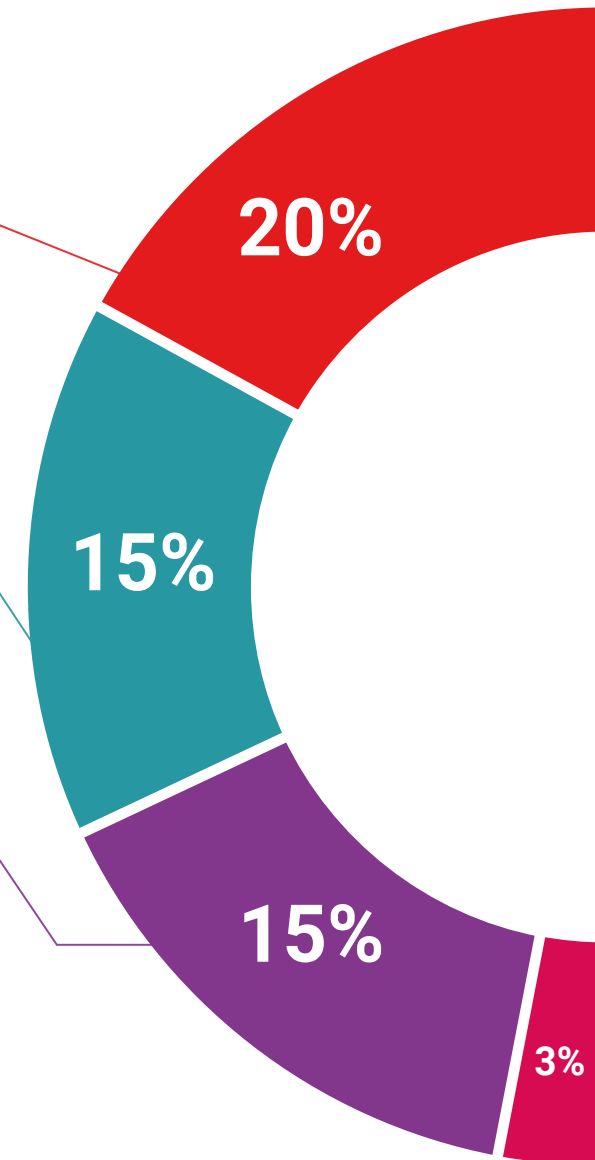
The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

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

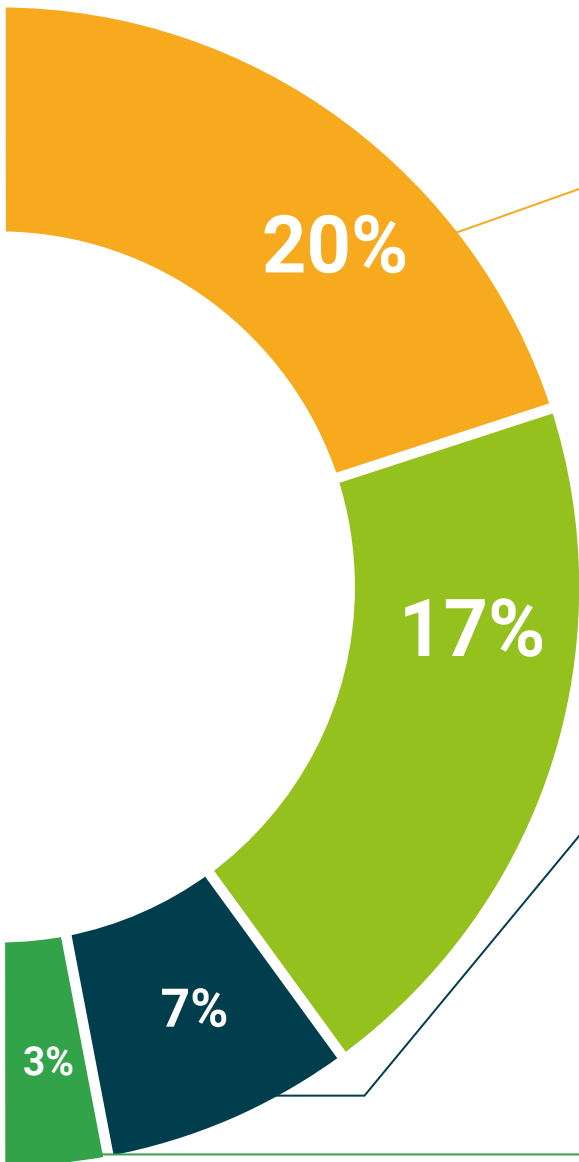


### Additional Reading

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 and Digital Learning, in addition to the most rigorous and updated training, access to a Postgraduate Certificate issued by TECH Technological University.





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*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”*

This **Postgraduate Certificate in Gamification and Digital Learning** contains the most complete and up-to-date scientific program on the market

After passing the assessments, the student will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery\*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained through the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Gamification and Digital Learning**

N.º of Hours: **150 h.**



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

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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