

Postgraduate Certificate Gamification and Team Management



Postgraduate Certificate

Gamification and Team Management

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

Website: www.techtute.com/pk/education/postgraduate-certificate/gamification-team-management

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01

Introduction

Routine and lack of incentives in the work environment tend to dampen employees' spirits, thus reducing their performance. This problem is especially prevalent in departments where employees perform their duties in a completely individual and solitary manner. For this reason, the development of specific actions that enhance the commitment of personnel in a dynamic and attractive way becomes especially important, a solution that TECH provides with this program. The qualification provides the keys to competitions and contests in teams in the workplace through Gamification in a 100% online format where the students will be the master of their own learning.



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Thanks to this Postgraduate Certificate, you will see how your company reaches unsuspected levels of productivity through contests and team competitions”

The absence of clearly defined objectives for workers can undermine company performance, according to several studies. Fortunately, new technologies provide solutions to turn the situation around, especially with game mechanics. Through Gamification, a company's staff can regain their motivation by setting goals, which are achieved with points harvested in contests or competitions.

It is, in fact, an excellent technique to promote team culture, since it is ideal that such competitions are organized in groups, increasing the interaction between colleagues. Under this context arises this TECH Postgraduate Certificate, which will provide a high level of preparation in these gamification techniques that have been reported to have achieved up to 20% more sales in different companies. The best thing is that these strategies are perfectly applicable regardless of the nature of the employee's tasks, adding synergies with other workers of similar functions.

With a format with all the flexibility that the students can imagine, to take this extensive training only requires an Internet connection. With that alone, a world of possibilities will open up to students, who will have access to the largest Virtual Campus on this subject. In fact, they will have access to a complete library of digital resources that they will have the opportunity to explore without limits.

This **Postgraduate Certificate in Gamification and Team Management** 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 and team management
- ♦ 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 carried out 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



Enroll now to implement game mechanics in your work area that will forever change the monotonous day to day"

“

Access the largest digital library of resources in this field to improve your knowledge of team management through gamification techniques”

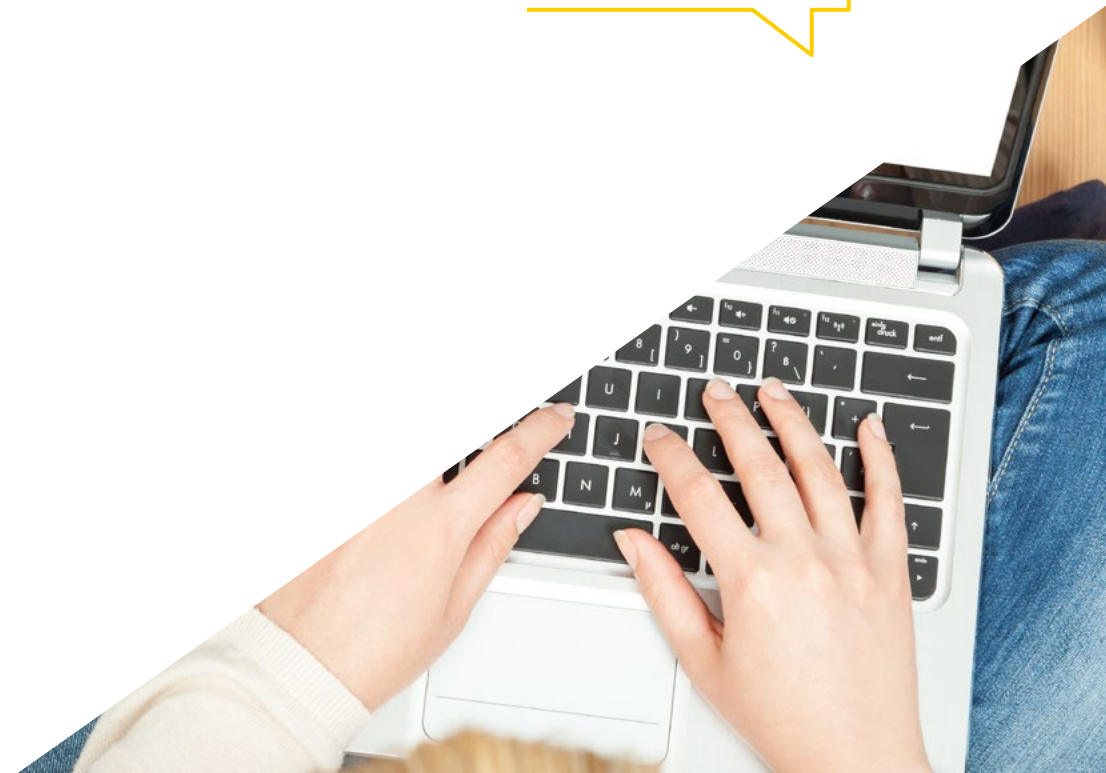
The program's teaching staff includes professionals from sector who contribute their work experience to this program, as well as renowned specialists from leading societies and prestigious universities.

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.

This program is designed around Problem-Based Learning, whereby students must try to solve the different professional practice situations that arise throughout the program. For this purpose, students will be assisted by an innovative, interactive video system created by renowned and experienced experts.

Analyze real cases of team games developed in the professional field that gave great benefits to companies.

Drastically improve the work environment of your company with this Postgraduate Certificate.

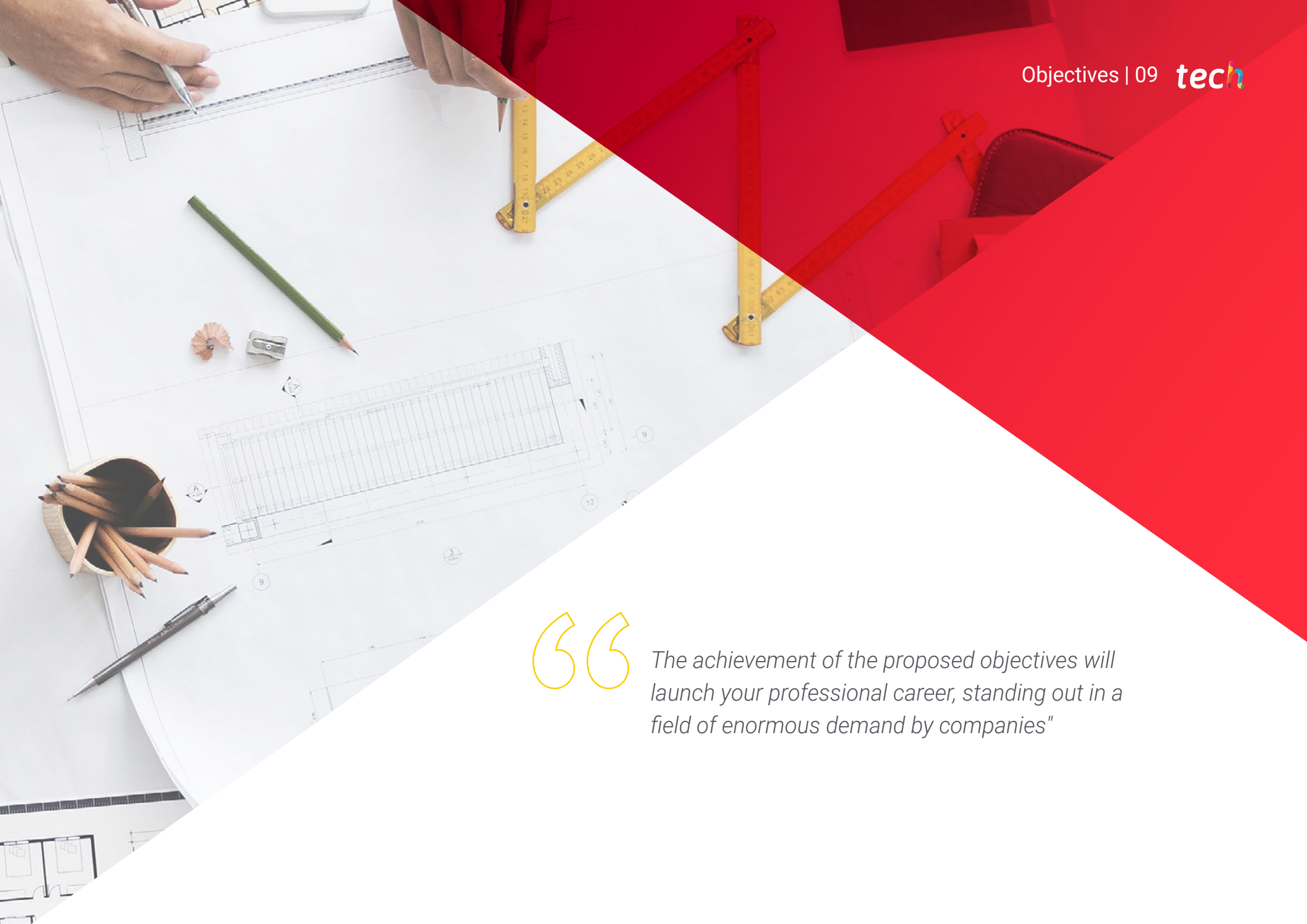


02

Objectives

The main objective of this program is to master the management of competitions and contests in teams formed by employees, in order to dynamize their daily work through Gamification strategies. Thus, the Postgraduate Certificate seeks that students manage the work environment in the most effective and functional way possible with innovative game mechanics that will undoubtedly make them stand out.





“

The achievement of the proposed objectives will launch your professional career, standing out in a field of enormous demand by companies"



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
- ♦ 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

- ♦ Manage the work environment as effectively and functionally as possible
- ♦ Acquire strategies to generate quality gamifications
- ♦ Transform a control panel into a fully gamified scenario
- ♦ Working with web applications and apps to manage work development based on gamification
- ♦ Acquire strategies for the use of different gamification elements
- ♦ Elaborate individual tasks and their rubrics
- ♦ Elaborate collective tasks and their rubrics

“

Transform a control panel into a fully gamified scenario and change the lives of workers everywhere you go”

03

Course Management

For the design of this modern program, we have incorporated a teaching team with a solid background in the field of team management and administration that will be a reference for students to follow. In this line, this group of multidisciplinary professionals has excelled in the implementation of projects based on Gamification in both educational and work environments. Undoubtedly, an unbeatable excellent letter of introduction for this Postgraduate Certificate.





STRATEGY

POTENTIAL

PRODUCT
LIFECYCLE

DIVERSIFICATION

“

Professionals with experience in administration and team management who have implemented successful gamification strategies will make up your teaching team"

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 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

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
- ♦ Diploma in Games and Gamification

Ms. López Gómez, Virginia

- ♦ Co-founder of Equipo Talentos, specialized in training teaching-learning activities with digital resources
- ♦ Teacher trainer for the Community of Madrid and the Regional Government of Andalusia in PBL courses, DRR creation, Gamification or ICT
- ♦ Degree in Documentation

Mr. Illán, Raúl

- ♦ Degree in Business Administration, specialization in Financial Management (UCM)
- ♦ Currently studying a Law Degree and a Psychology Degree (UNED)
- ♦ International Congress of Mindfulness in Organizations and Companies (UNED). Stress and Anxiety: how to reduce its impact (UNED). Applied Intelligence (UNED). Scientific Investigation of Crime (UNED). Stock Exchange and Financial Markets (Madrid Stock Exchange). Financial Advisor Training (Credit Suisse Private Banking)
- ♦ Business Coaching (Gesem HR)

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
- ♦ Award-winning author, with works such as "Manual de creación literaria en la era de Internet" and "Animación a la lectura mediante las nuevas tecnologías"
- ♦ Teacher trainer in the Community of Madrid for courses on ICT in the classroom
- ♦ Digital Resources or reading encouragement in the digital era

Dr. Fuster García, Carlos

- ♦ PhD in Social Sciences Didactics
- ♦ 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

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 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





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A unique, key, and decisive educational experience to boost your professional development”

04

Structure and Content

TECH and the teaching team have incorporated in the syllabus of the Potsgraduate Certificate in Gamification and Team Management all the essentials to develop with guarantees in this field. The contents will examine in depth how daily work tasks can be gamified, the narrative possibilities of this format or cutting-edge techniques for teamwork. And, thanks to the Relearning methodology, students will enjoy a natural educational experience that has no comparison with traditional qualifications.



“

*Get the most natural learning experience
you've ever known in a course of study"*

Module 1. Gamification in Companies II: Team Management

- 1.1. How Do You Play?
 - 1.1.1. General Concepts
 - 1.1.2. Narratives for Joint Gamification
 - 1.1.3. Gamified Task Management
 - 1.1.4. Monitoring Actions
- 1.2. Everybody Plays Here
 - 1.2.1. Motivation through Joint Challenges
 - 1.2.2. Work Itinerary as a Shared Journey
 - 1.2.3. Collaboration in the Digital Village
- 1.3. We're Motivated
 - 1.3.1. Locate the Nodes to Motivate the Entire Network
 - 1.3.2. Transforming Repetitive Tasks into Stimulating Challenges
 - 1.3.3. Transforming the Environment through Joint Actions
 - 1.3.4. How to Make Collaboration a Win-Win for Everyone
 - 1.3.5. Possibilities for Turning a Minuscule Task into a Transformative Task
 - 1.3.6. Informal Settings: Targeted Conversation Using Gamification Strategies
- 1.4. We Have Come Up with a Great Idea
 - 1.4.1. History Evolves with Everyone's Participation
 - 1.4.2. The Narrative Becomes Our Gantt Chart
 - 1.4.3. Work Management through History Management
- 1.5. Running Up the Scorecard
 - 1.5.1. Badges Focused on Management, Not on Awarding
 - 1.5.2. A Power Card Is a Responsibility Card
 - 1.5.3. Strategies for Establishing Channels to Leverage Management Autonomy
- 1.6. I Have Just Ignored the Screen
 - 1.6.1. Level Concept within Joint Work
 - 1.6.2. Possibilities for Distributing Functions Based a Different Levels
- 1.7. Council of the Wise
 - 1.7.1. A Community that Works Cooperatively Also Learns Cooperatively
 - 1.7.2. How to Link Individual Knowledge from Joint Narratives?
 - 1.7.3. Formulas for Sharing knowledge, Teaching Internally and Motivating Key People





- 1.8. This Team Works because We Are Not Similar in Any Way
 - 1.8.1. Work Roles Based on Game Roles
 - 1.8.2. Features of the Different Roles in Shared Narratives
 - 1.8.3. People Who Generate Stories: Narrative Twists from Individual Contributions
- 1.9. Magician Tricks
 - 1.9.1. Transforming Control Panels into Gamified Scenarios
 - 1.9.2. Online Applications and Gamification Management Apps
 - 1.9.3. Virtual and Physical Environments: Relation and Connection
- 1.10. Let's Count Up
 - 1.10.1. Initial Assessment: Starting Point for Our Story
 - 1.10.2. Processual Assessment: Evaluate Narrative Development to Assess Performance and Make Adjustments
 - 1.10.3. Reviewing the Effectiveness
 - 1.10.4. Reviewing Roles as a Formula for Assessing Individual Performance
 - 1.10.5. Assessing Connections between Different Participants and Their Ability to Make the Processes Flow
 - 1.10.6. Evaluating Challenge Fulfillment
 - 1.10.6.1. Final Assessment Assembly
 - 1.10.6.2. Celebrating Success Together
 - 1.10.7. Measurable Results
 - 1.10.7.1. Levels
 - 1.10.7.2. Medals
 - 1.10.7.3. Points

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"

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.



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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 Team Management guarantees students, in addition to the most rigorous and up-to-date education, 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 Team Management** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they 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 in 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 Team Management**

Official N° 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 reality
development languages
virtual classroom

tech technological
university

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Gamification and
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