

Postgraduate Certificate Pedagogical Aspects of Gamification





Postgraduate Certificate Pedagogical Aspects of Gamification

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Accreditation: 7 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/education/postgraduate-certificate/pedagogical-aspects-gamification

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01

Introduction

The inclusion of educational experiences of an entirely digital nature in the classroom entails a transformation of traditional teaching methods. These had long ago ceased to achieve the required objectives, so innovation through the latest technologies, still in an incipient phase, opens a new paradigm to which teachers are adapting. For this reason it is essential that educators handle the pedagogical aspects of these ways of involving students in the educational cycle, something that TECH highlights with this qualification. In this way, the program delves into the phenomenon of Gamification and its pedagogy so that teachers can update their knowledge in a 100% online format.





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Delve in the Pedagogical Aspects of Gamification, something essential to transfer it to your classroom"

Pedagogy focuses its study on education, understanding it as a Sociocultural phenomenon that draws on knowledge from other sciences, such as History, Psychology or Sociology. In this way, this discipline guides educational actions through methodologies, lines of action or principles, its elements being somewhat different depending on the teaching format.

In a context in which Education is being updated with recent technologies, understanding the pedagogical aspects behind such innovative learning techniques as Gamification is essential to manage with the rules of this new 'board'. This Postgraduate Certificate is positioned as the solution in this regard, giving educators the knowledge they need to delve into the benefits and challenges of including game mechanics in the classroom. In fact, they will be immersed first-hand in these gamified environments, something essential to develop as experts in them.

Teachers will take this 'journey' through the cognitive processes of digital and immersive learning with all the facilities. The online format of the program gives students the opportunity to take the course from wherever they wish and at their own pace within the program's deadlines. With just a device with an Internet connection, a large Virtual Campus with unlimited access will open before them, where they will find the largest library of interactive resources on this subject.

The **Postgraduate Certificate in Pedagogical Aspects of Gamification** 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 Pedagogy in gamification experts
- ♦ The graphic, schematic, and practical contents with which they are created, provide practical information on the 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



Discover the elements that are transforming the way we learn in the classroom to capture the interest of your students"

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Examine in depth all the Pedagogical Aspects and the keys to Gamification with the largest digital library on the subject”

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.

An essential Postgraduate Certificate that will turn you into the type of teacher that schools are already demanding.

Analyze the best methods to play with your students while preserving learning.



02

Objectives

The program design of this Postgraduate Certificate focuses on students obtaining a high level of proficiency in Gamification Pedagogy. In this way, they will master all the psycho-pedagogical aspects of a technique of enormous potential. Educators who take this program will thus acquire a global perspective of this field. They will do so by putting themselves in their students' shoes to discover how interactivity and playful formats will catapult their educational performance to unsuspected levels.





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This program will give you the keys to catapult the performance of your students to unsuspected levels"



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 the 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

- Apply the knowledge acquired in terms of direct and indirect learning assessment, based on solid theory, with which to solve any problem that arises in the work environment, adapting to new challenges in the area of study
- Integrate the knowledge acquired on educational technology, as well as reflect on the implications of the professional practice, applying personal values to improve the quality of the service offered
- Develop self-learning skills that will allow for continuous training to deliver the best performance on the job



Interact firsthand with gamified environments in education to see why there is no turning back"

03

Course Management

The TECH teaching team of this program is made up of prestigious professionals who have held high positions in educational institutions, being pioneers in gamification projects in the classroom and the business environment through ICT. In this line, the university has incorporated the best possible educators to delve into the fundamentals of Gamification. This faculty will more than meet all the students' expectations and will closely follow their progress in the program through the Virtual Campus.





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Experts from the ICT sector will guide you in the development of gamification projects and you will deepen with them on their Pedagogy”

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, Sevilla
- ♦ 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 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 the Postgraduate Certificate in Pedagogical Aspects of Gamification are presented in the form of video summaries interactive diagrams, specialized readings and other audiovisual resources to better internalize and visualize the ideas. In fact, they follow the practical methodology of Relearning, which is based on the reiteration of the concepts so that they are successfully assimilated by the students. In this educational experience, which is much more natural than the conventional ones, students will explore the learning processes of Gamification, the role of games in development or various technological resources.



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A study plan with which you will embark on a 'journey' through the learning process based on Gamification, obtaining a global perspective"

Module 1. Positioning the Board: Psychopedagogical Aspects

- 1.1. The Learning Process
 - 1.1.1. The Definition of Learning
 - 1.1.2. The Characteristics of Learning
- 1.2. Cognitive Processes in Learning
 - 1.2.1. Basic Processes
 - 1.2.2. Superior Processes
- 1.3. Cognition and Meta-cognition in Learning
 - 1.3.1. Cognition in Learning
 - 1.3.2. Meta-cognition in Learning
- 1.4. Learning Assessment
 - 1.4.1. Direct Assessment
 - 1.4.2. Indirect Assessment
- 1.5. Learning Difficulties
 - 1.5.1. Differences in Ability
 - 1.5.2. Environmental Difficulties
- 1.6. The Role of Games in Development
 - 1.6.1. The Social Role in Games
 - 1.6.2. Therapeutic Games
- 1.7. The Role of Games in Learning
 - 1.7.1. Learning Content
 - 1.7.2. Procedural Learning
- 1.8. Educational Technology
 - 1.8.1. School 4.0
 - 1.8.2. Digital Skills
- 1.9. Technological Difficulties
 - 1.9.1. Access to Technologies
 - 1.9.2. Technological Skills
- 1.10. Technological Resources
 - 1.10.1. Blogs and Forums
 - 1.10.2. YouTube and Wikis





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Analyze the role of games in the teaching process or the technological resources you have at your disposal to be the teacher of reference in your school”

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 Pedagogical Aspects of Gamification 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 the Pedagogical Aspects of Gamification** 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.

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Accreditation: **7 ECTS**



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



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