

# Postgraduate Certificate

## Analysis of Variables in Gamified Economies



## Postgraduate Certificate Analysis of Variables in Gamified Economies

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

Website: [www.techtitute.com/us/information-technology/postgraduate-certificate/analysis-variables-gamified-economies](http://www.techtitute.com/us/information-technology/postgraduate-certificate/analysis-variables-gamified-economies)

# Index

01

Introduction

---

*p. 4*

02

Objectives

---

*p. 8*

03

Course Management

---

*p. 12*

04

Structure and Content

---

*p. 16*

05

Methodology

---

*p. 20*

06

Certificate

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*p. 28*

# 01

# Introduction

Gamification experiences are in the spotlight both in the economic-technological market and in the social scenario. Companies are looking for successful profiles that know how to innovate in the field of Gamified Economies. For this reason, it is necessary to have experts with a higher specialization who are aware of the latest quantitative evidence of the market and know how to apply the best strategies. This is why TECH offers a program aimed at graduates in Computer Science who wish to develop their skills to make the digital paradigm more profitable and study this virtual market in depth. In addition, its 100% online mode, the extrapolation of real situations through multimedia tools and the experience of the faculty of this teaching will make students boost their careers towards current economies.



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*With this course, you will understand the variable categories of economies within a virtual system, such as a video game or even a social network”*

The growing interest of economic powerhouses in achieving digital control has been motivated by the success of cryptocurrencies and their exponential development. This situation has led to an increase in the number of specialties in the digital field and its possibilities, and has also led to specialists being better prepared. For this reason, TECH offers a complete and rigorous qualification that meets the latest developments in the field of gamification and its profitability.

The main objective of this program is to expand and update the knowledge of graduates in Computer Science so that they can specialize in the area of gamification and have the basis to develop any digital project. TECH has therefore been equipped with a team of teachers versed in the area who already work in the sector and who have also witnessed the imminent changes that the Internet has undergone. These teachers will be the ones who will tutor and guide the students' studies to guarantee their correct instruction.

TECH manages to bring knowledge closer through its multiple programs with 100% online modality, thanks to which computer scientists will be able to adapt the pace of study to their personal and work needs. In addition, TECH applies the Relearning methodology, which exempts students from long hours of memorization by enabling the gradual and easy assimilation of the contents. Development in this sector requires an understanding of the different variables that make up this highly profitable ecosystem, such as the application of Deadlocks in game mechanics, and TECH achieves this by providing all the tools and facilities to offer a specialization with a study supported by professionals.

This **Postgraduate Certificate in Analysis of Variables in Gamified Economies** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ Case studies presented by experts in cryptocurrencies, Blockchain and computer
- ◆ 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



*Understand the proportional and inversely proportional relationships in the virtual industry that currently presents the greatest projection"*

“

*Master the external platforms that offer Blockchain services and apply them according to the economic variables that respond to gamification economic performances”*

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

*This course will provide you with the main tools to put a profitable strategy in the virtual industry thanks to Blockchain techniques.*

*Acquire the knowledge that will bring you closer to the economic reality present in the network, and you will master the variables that influence the triumph and failure in this industry.*



# 02 Objectives

This program has been designed using the foundations of a group of experts who will instruct IT graduates, so that they become more competitive professionals in the workplace and business and master the keys to intervene safely in the digital paradigm. All this, with a vision of the functioning of the global economy applied to the virtual economy. Likewise, in this course, students will identify the economic variables that surround a gamification project and will acquire the necessary knowledge to identify the various combinations that can occur around various virtual developments.





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*Become a Blockchain specialist to understand its influence on the final profitability of a digital project”*



## General Objectives

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- ◆ Identify systematically and in detail of its various components the functioning of Blockchain, technology, developing how its advantages and disadvantages are linked to the way in which its architecture functions
- ◆ Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been taken
- ◆ Analyze the main features of decentralized finance in the context of the Blockchain economy
- ◆ Establish the fundamental characteristics of non-fungible *Tokens*, their operation and deployment from their emergence to the present day
- ◆ Understand the linkage of NFTs to Blockchain and examine strategies for generating and extracting value from non-fungible *Tokens*
- ◆ Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects





## Specific Objectives

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- ◆ Categorize elements within a game in relation to their incidence within the final economy of the game
- ◆ Identify the degrees to which in Economy variables within a game fall within their category
- ◆ Understand the proportional and inverse proportional relationships between two or more economic variables

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*Acquire the capabilities that will be most useful to develop in the virtual industry with more projection”*

# 03

## Course Management

TECH has turned to a teaching team versed in gamification to convey all the keys of a rising and highly competitive industry, as well as the importance of the Blockchain. Thanks to their extensive experience in the sector, teachers guarantee the correct instruction of students in a fast and simple, through personalized and individual tutorials. In this course, students have access to leading experts who will guide them at all times to acquire the essential skills to control the digital sector Gamification.



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*Rely on a qualified team that will show you the main tools and strategies for your personal and professional project to achieve success”*

## Management



### Mr. Olmo Cuevas, Alejandro

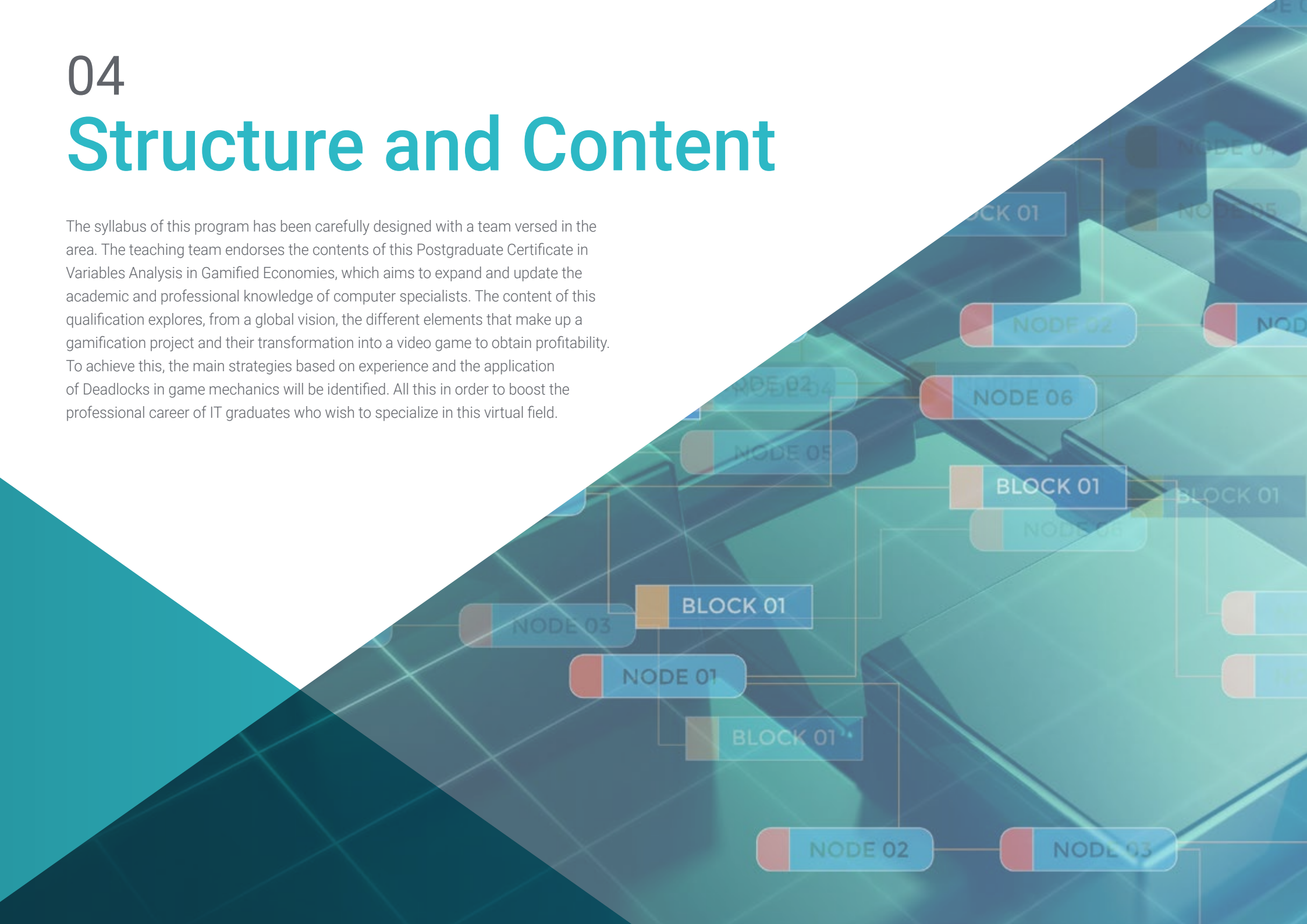
- ◆ Game designer and Blockchain economies for video games
- ◆ Founder of Seven Moons Studios Blockchain Gaming
- ◆ Founder of the Niide project
- ◆ Writer of fantastic narrative and poetic prose



# 04

## Structure and Content

The syllabus of this program has been carefully designed with a team versed in the area. The teaching team endorses the contents of this Postgraduate Certificate in Variables Analysis in Gamified Economies, which aims to expand and update the academic and professional knowledge of computer specialists. The content of this qualification explores, from a global vision, the different elements that make up a gamification project and their transformation into a video game to obtain profitability. To achieve this, the main strategies based on experience and the application of Deadlocks in game mechanics will be identified. All this in order to boost the professional career of IT graduates who wish to specialize in this virtual field.







“

*A curriculum with various digital tools to facilitate learning from any time and place”*

## Module 1. Analysis of Variables in Gamified Economies

- 1.1. Gamified Economic Variables
  - 1.1.1. Advantages of Fragmentation
  - 1.1.2. Similarities with the Real Economy
  - 1.1.3. Division Criteria
- 1.2. Search
  - 1.2.1. Individual
  - 1.2.2. By Group
  - 1.2.3. Global
- 1.3. Resources
  - 1.3.1. By Game - Design
  - 1.3.2. Tangibles
  - 1.3.3. Intangibles
- 1.4. Entities
  - 1.4.1. Players
  - 1.4.2. Single Resource Entities
  - 1.4.3. Multiple Resource Entities
- 1.5. Sources
  - 1.5.1. Generation Conditions
  - 1.5.2. Localization
  - 1.5.3. Production Ratio
- 1.6. Exits
  - 1.6.1. Consumables
  - 1.6.2. Maintenance Costs
  - 1.6.3. Time Out





- 1.7. Converters
  - 1.7.1. NPC
  - 1.7.2. Manufacture
  - 1.7.3. Special Circumstances
- 1.8. Exchange
  - 1.8.1. Public Markets
  - 1.8.2. Private Stores
  - 1.8.3. External Markets
- 1.9. Experience
  - 1.9.1. Acquisition Mechanics
  - 1.9.2. Apply Experience Mechanics to Economic Variables
  - 1.9.3. Penalties and Experience Limits
- 1.10. Deadlocks
  - 1.10.1. Resource Cycle
  - 1.10.2. Linking Economy Variables with Deadlocks
  - 1.10.3. Applying Deadlocks to Game Mechanics

“ *A program designed to boost your virtual project and your professional career in a booming sector with great future projection* ”

# 05 Methodology

This academic program offers students 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.





*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"*

## Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

*At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”*



*You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.*



*The student will learn to solve complex situations in real business environments through collaborative activities and real cases.*

### A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

**“** *Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method has been the most widely used learning system among the world's leading Information Technology schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Throughout the course, students will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

## Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

*In 2019, we obtained the best learning results of all online universities in the world.*

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.





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.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. 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 training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.*

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



### Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then adapted in 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.



### 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.



### Practising Skills and Abilities

They will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



### 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.





### Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



### 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 educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



### Testing & Retesting

We periodically assess and re-assess students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



06

# Certificate

The Postgraduate Certificate in Analysis of Variables in Gamified Economies 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 Analysis of Variables in Gamified Economies** 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 Analysis of Variables in Gamified Economies**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



\*Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH Global University 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

online training

development language

virtual classroom

**tech** global  
university

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