

# Postgraduate Certificate Blockchain for Video Games



## Postgraduate Certificate Blockchain for Video Games

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

Website: [www.techtute.com/pk/informatics/postgraduate-certificate/blockchain-videogames](http://www.techtute.com/pk/informatics/postgraduate-certificate/blockchain-videogames)

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# 01

# Introduction

Daily newspapers, whether traditional or digital, talk about the advances of the Blockchain market, and more specifically, the growth of the use of Tokens in video games. These terms are starting to sound familiar even to users who are not computer experts, and it is not surprising due to the disproportionate increase of investors betting on the Metaverse. The complexity of virtual environments has generated a wave of job vacancies that are difficult to fill due to the continuous changes in the sector. Thanks to this teaching program, IT professionals will be able to take advantage of this labor gap and become specialists, redirecting their careers towards a promising future. The 100% online methodology will allow students to acquire the necessary skills from home, without having to leave their daily routine.



eum  
APP PLATFORM

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*It is time to position yourself as a professional who is committed to innovation and who reinvents himself by adjusting to the virtual transformation"*

The Diploma in Blockchain for Video Games, allows the IT professional to master the terms that involve the Blockchain market, and prepare to develop the best strategies to preserve the value of their purchases in video games, decide the best time to sell to other players, and control the blockchain and its encryption to protect the privacy of each user, thus generating confidence in their movements.

This is the most up-to-date technical program in the market, which guarantees to those who take it, the understanding of the structure of the Blockchain market, the latest trends in NFT, and the wide variety of cryptocurrencies developed and emerging in the world.

In this way, the computer scientist will acquire a global and detailed vision of what is happening in the video game sector, providing him with the indispensable tools to develop with agility in the Metaverse.

It is time to choose the best strategy to ensure a stable and quality employment, with this 100% online Diploma, the student can acquire from the comfort of your home, the necessary concepts to join an increasingly demanding labor market. All you need is an electronic device and internet access to consolidate yourself as a computer scientist committed to your professional growth.

This **Postgraduate Certificate in Blockchain for Video Games** 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 video games
- ◆ 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 how the Blockchain architecture affects the ability to regulate in the legal framework"*

“

*Knowing and shelling out the value in the Blockchain markets of each cryptocurrency, will allow you to make a safe bet on NFT”*

The program’s teaching staff includes professionals from sector 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 student will be assisted by an innovative interactive video system created by renowned and experienced experts.

*Discover why they call Orakler the NFT that promises a stable economy with the best teachers.*

*The future is becoming more virtual every day; ignoring the events that are happening around you will keep you away from professional success.*



# 02 Objectives

TECH is committed to a rich and current teaching, so that students from the first day begin to familiarize themselves with seemingly complicated terms, but that, with the use of these in real cases, and with the help of teachers committed to learning, will be assimilated organically. At the end of this Diploma in Blockchain for Video Games, the student will have the tools and keys to bet on a change in their future and improve their digital skills.





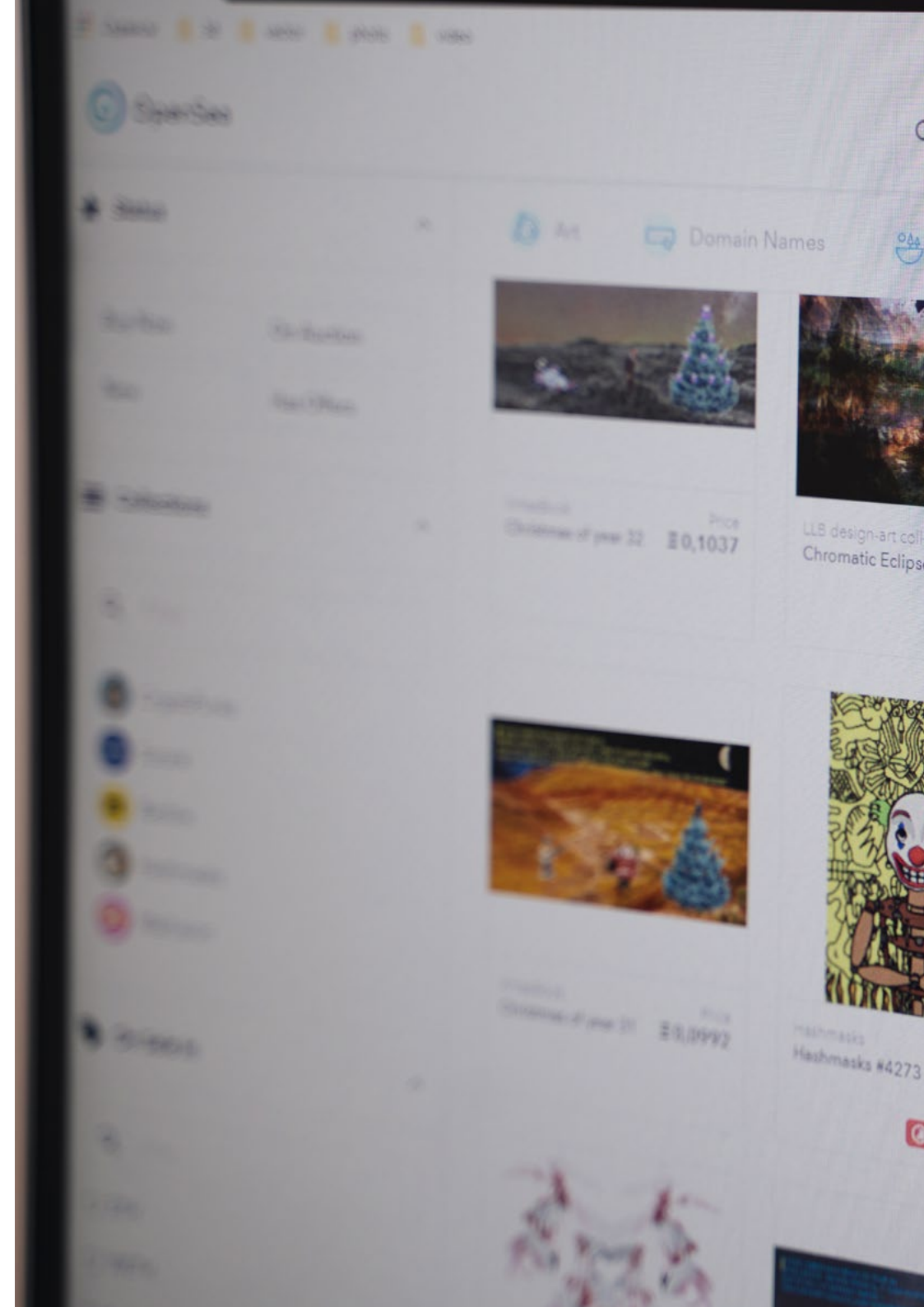
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*The aim of TECH is none other than to professionalize the computer scientist in the Metaverse and enable them to broaden their personal goals and objectives"*



## General Objectives

- ◆ Identify the functioning of Blockchain technology systematically and in the depth of its components, including how its advantages and disadvantages are linked to the way in which its architecture works
- ◆ 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

- ◆ Identify the components of Blockchain Technology
- ◆ Determine the advantages of Blockchain in entrepreneurship projects
- ◆ Select types of networks to be used with the proposed objectives when planning a gamified economy project
- ◆ Choose and manage a Wallet (Digital Wallet)

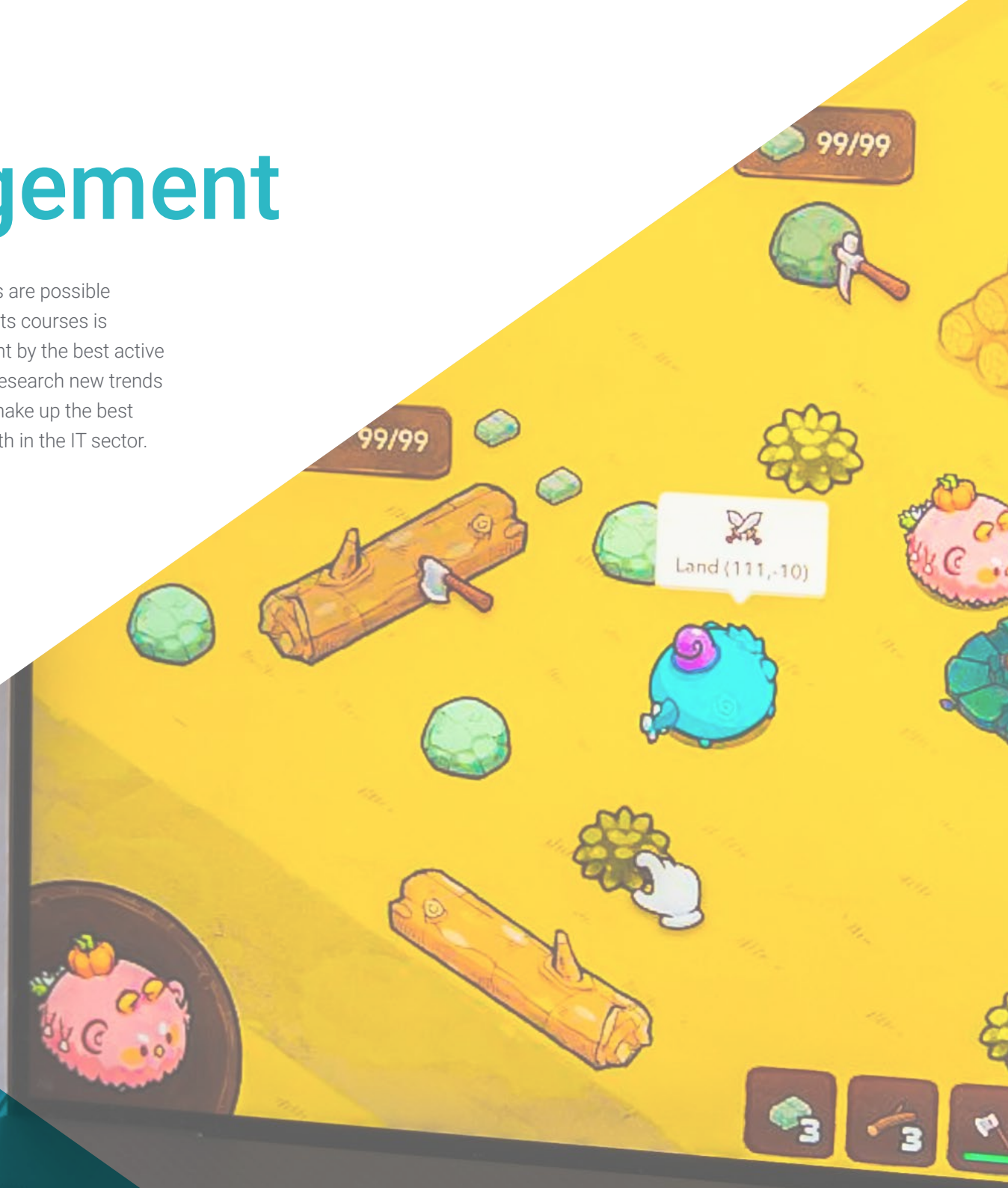
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*One after another, you will begin to understand the relevance of each term and its use in the real world thanks to the Relearning methodology that TECH uses in its programs”*

# 03

# Course Management

The digital and professionalizing skills that TECH offers to its students are possible thanks to its commitment to quality in the syllabus. All the content of its courses is carefully chosen to ensure the best results, in addition, these are taught by the best active teaching team, with curricula that stand out for their commitment to research new trends in the Blockchain for Video Games market. The sum of these values make up the best educational option for those who are committed to professional growth in the IT sector.





“

*It is reassuring to know that those who will accompany you on this new learning journey are the best working professionals in the NFT sector and Blockchain markets”*

## Management



### Mr. Olmo Cuevas, Alejandro

- ♦ Game designer and Blockchain economies for video games
- ♦ Fundador de Seven Moons Studios Blockchain Gaming
- ♦ Founder of the Niide project
- ♦ Writer of fantastical narrative and poetic prose.

## Professors

### Mr. Olmo Cuevas, Víctor

- ♦ Co-Founder, Game Designer and Game Economist at Seven Moons Studios Blockchain Gaming
- ♦ Web designer and professional video game player
- ♦ Professional Online Poker Player and Teacher
- ♦ Graphic Designer at Arvato Services Bertelsmann
- ♦ Project Analyst and Investor at Crypto Play to Earn Gaming Scene
- ♦ Chemical laboratory technician
- ♦ Graphic Designer



# 04

## Structure and Content

The student will acquire the competences gradually throughout the 150 hours.. A very characteristic and concrete syllabus has been configured based on the program, so that from the first minute the student connects, he will be able to achieve the proposed objectives to become a computer specialist with university criteria in the Blockchain market for video games. They will expand their knowledge in gamification finance, and will have access to the best and most up-to-date multimedia dossier from any electronic device and at any time. TECH is synonymous with commitment to quality and innovation.





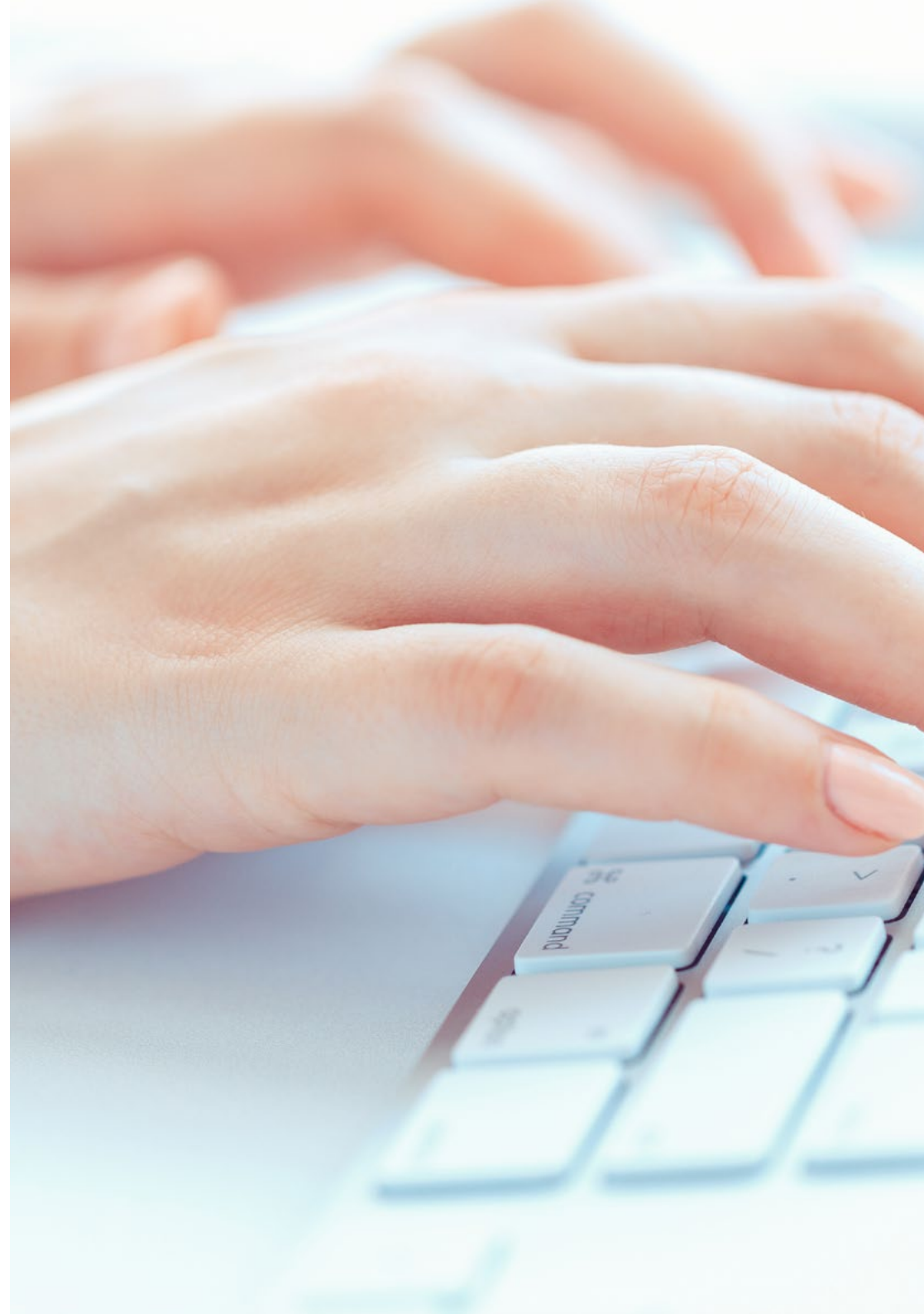


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*Direct your career towards the most promising job market, control the risk levels of the Blockchain market, and bet on emerging NFTs with the best growth potential"*

## Module 1. Blockchain

- 1.1. Blockchain
  - 1.1.1. Blockchain
  - 1.1.2. The New Blockchain Economy
  - 1.1.3. Decentralization as the Foundation of the Blockchain Economy
- 1.2. Blockchain Technologies
  - 1.2.1. Bitcoin Blockchain
  - 1.2.2. Validation Process, Computational Power
  - 1.2.3. Hash
- 1.3. Types of Blockchain
  - 1.3.1. Public Chain
  - 1.3.2. Private Chain
  - 1.3.3. Hybrid or Federated Chain
- 1.4. Types of Networks
  - 1.4.1. Centralized Network
  - 1.4.2. Distributed Network
  - 1.4.3. Decentralized Network
- 1.5. Smart Contracts
  - 1.5.1. Smart Contracts
  - 1.5.2. Process of Generating a Smart Contract
  - 1.5.3. Smart Contract Examples and Applications
- 1.6. Wallets
  - 1.6.1. Wallets
  - 1.6.2. Usefulness and Importance of a Wallet
  - 1.6.3. Hot & Cold Wallet



- 1.7. The Blockchain Economy
  - 1.7.1. Advantages of the Blockchain Economy
  - 1.7.2. Risk Level
  - 1.7.3. Gas Fee
- 1.8. Security/Safety
  - 1.8.1. Revolution in Security Systems
  - 1.8.2. Absolute Transparency
  - 1.8.3. Attacks to the Blockchain
- 1.9. Tokenization
  - 1.9.1. Tokens
  - 1.9.2. Tokenization
  - 1.9.3. Tokenized Models
- 1.10. Legal Aspects
  - 1.10.1. How Architecture Affects Regulatory Capacity
  - 1.10.2. Jurisprudence
  - 1.10.3. Current Legislation on Blockchain

“*Your future starts today, it starts here.  
Expand your knowledge and break away from  
conventional IT, don't put limits on your career”*

# 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.



A close-up photograph of a person's hands typing on a laptop keyboard. The image is partially obscured by a teal diagonal graphic element that covers the top right and bottom right portions of the page. The lighting is soft, highlighting the texture of the skin and the keys.

“

*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 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.



### 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

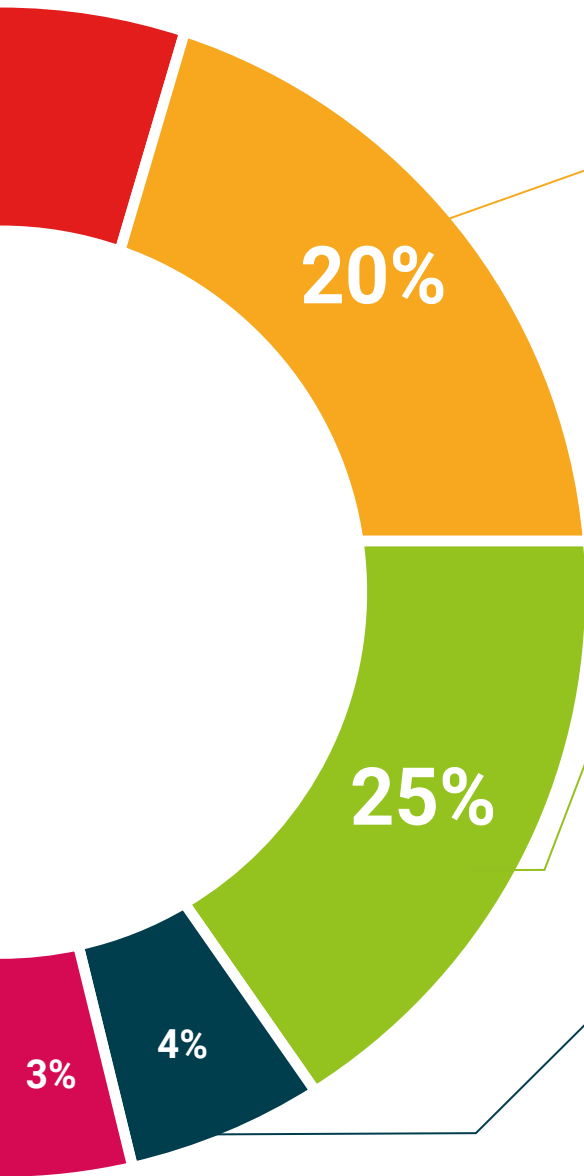
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



### 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 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 their goals.



# 06 Certificate

The Postgraduate Certificate in Blockchain for Video Games 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 Blockchain for Video Games** 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 Blockchain for Videogames**

Official N° of Hours: **150 h.**



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



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