

# Postgraduate Certificate Gamified Economic Systems



## Postgraduate Certificate Gamified Economic Systems

- » 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/gamified-economic-systems](http://www.techtitute.com/us/information-technology/postgraduate-certificate/gamified-economic-systems)

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# 01

# Introduction

Video game companies depend, to a large extent, on the application of economic strategies that can guarantee their success and profitability during their development. For this reason, specialists in this sector must have the latest techniques and tools to optimize their service. TECH offers a complete and rigorous degree that teaches about gamified economic systems. This program analyzes the different economic models applied by the main gaming companies. This is a fundamental learning process for computer science graduates to master the gamification industry and to be able to intervene in it. To achieve this, TECH applies a 100% online mode that allows the adaptation of the study and multiple multimedia resources that will facilitate the acquisition of multidisciplinary skills.



A close-up, high-angle shot of a silver coin. The coin is embossed with the words "DIGITAL DECENTRALIZED" and "PERPETU" in a circular arrangement. In the center, there is a stylized logo that resembles a shield or a crest. The lighting is bright, highlighting the metallic texture and the depth of the embossing. The coin is partially obscured by a teal-colored geometric shape that cuts across the top right of the frame.

“

*Sign up for this Postgraduate Certificate to get into the current and future possibilities of the gamification sector”*

Given the specific study of the economic systems that are developed in the gaming world, it is necessary that professionals in this sector are fully educated in the area around the latest developments and digital skills. For this reason, the Postgraduate Certificate in Gamified Economic Systems addresses the different modes of business currently applied by the large currently applied by large companies in the gamification sector.

This course will not only allow students to learn about current economic systems, but will also prepare them for the development of gamification projects. The program analyzes in detail the characteristics, uses, and advantages of the application of strategies such as Free Premium, Free to Play or the Sandbox economic system. The experience of the leading companies in the field and the collaboration of teachers who work in the field will serve as a model of real learning. The teaching team will accompany the computer scientists throughout the degree, providing a wide variety of multimedia resources to facilitate their learning.

This is a unique opportunity to learn in depth the advantages and disadvantages of opting for an economic system for a virtual project through the most direct way. A Postgraduate Certificate with 100% online modality, which allows you to approach the current digital reality when and where your students need it. In addition, its Relearning methodology and extensive multimedia resources, together with the simulation of successful cases, guarantee the expansion of the professional career of IT graduates.

This **Postgraduate Certificate in Gamified Economic Systems** 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 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



*Be part of the big companies in the gaming industry by specializing in an area that is booming"*

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*This program will provide you with the specific knowledge in the Seasons system to become more competitive in the gaming industry job market"*

*Get a simple and practical instruction of the Pay to Play system, thanks to TECH's multimedia resources and real simulations.*

*Upgrade your knowledge to project your career and be able to create and develop your own virtual reality project.*

The program includes, in its teaching staff, professionals from the sector who contribute to this training with their work experience, as well as renowned specialists from reference societies and prestigious universities.

Its 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 an 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.



# 02 Objectives

This Diploma in Gamified Economic Systems aims to expand and update the knowledge of graduates in Computer Science to become experts in the field of virtual worlds and their socio-economic possibilities. The program investigates successful cases and mistakes of virtual projects to understand the economic construction of a profitable and lasting video game. In this way, students will acquire the basic concepts necessary to comprehend in a practical and simple way the different market strategies and their profitability in the Digital field.







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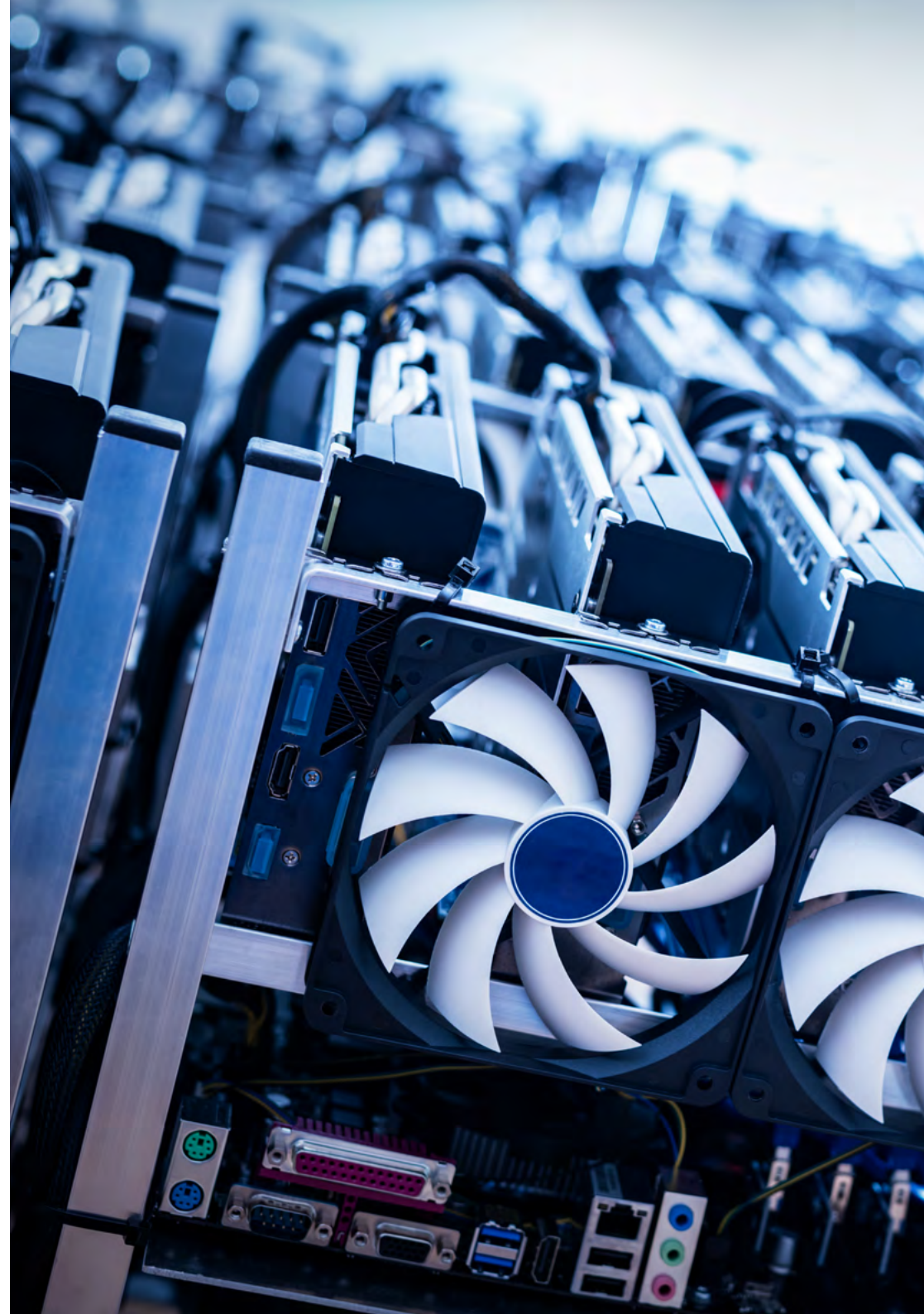
*Become a computer scientist with greater gamification skills and become a multidisciplinary professional in the virtual field”*



## 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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- ◆ Building a game economy
- ◆ Developing a long-term sustainable economic environment
- ◆ Describe the critical points of the Blockchain economy in a venture project
- ◆ Identify how the network of elements that make up the economic system of a Blockchain game behaves
- ◆ Orienting the economics of a game to the proposed profitability goals



*Acquire the capabilities that will be most useful for creating video games under the Blockchain economy"*

03

# Course Management

Creating a gaming project requires extensive knowledge that TECH puts at the service of graduates in Computer Science with an elite program. For this purpose, the students have a group of specialized and consolidated teachers in the sector as a guarantee of the best learning process. The teachers will be available the students through personalized tutorials to carry out a theoretical analysis that they can apply in their professional practice. Thanks to their collaboration, in order to encourage the multidisciplinary of computer scientists who wish to expand and update their knowledge in the area of Gamified Economic Systems.





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*With the support of an expert teaching team in Gaming and Blockchain so that you get a theoretical-practical education with all the guarantees"*

## International Guest Director

Rene Stefancic is a leading **Blockchain** and **Web3 technology** professional known for his innovative approach and strategic leadership in **emerging digital ecosystems**. He currently serves as Chief Operating Officer (COO) at **Enjin**, a **pioneering Blockchain and NFT platform**, where he manages tasks such as the adoption of new tools and fosters **strategic partnerships** to drive cutting-edge IT solutions. With a hands-on, results-oriented approach, he applies his “swim or sink” and “try everything” philosophy to every project, always looking to solve the most complex challenges in a scalable and effective way.

Prior to joining **Enjin**, Stefancic held the position of Head of Marketing at **CoinCodex**, a platform aimed at **cryptocurrency data aggregation**. It was in this environment that he consolidated his expertise in growth strategies and **digital marketing**, taking a decisive role in expanding the company's visibility and reach. His transition to the **Blockchain** world began when he decided to leave his career in **traditional finance** to focus on **data** modeling and **analytics** in this new sector, thereby laying the foundations for his career in a constantly evolving market.

With a vision focused on product development and **IT strategy**, the expert excels in leading teams towards the creation of innovative and applicable solutions in the context of **Blockchain technology**. His ability to build strong and long-lasting business relationships has enabled him to establish key strategic partnerships in the industry, cementing his international reputation as a dynamic leader in the field of technology and digital assets.



## Mr. Stefancic, Rene

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- Chief Operating Officer (COO) at Enjin, Singapore, Singapore.
- Blockchain Advisor at NFTFrontier
- IT Consultant at RS IT Consulting
- Marketing Director at CoinCodex
- Consultant at NextCash
- Digital Marketing Specialist at Piaggio Group Slovenia
- Master's Degree in Management at the Faculty of Management, University of Primorska

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

## Management



### Mr. Olmo Cuevas, Alejandro

- Game and *Blockchain* economies designer 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 by the teaching team, experts in virtual videogames. For this reason, the Postgraduate Certificate in Gamified Economic Systems has the guarantee of rigorous and complete contents that delve into real experiences that have been successful for companies in the gaming industry, and in some cases, their failure. It is a way for computer scientists to update their knowledge in the gamification sector and, moreover, to do so in a direct and simple way. The 100% online mode of TECH allows the adaptation of the study to the personal and professional needs of the students. In addition, its Relearning methodology will exempt students from long hours of memorization thanks to a progressive and simple study.



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*A curriculum designed for you to be able to create your own gaming project, based on betting systems and getting the best possible return"*

## Module 1. Gamified Economic Systems

- 1.1. Systems Free to Play
  - 1.1.1. Characterization of Free to Play economies and main monetization points
  - 1.1.2. Architectures in Free to Play Economies
  - 1.1.3. Economical Design
- 1.2. Freemium Systems
  - 1.2.1. Characterization of Freemium Economies and Main Monetization Points
  - 1.2.2. Play to Earn Economy Architectures
  - 1.2.3. Economical Design
- 1.3. Pay to Play Systems
  - 1.3.1. Characterization of Pay to Play Economies and Main Monetization Points
  - 1.3.2. Architectures in Free to Play Economies
  - 1.3.3. Economical Design
- 1.4. PvP-Based Systems
  - 1.4.1. Characterization of Economies Based on Pay to Play and Main Monetization Points
  - 1.4.2. Architecture in PvP Economies
  - 1.4.3. Economic Design Workshop
- 1.5. Seasons System
  - 1.5.1. Characterization of Seasons-Based Economies and Main Points of Profitability
  - 1.5.2. Architecture in Season Economies
  - 1.5.3. Economical Design
- 1.6. Economic Systems in Sandbox or Mmorpg
  - 1.6.1. Characterization of Sandbox-Based Economies and Main Cost-Effectiveness Points
  - 1.6.2. Architecture in Sandbox Economies
  - 1.6.3. Economical Design
- 1.7. Trading Card Game System
  - 1.7.1. Characterization of Trading Card Game-Based Economies and Main Cost-Effectiveness Points
  - 1.7.2. Architecture in Trading Card Game Economies
  - 1.7.3. Economic Design Workshop





- 1.8. PvE Systems
  - 1.8.1. Characterization of PvE-Based Economies and Main Cost-Effectiveness Points
  - 1.8.2. Architecture in PvE Economies
  - 1.8.3. Economic Design Workshop
- 1.9. Betting Systems
  - 1.9.1. Characterization of Bet-Based Economies and Main Monetization Points
  - 1.9.2. Architecture in Betting Economies
  - 1.9.3. Economical Design
- 1.10. Systems Dependent on External Economies
  - 1.10.1. Characterization of Dependent Economies and Main Monetization Points
  - 1.10.2. Architecture in Dependent Economies
  - 1.10.3. Economical Design

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*A studio that you can enjoy whenever and however you want, thanks to its downloadable content and its 100% online mode”*

# 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.

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*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

This Postgraduate Certificate in Gamified Economic Systems 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 Gamified Economic Systems** 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 Gamified Economic Systems**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**





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



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