Postgraduate Certificate
The Gaming Industry and E-sports as a Gateway to the Metaverse

tech technological university

tech technological university

Postgraduate Certificate
The Gaming Industry and E-sports as a Gateway to the Metaverse

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

Website: **www.techtitute.com/pk/information-technology/postgraduate-certificate/gaming-industry-e-sports-gateway-metaverse**

Index

01
Introduction

The *gaming* and *E-sports* industries are currently experiencing rapid growth, and it's hoped that this growth will continue exponentially in the near future. As technology advances, the Metaverse becomes more and more a tangible reality, and video games and *E-sports* will be essential tools for creating immersive and engaging experiences in this environment. Therefore, this degree addresses an area of great importance nowadays, focusing on the design and development of high quality game experiences for the Metaverse, putting the focus on the playable experience, monetization methods or the player-investor paradigm. All of this within an online format, which can help students launch a professional career in just 150 hours.

Immerse yourself in the Metaverse and the techniques that will make it highly immersive thanks to TECH"

The video game and E-sports industries are some of the fastest growing fields within the last decade. The COVID-19 pandemic has also further fueled this trend, as both areas have become an increasingly popular and accessible form of entertainment for many people.

But not only that, video games and *E-sports* are also key tools for creating immersive and engaging experiences in the Metaverse. In this sense, the *gaming* and *E-sports* industry presents itself as a unique opportunity for those seeking to prepare and develop specific skills in order to participate in the creation of gaming experiences for the Metaverse.

Thus, the Postgraduate Certificate in The Gaming Industry and E-sports as a Gateway to the Metaverse focuses on providing students with the skills and knowledge necessary to design and develop high-quality and highly profitable gaming experiences. Through an innovative pedagogical methodology based on *Relearning*, the program offers an updated specialization in areas such as the multi-platform capacity of the Metaverse, the different platforms on which it can be presented or the monetization of games in these environments, as well as other relevant topics in the industry.

This degree is taught entirely online, providing greater flexibility and convenience in organizing academic resources and adapting study according to students' personal and professional obligations. In addition, the *Relearning* methodology encourages the rapid internalization of concepts through their reiteration in dynamic learning resources.

This **Postgraduate Certificate in The Gaming Industry and E-sports as a Gateway to the Metaverse** contains the most complete and up-to-date program on the market. The most important features include:

- The development of case studies presented by experts in The Gaming Industry and E-sports as a Gateway to the Metaverse
- The graphic, schematic and practical contents of the program provide technological and practical information on those 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

Develop effective strategies to grow E-sports teams in the Metaverse thanks to TECH"

"Identify the most profitable monetization methods for video games entering the Metaverse"

You will be an expert in predicting the economic projection of the Metaverse in the years to come.

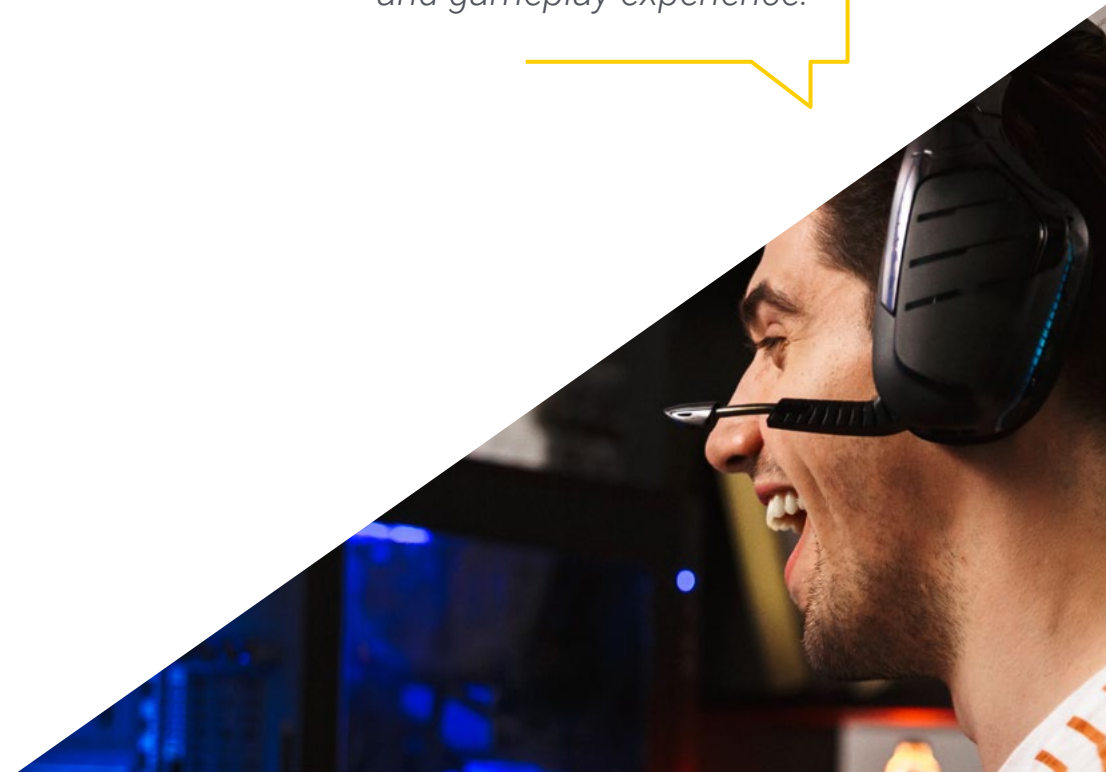*A program which will help you find that perfect balance between interactivity and gameplay experience.*

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.

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.

The design of this program focuses on Problem-Based Learning, by means of which the professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned experts.

02
Objectives

The rise of the *gaming* industry and *E-sports* has led companies to adapt and look for professionals who are up to date with the latest trends. With the success of the Metaverse and the transactions that take place in it, the Postgraduate Certificate in The Gaming Industry and E-sports as a Gateway to the Metaverse has been created with the aim of expanding and updating the skills of computer scientists in this area so that they can perform with solvency in this area of competence with so much potential.

Give your career a huge boost by mastering the business models that make projects viable in the Metaverse"

General Objectives

- Generate specialized knowledge on Web 3.0

- Examine each of the components that make up a Metaverse

- Develop a Metaverse from the available tools and components

- Analyze the importance of *Blockchain* as a data governance model

- Justify the connection of *Blockchain* with the present and future of the Metaverse

- Discover case studies and the impact of decentralized finance in our present and future world

- Analyze the video game industry's evolution and the first primitive examples of Metaverses

- Delve into classic business models, the general state of the industry and the creation of the GameFi concept

- Establish synergies between *e-Sports* and other gaming industry ecosystems with respect to the current Metaverses

- Develop new skills that allow students to identify business opportunities in the different media of the metaverse

- Identify and promote all possible monetization avenues within the Metaverse

- Delve into the Metaverse experience from a different perspective, being able to understand how all this potential development affects us and answer all the questions of its application in the medium to long term

- Make the Metaverse part of our daily life to be able to make the most of it in all its areas

Specific Objectives

◆ Determine the most influential video games in history up until the Metaverse concept

◆ Establish how online multiplayer video games emerged and what they brought as they became popular and what experiences they have carried over into virtual environments today

◆ Analyze the current video game industry's situation and the different business models that facilitate our project viability

◆ Further understand the definition of play-to-earn to identify the conceptual differences with respect to the play & earn model

◆ Substantiate what we mean by the player-investor paradigm in order to determine and study specific targets within the industry

◆ Be able to distinguish, in detail, interactive experiences from games Establish the differences between both concepts to define the objectives to be achieved within our business

◆ Be able to apply the tools provided by today's technology to create synergies between specialized markets such as *e-Sport* and the Metaverse

Apply the tools provided by today's technology to create synergies between specialized markets such as E-sports and the Metaverse"

03
Course Management

TECH has developed this degree in collaboration with a team of Metaverse experts in order to ensure high academic standards. The teachers of this program are professionals versed in immersive experiences and have their own projects in the industry. This collaboration allows students not only to have access to a quality syllabus, but also to have the opportunity to have the teachers' projects as a reference.

Emerge as a leader in the design of immersive experiences in the Metaverse thanks to the advice of the teaching team assembled by TECH"

Management

Mr. Cavestany Villegas, Íñigo

- Co-Founder & Head of Ecosystem of Second World
- Web3 and Gaming Leader
- IBM Cloud Specialist at IBM
- Advisor at Netspot OTN, Velca and Poly Cashback
- Teacher in business schools such as IE Business School or IE Human Sciences and Technology
- Graduate in Business Administration from IE Business School
- Master's Degree in Business Development from the Autonomous University of Madrid
- IBM Cloud Specialist
- Profession Certification in IBM Cloud Solution Advisor

Professors

Mr. Sánchez Temprado, Alberto

- Project Manager at SecondWorld
- Game Evaluation Manager at Facebook
- Game Analyst at PlayGiga
- Level Designer at BlackChiliGoat Studio
- Game Designer at Kalpa Games
- Graduate in Audiovisual Communication from the Complutense University Madrid
- Master's Degree in Game Design, Complutense University of Madrid
- Master's Degree in Film, Television and Audiovisual Communication at Complutense La University of Madrid

04
Structure and Content

TECH is recognized at the university level for its innovative *Relearning* methodology, applied in its Postgraduate Certificate in The Gaming Industry and E-sports as a Gateway to the Metaverse. This methodology allows students to gradually and easily assimilate the knowledge related to the Metaverse, without having to dedicate long hours to memorization. The objective of this program is to facilitate the study of professionals without rigorous academic demands.

Benefit from the advantages of specializing from home through interactive summaries, videos and other dynamic resources"

"Establish the best Play-to-earn or Free to Play strategies in the Metaverse with the concepts you will learn in depth with this course"

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

20%

25%

4%

3%

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 The Gaming Industry and E-sports as a Gateway to the Metaverse guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.

"*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork*"

This **Postgraduate Certificate in The Gaming Industry and E-sports as a Gateway to the Metaverse** 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 inThe Gaming Industry and E-sports as a Gateway to the Metaverse**

Official Nº of Hours: **150 h.**

tech technological university

Awards the following
CERTIFICATE
to
Mr./Ms. _____, with identification number _____.
For having passed and accredited the following program

POSTGRADUATE CERTIFICATE
in

The Gaming Industry and E-sports as a Gateway to the Metaverse

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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.

tech technological university

Postgraduate Certificate
The Gaming Industry and E-sports
as a Gateway to the Metaverse

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

Postgraduate Certificate
The Gaming Industry and E-sports as a Gateway to the Metaverse