

Postgraduate Certificate Metaverse



Postgraduate Certificate Metaverse

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

Website: www.techtute.com/us/information-technology/postgraduate-certificate/metaverse

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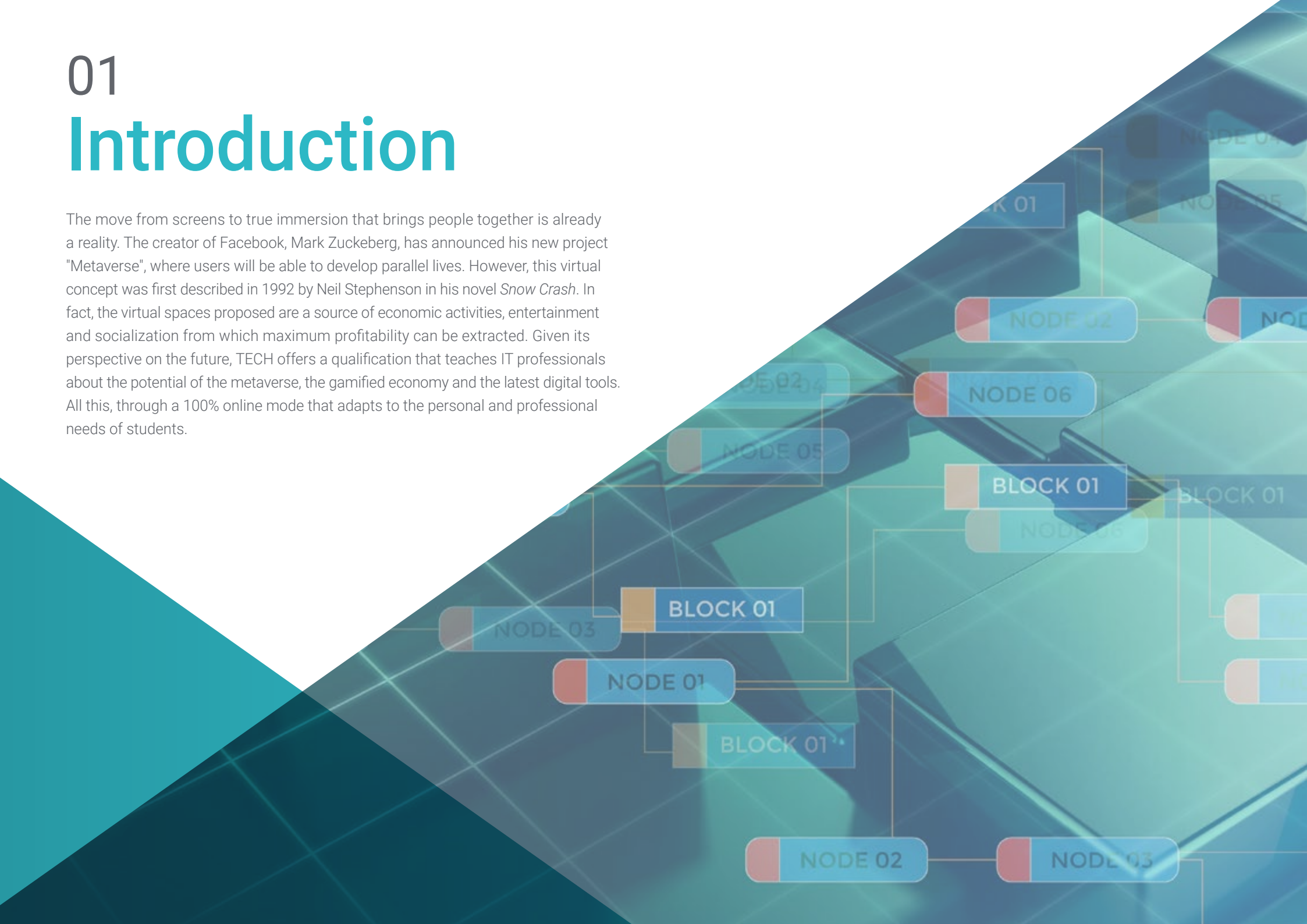
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01

Introduction

The move from screens to true immersion that brings people together is already a reality. The creator of Facebook, Mark Zuckerberg, has announced his new project "Metaverse", where users will be able to develop parallel lives. However, this virtual concept was first described in 1992 by Neil Stephenson in his novel *Snow Crash*. In fact, the virtual spaces proposed are a source of economic activities, entertainment and socialization from which maximum profitability can be extracted. Given its perspective on the future, TECH offers a qualification that teaches IT professionals about the potential of the metaverse, the gamified economy and the latest digital tools. All this, through a 100% online mode that adapts to the personal and professional needs of students.



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With this Postgraduate Certificate, you will be able to analyze the consequences of the metaverse and its impact on the world economy under the development of gamified economies"

The possibilities opened up by the metaverse paradigm, both for commercial virtual spaces and the limits of sociability on the Internet, call for an in-depth study of this recently booming subject. Likewise, the creative potential that comes with the emergence of new worlds parallel to the real one will allow the development of professions focused on this scenario. For this reason, TECH has designed a qualification that delves into the study of metaverses and their infinite possibilities and strategic systems.

Develop knowledge through this area, TECH has resorted to a teaching team versed in the digital field with the aim of preparing students in a sector where qualified professionals are increasingly required. The program delves into the metaverse as a space for entertainment, socialization and work, as well as game mechanics and strategies for making these projects profitable. In this way, computer scientists will learn about the scope of metaverses, the costs, the technological resources to be used and the economic system that surrounds them.

A comprehensive learning to master entrepreneurship in this digital field and understand the market possibilities that can occur in it. All this with a 100% online format that allows you to adapt the pace of study. In addition, TECH applies the innovative *Relearning* methodology so that students do not invest long and cumbersome hours of memorization, but assimilate the contents in a progressive and simple way.

This **Postgraduate Certificate in Metaverse** contains the most complete and up-to-date program on the market. Its most notable 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



Be part of the digital evolution and expand your knowledge in metaverse and its possibilities thanks to TECH"

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This Postgraduate Certificate gives you the opportunity to intervene in the purchase and lease of spaces in the metaverse with the guarantees of having recent strategies"

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.

Become a specialist in the centralized and decentralized Blockchain metaverse and meet the needs of the virtual market.

Develop ways to manage training spaces in different metaverses, thanks to the theoretical-practical exercises of this Postgraduate Certificate.



02 Objectives

This Postgraduate Certificate in Metaverse aims to broaden and update the knowledge of Computer Science graduates to make them experts in the field of virtual worlds and their socioeconomic possibilities. The program explores the characteristics of digital assets, their types, how they work and what are the risks and advantages and disadvantages of gamified economies. In this way, students will acquire the basic concepts necessary to understand in a practical and simple way the different market strategies and their profitability in the digital sector.



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Become a computer scientist with enhanced metaverse skills and become a multidisciplinary professional in the virtual field”



General Objectives

- ◆ 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

- ◆ Analyze the immersion form of your game through the analysis of costs, technological resources and objectives of future ventures
- ◆ Categorize spaces within a Metaverse according to their place in the economic system
- ◆ Formulate jobs related to the economic system of the Metaverse
- ◆ Managing *Landing* systems within a Metaverse

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Acquire all the tools that will be useful for you to develop in the technological field of the future”

03

Course Management

The mastery of metaverse paradigms requires extensive knowledge that TECH puts at the service of graduates in Computer Science with an elite teaching. 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 to 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 cryptocurrencies.





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It has the support of an expert teaching team in Social Economy and Blockchain so that you get a theoretical-practical training with all the guarantees"

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 fantastic narrative and poetic prose.

Professors

Ms. Gálvez González, María Jesús

- ♦ Dideco Advisor and Head of the Women's Area of the Municipality of El Tabo
- ♦ Teacher at Instituto Profesional AIEP
- ♦ Head of the Social Department of the Municipality of El Tabo
- ♦ Degree in Social Work from the University of Santo Tomás
- ♦ Professional Master's Degree in Strategic People Management and Organizational Human Talent Management
- ♦ Postgraduate Certificate in Social Economy from the University of Santiago de Chile



04

Structure and Content

The syllabus of this program has been carefully designed by the teaching team, experts in digital economy. For this reason, the Postgraduate Certificate in Metaverse has the guarantee of rigorous and complete content that delves into the analysis of costs, technological resources and the objectives of future ventures, as well as the possibilities of metaverses. 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. TECH's 100% online format allows students to adapt their studies to their personal and professional needs. 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 studio that you can enjoy whenever and however you want, thanks to its downloadable content and its 100% online format"

Module 1. Metaverse

- 1.1. Metaverse
 - 1.1.1. Metaverse
 - 1.1.2. Impact on the World Economy
 - 1.1.3. Impact on the Development of Gamified Economies
- 1.2. Forms of Accessibility
 - 1.2.1. VR
 - 1.2.2. Computers
 - 1.2.3. Mobile Devices
- 1.3. Metaverse Types
 - 1.3.1. Traditional Metaverse
 - 1.3.2. Centralized *Blockchain* Metaverse
 - 1.3.3. Decentralized *Blockchain* Metaverse
- 1.4. Metaverse as a Workspace
 - 1.4.1. Idea of the Work within the Metaverse
 - 1.4.2. Creation of Services within the Metaverse
 - 1.4.3. Critical Points to Consider in Job Generation
- 1.5. Metaverse as a Space for Socialization
 - 1.5.1. User Interaction Systems
 - 1.5.2. Mechanics of Socialization
 - 1.5.3. Forms of Monetization
- 1.6. Metaverse as an Entertainment Space
 - 1.6.1. Training Spaces in the Metaverse
 - 1.6.2. Forms of Training Space Management
 - 1.6.3. Categories of Training Spaces in the Metaverse
- 1.7. System for Purchase and Lease of Spaces in the Metaverse
 - 1.7.1. *Lands*
 - 1.7.2. Auctions
 - 1.7.3. Direct Sales



- 1.8. *Second Life*
 - 1.8.1. *Second Life* as a Pioneer in the Metaverse Industry
 - 1.8.2. Game Mechanics
 - 1.8.3. Profitability Strategies Employed
- 1.9. *Decentraland*
 - 1.9.1. *Decentraland* as the Most Profitable Metaverse on Record
 - 1.9.2. Game Mechanics
 - 1.9.3. Profitability Strategies Employed
- 1.10. Goals
 - 1.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
 - 1.10.2. Market Impact
 - 1.10.3. Project Details

“ A program designed for professionals like you, who wish to enhance their IT skills, obtaining the best results thanks to the theoretical and practical knowledge of this Postgraduate Certificate”



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.



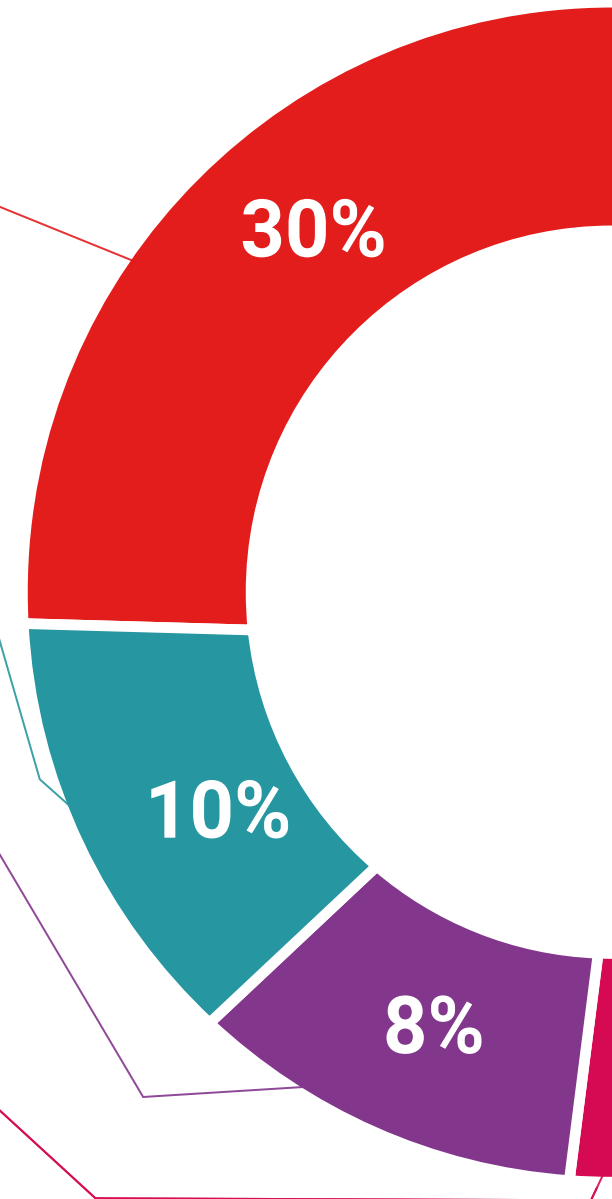
Practising Skills and Abilities

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

The Postgraduate Certificate in Metaverse 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 Metaverse** 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 Metaverse**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma 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 quality
development languages
virtual classroom



Postgraduate Certificate Metaverse

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

Postgraduate Certificate Metaverse

