

Postgraduate Certificate

NFT and Gamified Economies



Postgraduate Certificate NFT and Gamified Economies

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

Website: www.techtitute.com/us/information-technology/postgraduate-certificate/nft-gamified-economies

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01

Introduction

Virtual environments are taking up more and more space in real life. NFTs are achieving superlative investment quotas in *Blockchain* markets thanks to the popularity they have reached in different sectors. An example of this is the confidence that Hollywood studios and creators are putting into driving the future of entertainment by basing their strategies on Gamified Economies. With this program, students will be able to create the best roadmap to increase their IT competencies with the help of the most outstanding professionals in the current professionals, who will share their knowledge and experiences in real and practical cases of and experiences in real and practical cases of NFT and Gamified Economies. The entire itinerary will be available to the student every day of the week and at any time, thanks to its and at any time, thanks to its 100% online modality.





“

It is the best time to give your future the best working conditions, bet on the best teaching and with the best prepared teachers on the international scene”

What began as a small web transaction has triggered a transformation in the global economy. Non-fungible *Tokens* have managed to attract qualified and specialized investors in the sector, but also a general public that bets on innovation and new consumer trends. The analysis, understanding and implementation of successful Gamified Economies projects require a solid foundation of up-to-date and quality content.

The Diploma in NFT and Gamified Economies will enable students to acquire the necessary skills to discern and examine what and how applications are and how they work in today's market, possible future use cases and the benefits offered by traditional fungible *Tokens*. In addition, key concepts such as *Merge* and *Burn* will become, day after day, applicable terms for your future as an IT professional specializing in NFT and Gamified Economies.

Given the ever-changing nature of these virtual environments, being up to date in all aspects of their structure requires informative rigor. TECH is committed to the development of the professional in the field, offering an extensive multimedia library, self-knowledge exercises and complementary readings, which will provide the computer scientist with the peace of mind and security of being developed in the best environment and with the best professionals in the NFT sector.

The Postgraduate Certificate is taught 100% online, allowing students to combine their daily life with the best education. The distribution of the syllabus and the study of the content can be carried out from any electronic device and at any time of the day.

This **Postgraduate Certificate in NFT and 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 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 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



You are aware of the growth of Gamified Economies, you are one click away from becoming an expert in the sector and take advantage of its multiple applications"

“

You will be able to establish a division of all the elements that make up a game, and what relevant role they play in the planning of its economy”

The program’s teaching team includes professionals from the 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.

The design of this program focuses on problem-based learning, through which 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.

Key concepts of NFT monetization strategies, such as Merge and Burn will become terms in your everyday life as an IT professional.

Find out how certain mechanics can boost or bring down a Crypto game project.



02

Objectives

The design of this Postgraduate Certificate is structured in such a way that students acquire an overview of the main characteristics and operation of non-fungible *tokens*, and understand their link with *Blockchain* markets. In addition, he/she will be able to make forecasts and assess the playability of the different NFTs, both current and emerging. TECH is synonymous with a commitment to innovation and a commitment to the best and most up-to-date information, which will boost the careers of IT professionals who rely on its programs.





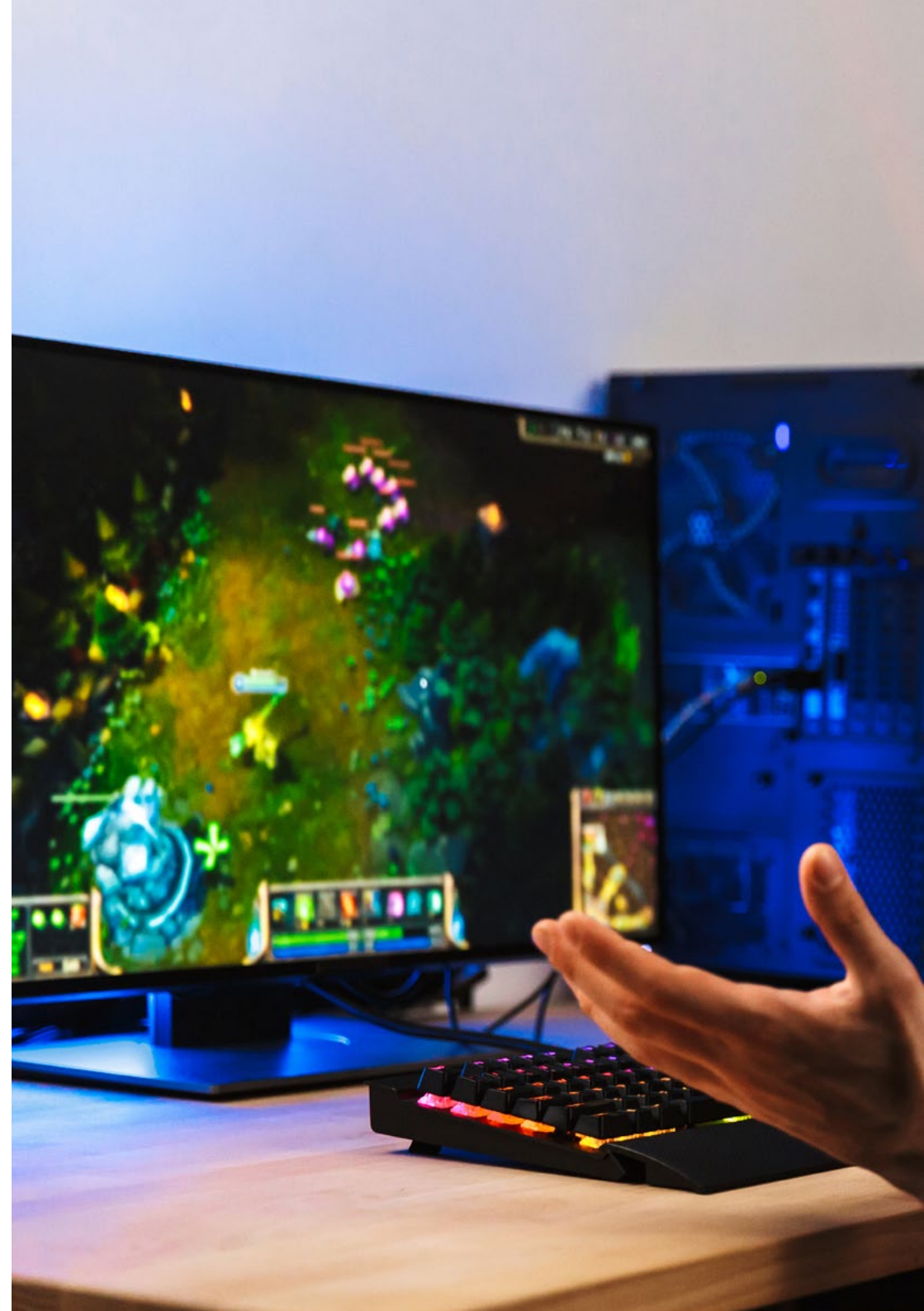
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Being the best in the industry starts with having a solid foundation that allows you to be confident that every decision you make is informed by the best education"



General Objectives

- ◆ Identify systematically and in the depth of its parts the functioning of *Blockchain* technology, developing how its advantages and disadvantages are linked to the way its architecture functions
- ◆ Establish the fundamental characteristics of non-fungible *tokens*, their operation and deployment from their emergence to the present day
- ◆ Understand the linkage to Blockchain and examine strategies for generating and extracting value from non-fungible *Tokens*
- ◆ Analyze the relationship and ways of implementing non-fungible *Tokens* with gamified economies





Specific Objectives

- ◆ Mining New NFTs
- ◆ Determine the properties of NFT
- ◆ Generate innovation strategies based on NFT technology
- ◆ Introducing NFT in gamified economies
- ◆ Understand the functioning of the NFT mining system in gamified economies
- ◆ Identify the value of an NFT in the marketplace
- ◆ Employing NFT valorization strategies

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Studying from home and at the time that suits you best is possible, and, in addition, TECH guarantees you the most competent and up-to-date multimedia syllabus on the market"

03

Course Management

The Postgraduate Certificate in NFT and Gamified Economies is a demanding program, as it requires a commitment to a focused agenda in order to provide students with the necessary skills and keys to be an autonomous professional able to identify and relate the contents to real life. For this reason, TECH has managed the selection of the best human team with an exceptional curriculum, capable of transmitting their own professional experiences in a theoretical way with practical application.



“

Get to shred the virtual world with the best multimedia tools, dominate the space and achieve your professional goals with TECH”

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.

Professors

Mr. Olmo Cuevas, Víctor

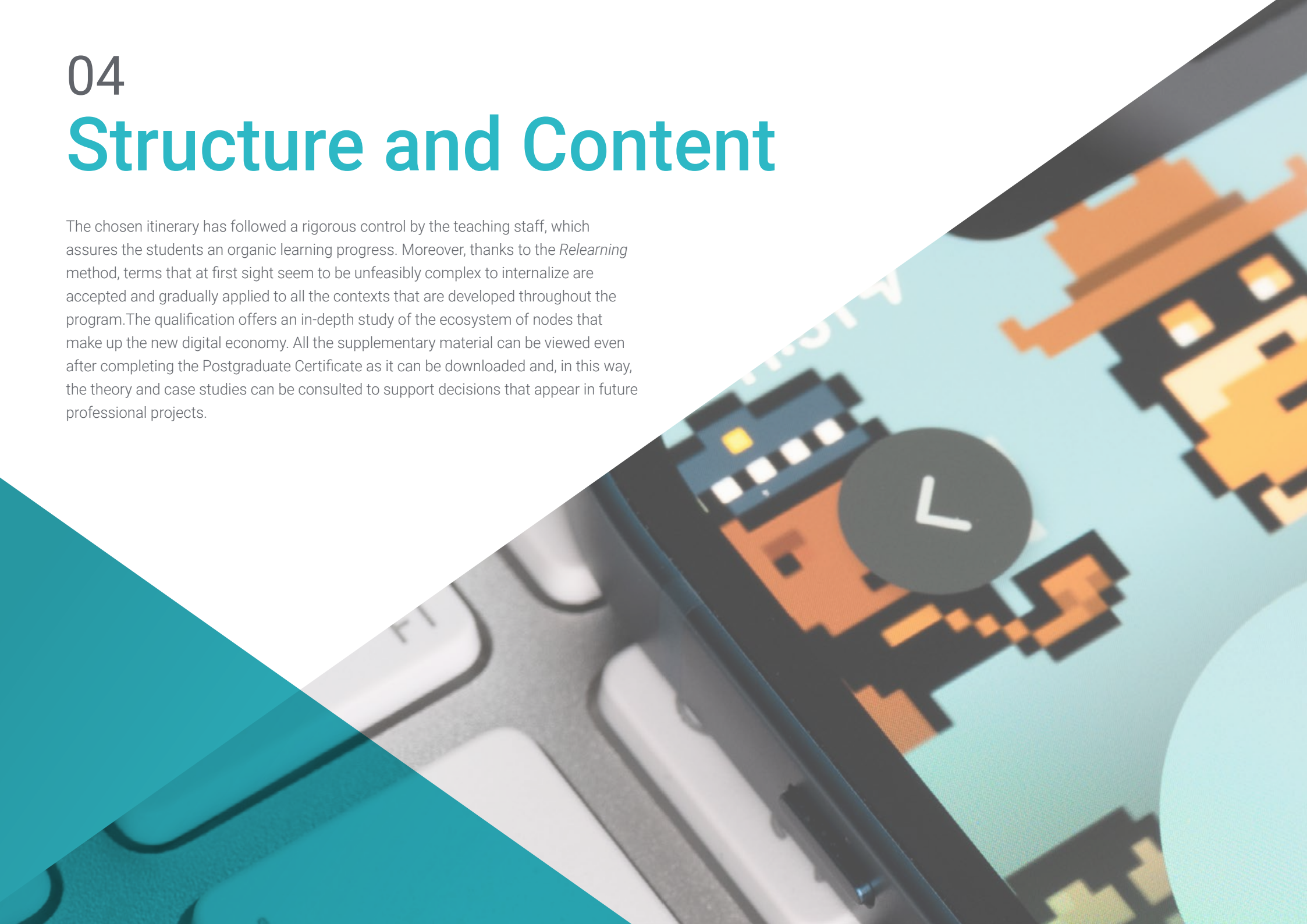
- ◆ Co-Founder, Game Designer and Game Economist at Seven Moons Studios *Blockchain* Gaming
- ◆ Web designer and professional video game player
- ◆ Professional Online Poker Player and Teacher
- ◆ Graphic Designer at Arvato Services Bertelsmann
- ◆ Project Analyst and Investor at Crypto Play to Earn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



04

Structure and Content

The chosen itinerary has followed a rigorous control by the teaching staff, which assures the students an organic learning progress. Moreover, thanks to the *Relearning* method, terms that at first sight seem to be unfeasibly complex to internalize are accepted and gradually applied to all the contexts that are developed throughout the program. The qualification offers an in-depth study of the ecosystem of nodes that make up the new digital economy. All the supplementary material can be viewed even after completing the Postgraduate Certificate as it can be downloaded and, in this way, the theory and case studies can be consulted to support decisions that appear in future professional projects.



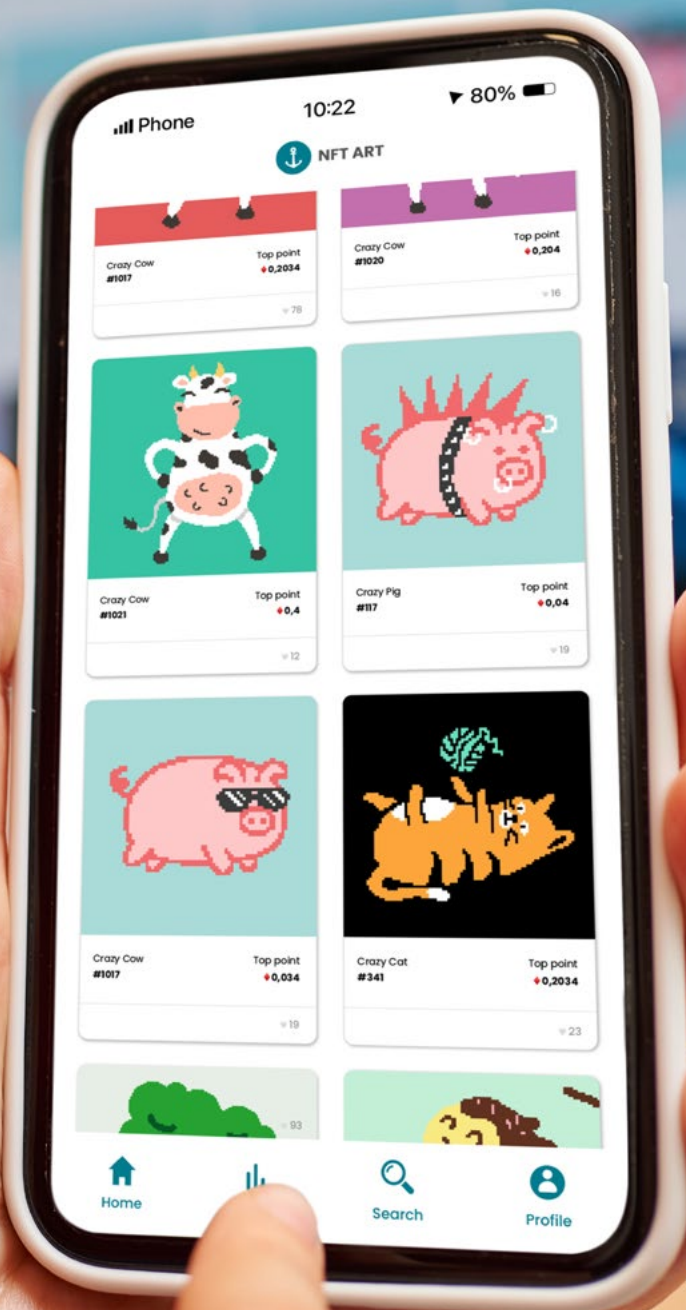
“

Controlling the node ecosystem will allow you to make a direct link to your future entrepreneur in the Blockchain gaming industry"

Module 1. NFT

- 1.1. NFT
 - 1.1.1. NFT
 - 1.1.2. NFT Linkage and *Blockchain*
 - 1.1.3. Creation of NFT
- 1.2. Creating an NFT
 - 1.2.1. Design and Content
 - 1.2.2. Generation
 - 1.2.3. *Metadata* and *Freeze Metada*
- 1.3. NFT Sales Options in Gamified Economies
 - 1.3.1. Direct Sales
 - 1.3.2. Auction
 - 1.3.3. *Whitelist*
- 1.4. NFT Market Research
 - 1.4.1. *Opensea*
 - 1.4.2. *Immutable Marketplace*
 - 1.4.3. *Gemini*
- 1.5. NFT Monetization Strategies in Gamified Economies
 - 1.5.1. Value in Use
 - 1.5.2. Aesthetic Value
 - 1.5.3. Actual Value
- 1.6. NFT Monetization Strategies in Gamified Economies: Mining
 - 1.6.1. NFT Mined
 - 1.6.2. *Merge*
 - 1.6.3. *Burn*
- 1.7. NFT Monetization Strategies in Gamified Economies: Consumables
 - 1.7.1. NFT Consumable
 - 1.7.2. NFT Envelopes
 - 1.7.3. Quality of NFT





- 1.8. Analysis of Gamified Systems Based on NFT
 - 1.8.1. Alien Worlds
 - 1.8.2. Gods Unchained
 - 1.8.3. R-Planet
- 1.9. NFT as an Investment and Labor Incentive
 - 1.9.1. Investment Participation Privileges
 - 1.9.2. Collections Linked to Specific Dissemination Work
 - 1.9.3. Sum of Forces
- 1.10. Areas of Innovation in Development
 - 1.10.1. Music at NFT
 - 1.10.2. NFT Video
 - 1.10.3. NFT Books

“ The margin of error betting on this program is 0. NFT and Gamified Economies make up the market with the best future projection, and you have the best tools and teachers on the current scene”

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 method of skills and knowledge development. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

At TECH, you will experience a way of learning 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.



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

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 balances 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 prepare 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 prepared 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 education, 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.



Practicing 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 NFT and Gamified Economies 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 NFT and Gamified Economies** 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 diploma 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 NFT and Gamified Economies**

Official N° of hours: **150 h.**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.



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