Postgraduate Diploma

Blockchain for Video Games and Metaverse

tech technological university

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Postgraduate Diploma

Blockchain for Video Games and Metaverse

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

Website: www.techtitute.com/pk/information-technology/postgraduate-diploma/postgraduate-diploma-blockchain-video-games-metaverse

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01

Introduction

In 2016, Blockchain video games were created, i.e. players can earn money through cryptocurrencies. Mastering the current technological landscape is complex due to the speed of transformation of the Metaverse environment. The growing popularity of NFTs in the virtual world, forces IT professionals to adapt and grow hand in hand with these new consumer trends. The profitability potential of emerging projects is a great attraction for many industries, both in video games and in any other context. Due to this factor, the figure of a specialist in Blockchain for Video Games and Metaverse, becomes essential. Thanks to the modality of this 100% online program, students will acquire the necessary skills to take on any business challenge, either personally or as an employee.

NFTs are considered the digital answer to collectibles, steer your career towards studying Blockchain for Video Games and dominate the virtual marketplace"

The Postgraduate Diploma in Blockchain for Video Games and Metaverse is able to explore, analyze and predict the rise and fall trends of the virtual world, which positions the computer scientist at a higher level as a specialist in these environments.

The unstoppable growth and bet by major international and national brands in Blockchain, generates an interesting circle of increased supply and demand that forces the massive hiring of experts in the field.

Analog artists and video game developers have made the leap in the last year to the NFT taking advantage of the millionaire push that is reaching. This program offers students the vision and concepts necessary to internalize the structure of the Metaverse and the Blockchain architecture.

Thanks to the virtual classroom mode, IT professionals who wish to update their learning in the Metaverse will be able to combine their daily work with the program. TECH guarantees quality and updated content, which can be viewed and downloaded from any device 24 hours a day, 7 days a week.

This **Postgraduate Diploma in Blockchain for Video Games and Metaverse** 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

This is your chance to dive into the Blockchain for Video Games markets and see your future grow"

From the comfort of your home, you're just a click away from achieving the most in-demand knowledge and techniques in today's technology landscape"

Learn how Bitcoin technology works, and distinguish whether they are public, private or hybrid chains.

Know and master the process of generating a Smart Contract, its growth possibilities and viability.

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.

02

Objectives

Solid foundations are necessary to support decision-making in Blockchain investment and more specifically, in video games. Any ill-considered or unsubstantiated initiative can lead to errors and irreversible capital losses. Through real cases and from the hand of the most consolidated experts of the technical-virtual panorama, students will deepen in Metaverse concepts that will allow them to master a booming market that every day moves millions of Tokens, and apply to new work scenarios.

Reaching new goals, opening your mind and positioning yourself as a reference in the IT sector is possible thanks to TECH"

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

You will discover what Wallets work for, what hierarchy they have depending on whether they are Hot or Cold, and what applicability they have depending on the Blockchain markets"

Specific Objectives

Module 1. Blockchain

- 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)

Module 2. Metaverse

- 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

Module 3. Blockchain Video Game Analysis

- Discern which economic strategies have shown the greatest stability and profitability in current market projects
- Identify stability and profitability margins in gamified economy projects
- Master the market trends in Blockchain gaming from its participation, stability and profitability

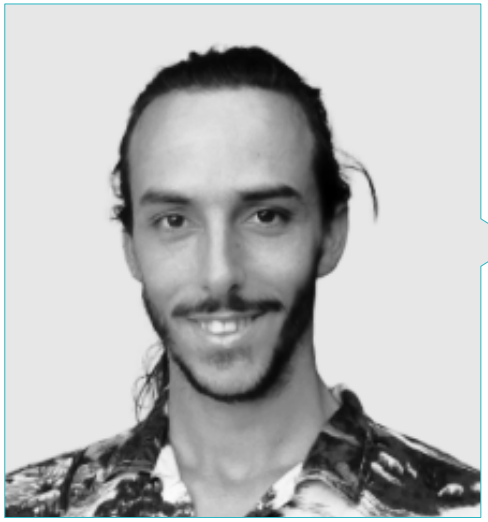
03

Course Management

Blockchain technology is advancing by leaps and bounds every day, so the subject matter must be in line with the demands of the market. The selection of the teaching framework in Postgraduate Diploma in Blockchain for Video Games and Metaverse, has been carefully studied and chosen to ensure that students develop the techniques and skills that make them be at the forefront, and ensure the mastery of the structure and viability of the virtual world. The methodologies employed conclude with daily learning progress in accordance with the demanding standards of quality that characterize TECH.

Immersion in the Metaverse can only be fluid and acquired from the hand of professionals who put their knowledge into practice every day with their personal and professional projects"

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

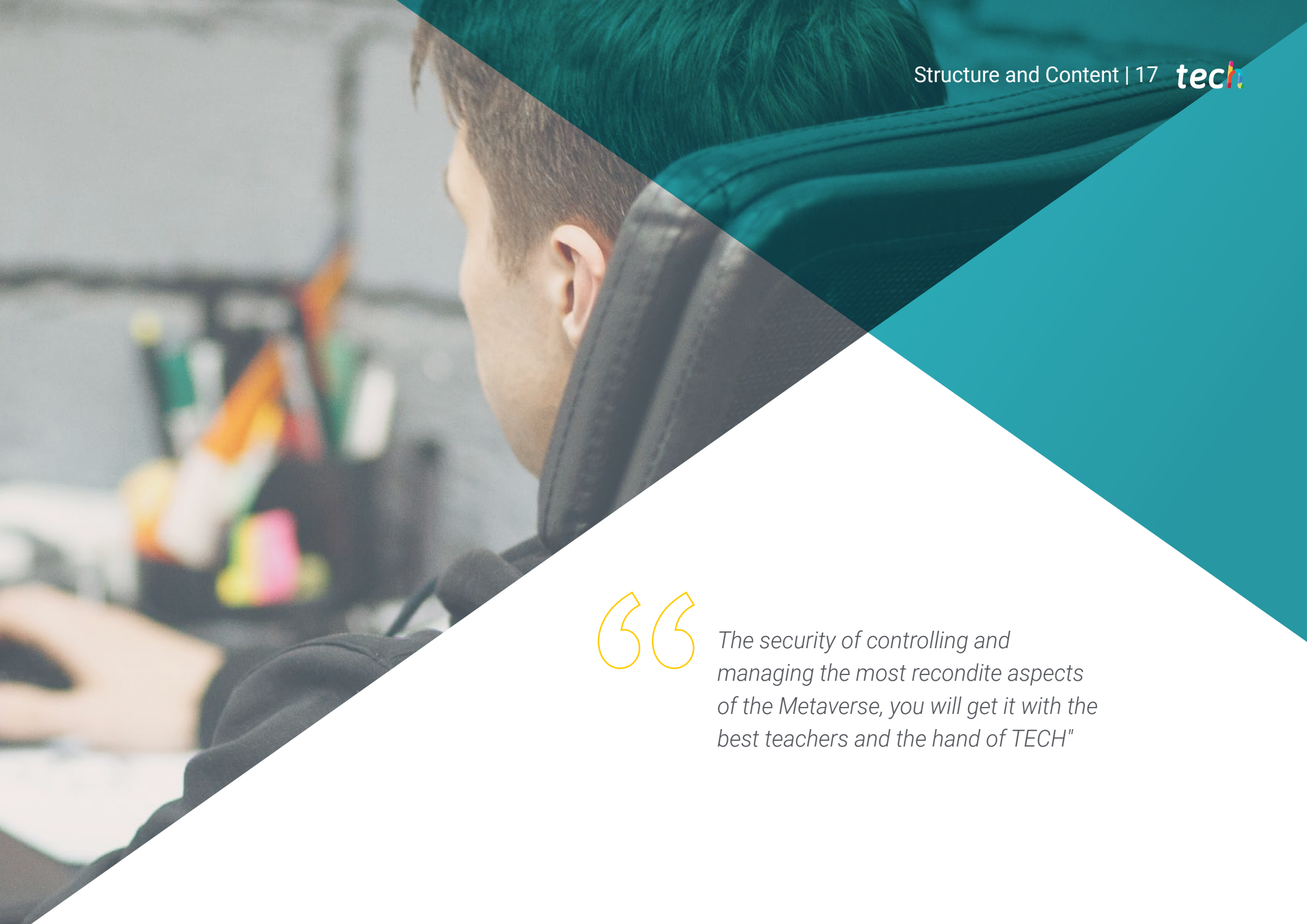
Mr. Olmo Cuevas, Víctor

- 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

At TECH we value the work-life balance, therefore, the program is taught over 6 months and is divided into 3 blocks in 100% online mode, allowing students to learn in an easy and interactive way. Through multimedia content, complementary readings and simulations of real cases, the teaching staff will generate, almost natively, the key concepts that will make the student conclude the program consolidating his position as an expert in Blockchain for Video Games and Metaverse.



The security of controlling and managing the most recondite aspects of the Metaverse, you will get it with the best teachers and the hand of TECH"

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

Module 2. Metaverse

2.1. Metaverse
- 2.1.1. Metaverse
- 2.1.2. Impact on the World Economy
- 2.1.3. Impact on the Development of Gamified Economies

2.2. Forms of Accessibility
- 2.2.1. VR
- 2.2.2. Computers
- 2.2.3. Mobile Devices

2.3. Metaverse Types
- 2.3.1. Traditional Metaverse
- 2.3.2. Centralized Blockchain Metaverse
- 2.3.3. Decentralized Blockchain Metaverse

2.4. Metaverso as a Workspace
- 2.4.1. Idea of the Work within the Metaverse
- 2.4.2. Creation of Services within the Metaverse
- 2.4.3. Critical Points to Consider in Job Generation

2.5. Metaverso as a Space for Socialization
- 2.5.1. User Interaction Systems
- 2.5.2. Mechanics of Socialization
- 2.5.3. Forms of Monetization

2.6. Metaverso as an Entertainment Space
- 2.6.1. Training Spaces in the Metaverse
- 2.6.2. Forms of Training Space Management
- 2.6.3. Categories of Training Spaces in the Metaverse

2.7. System for Purchase and Lease of Spaces in the Metaverse
- 2.7.1. Lands
- 2.7.2. Auctions
- 2.7.3. Direct Sales

2.8. Second Life
- 2.8.1. Second Life as a Pioneer in the Metaverse Industry
- 2.8.2. Game Mechanics
- 2.8.3. Profitability Strategies Employed

2.9. Decentraland
- 2.9.1. Decentraland as the Most Profitable Metaverse on Record
- 2.9.2. Game Mechanics
- 2.9.3. Profitability Strategies Employed

2.10. Goals
- 2.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
- 2.10.2. Market Impact
- 2.10.3. Project Details

Module 3. Blockchain Video Game Analysis

3.1. Star Atlas
- 3.1.1. Game Mechanics
- 3.1.2. Economic System
- 3.1.3. Usability

3.2. Outer Ring
- 3.2.1. Game Mechanics
- 3.2.2. Economic System
- 3.2.3. Usability

3.3. Axie Infinity
- 3.3.1. Game Mechanics
- 3.3.2. Economic System
- 3.3.3. Usability

3.4. Splinterlands
- 3.4.1. Game Mechanics
- 3.4.2. Economic System
- 3.4.3. Usability

3.5. R-Planet
- 3.5.1. Game Mechanics
- 3.5.2. Economic System
- 3.5.3. Usability

3.6. Ember Sword
- 3.6.1. Game Mechanics
- 3.6.2. Economic System
- 3.6.3. Usability

3.7. Big Time
- 3.7.1. Game Mechanics
- 3.7.2. Economic System
- 3.7.3. Usability

3.8. Gods Unchained
- 3.8.1. Game Mechanics
- 3.8.2. Economic System
- 3.8.3. Usability

3.9. Illuvium
- 3.9.1. Game Mechanics
- 3.9.2. Economic System
- 3.9.3. Usability

3.10. Upland
- 3.10.1. Game Mechanics
- 3.10.2. Economic System
- 3.10.3. Usability

Analyzing Blockchain video games, their game mechanics, their economic system and usability, will be part of your day-to-day life as an IT professional"

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

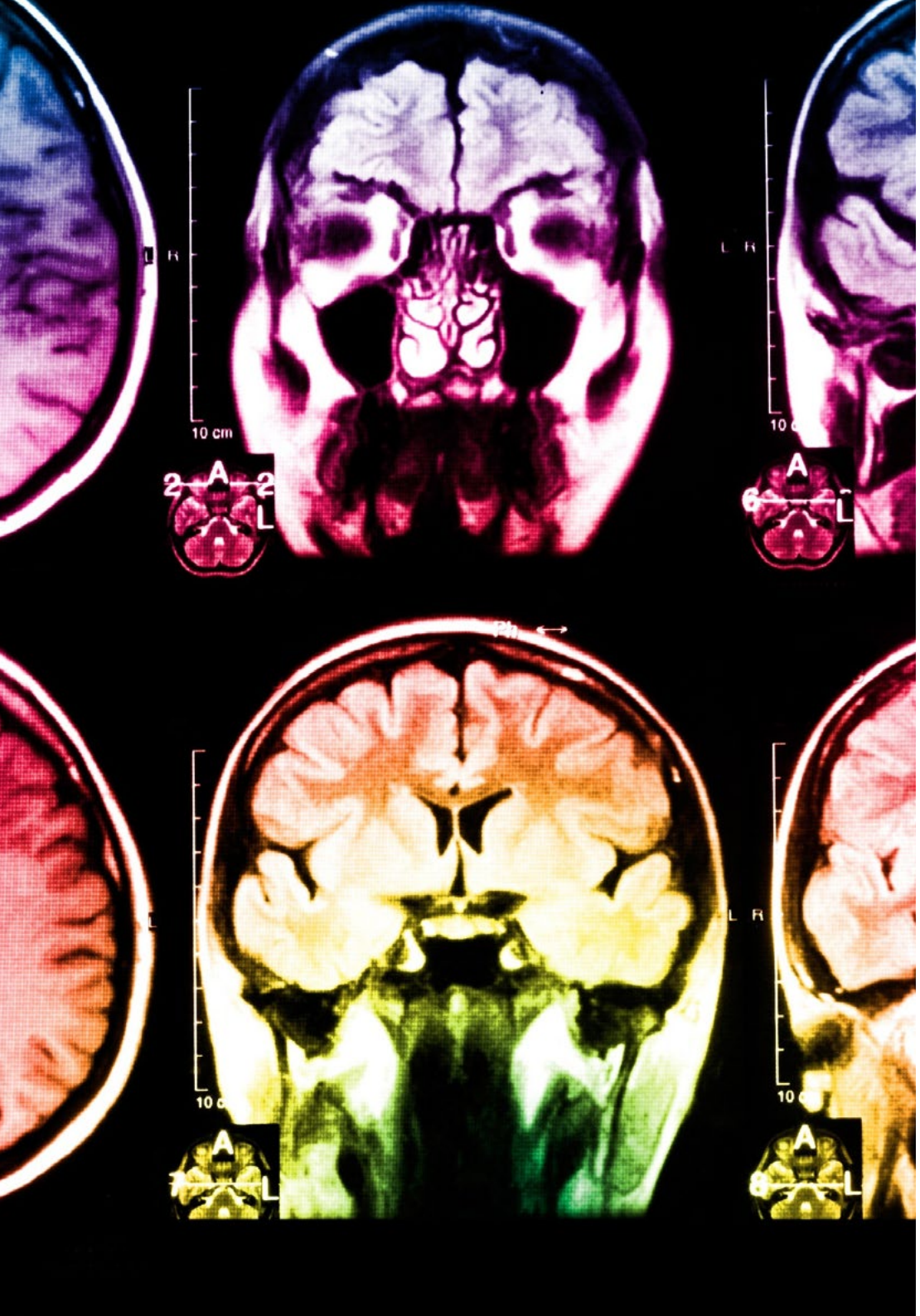
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines different teaching elements in each lesson.

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.



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.

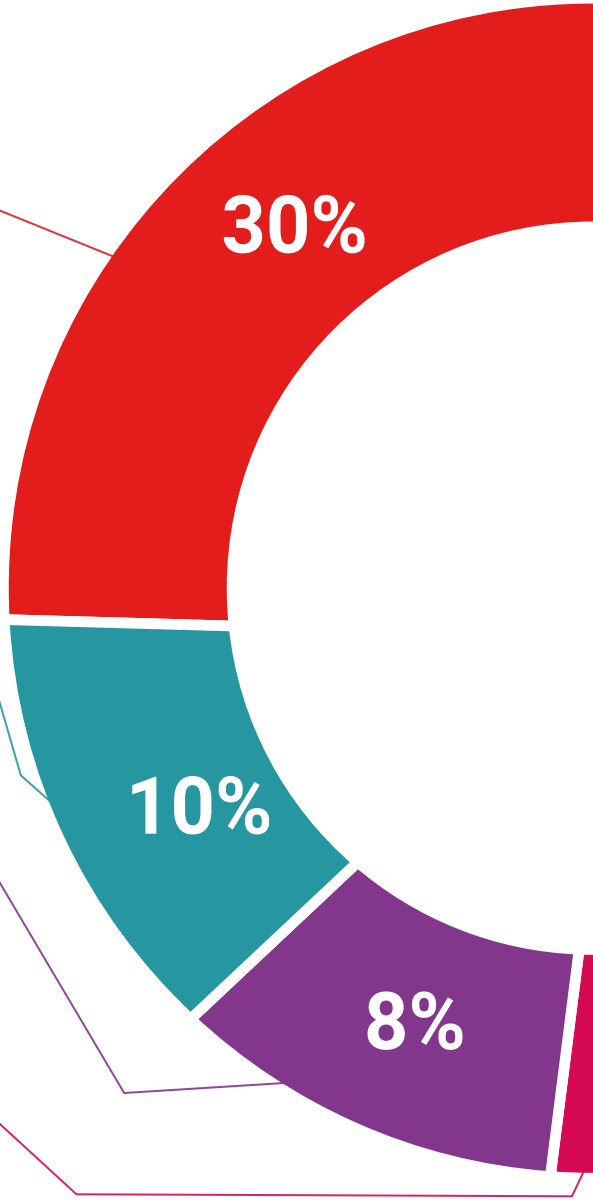
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

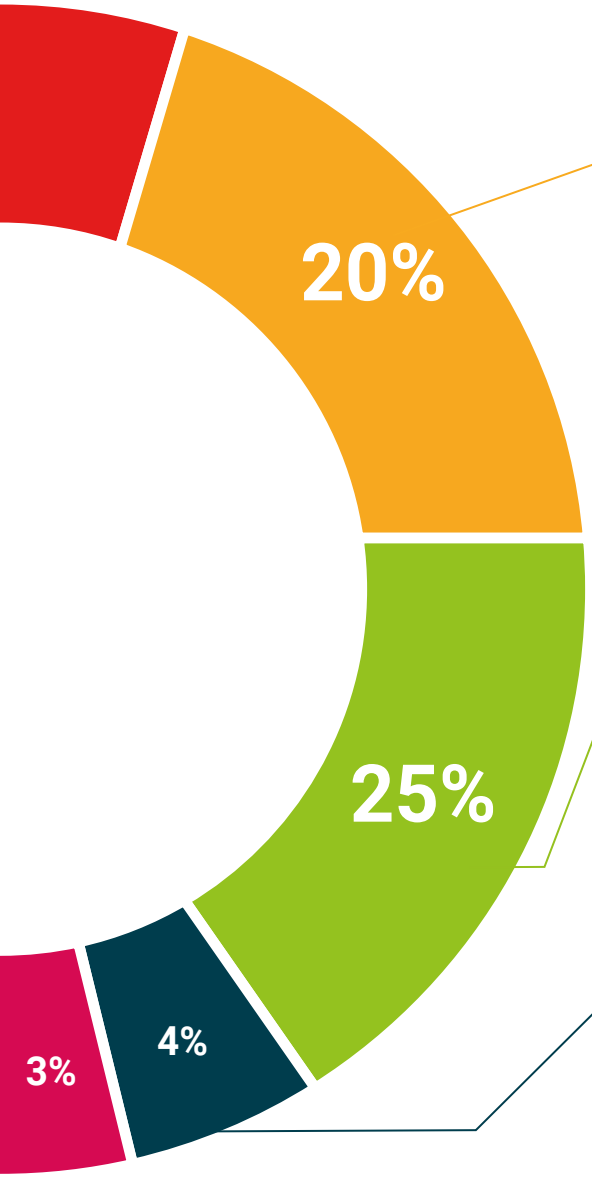
Practising Skills and Abilities

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 Diploma in Blockchain for Video Games and Metaverse guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma issued by TECH Technological University.

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

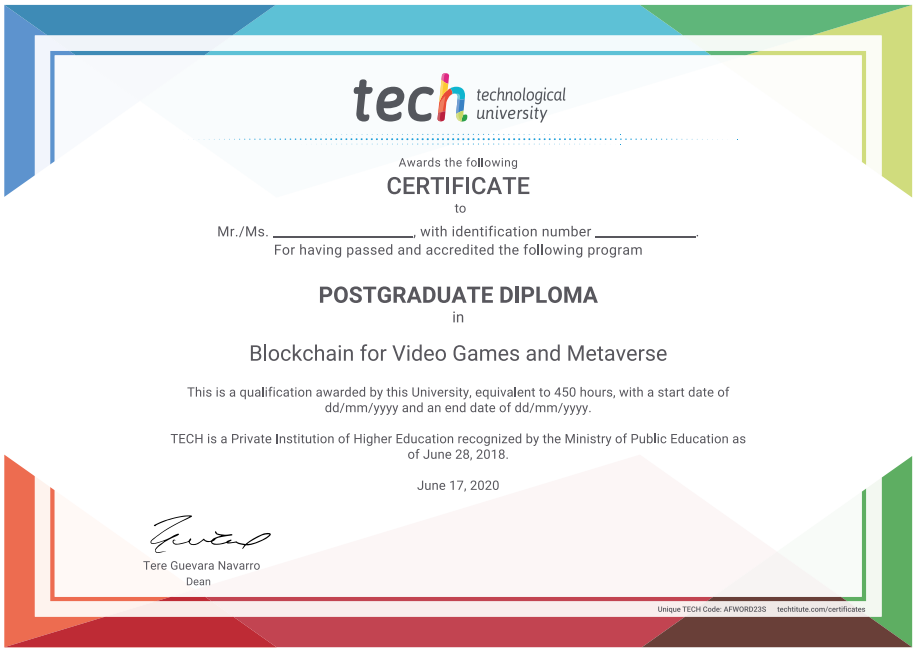
This **Postgraduate Diploma in Blockchain for Video Games and Metaverse** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Diploma** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Diploma in Blockchain for Video Games and Metaverse**

Official Nº of Hours: **450 h.**


tech technological university

Awards the following

CERTIFICATE

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE DIPLOMA

in

Blockchain for Video Games and Metaverse

This is a qualification awarded by this University, equivalent to 450 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.

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