



Postgraduate Diploma Cryptocurrency and Blockchain Analysis

» Modality: online

» Duration: 6 months

» Certificate: TECH Global University

» Credits: 18 ECTS

» Schedule: at your own pace

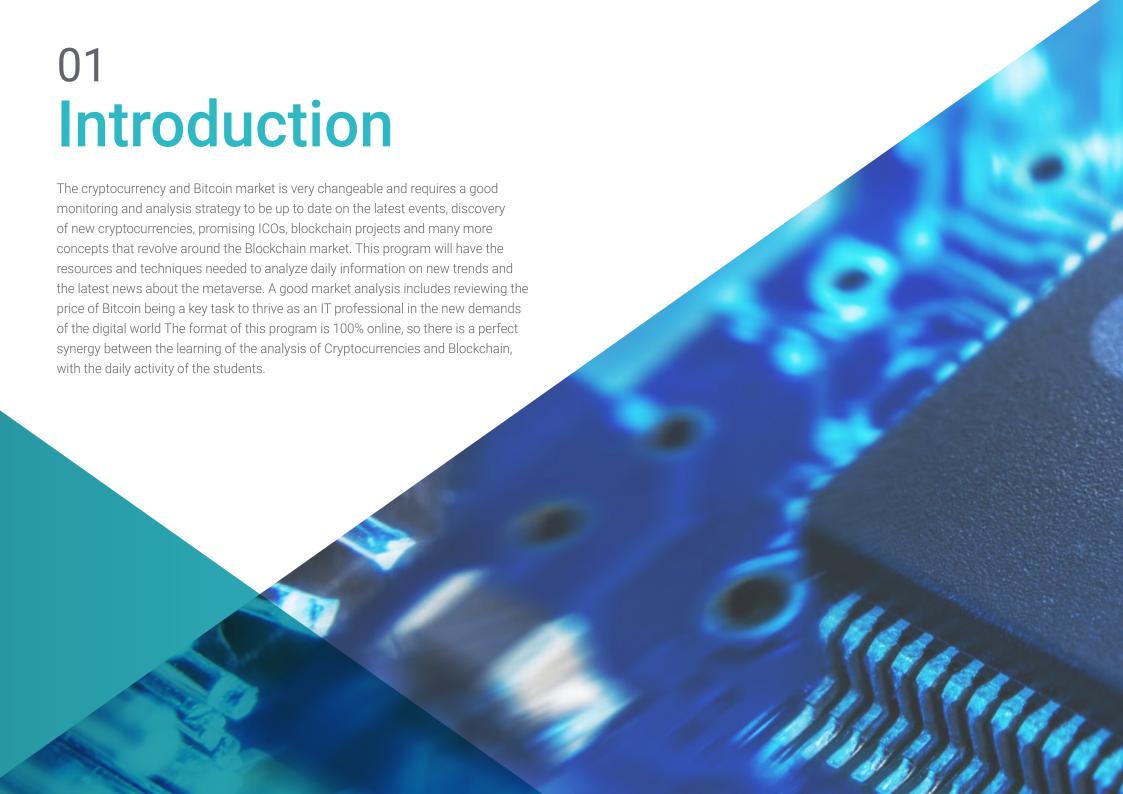
» Exams: online

Website: www.techtitute.com/us/information-technology/postgraduate-diploma/postgraduate-diploma-cryptocurrency-blockchain-analysis

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tech 06 | Introduction

Current business opportunities are based on the acceptance that digital transactions, specifically cryptocurrencies, are the future. The price of cryptocurrencies is usually extremely volatile, however, the analysis of investments and fluctuations derived from the value of virtual currencies, conclude that far from generating insecurities in the investor, the annual growth is more than 180%.

Different events such as the adoption of Bitcoin as a legal currency in El Salvador, increase the popularity and acceptance by financial institutions around the world. Never before has something so virtual brought such tangible results.

The IT professional who masters the analysis of Blockchain markets, will have within their reach the freedom to advise and take on new personal and professional challenges. TECH has the content and the keys necessary to achieve the objectives of the Postgraduate Diploma in Cryptocurrency and Blockchain Analysis. The complete program can be enjoyed, downloaded and most importantly, the competencies assumed through pioneering teaching-learning techniques such as Relearning by the students in a 100% online way. In addition, the teaching staff consists of working professionals, so that not only skills are acquired within the theoretical framework, but also experience through learning based on real and practical cases.

This **Postgraduate Diploma in Cryptocurrency and Blockchain Analysis** 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



Project your future towards the fastest growing market in the world, the Blockchain market and the analysis of Cryptocurrencies"



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.

You will discover the different levels of integration with global economies and their advantages and disadvantages according to their architecture.

Get the tools and concepts you need to position yourself as an expert and stand out from the crowd.







tech 10 | Objectives

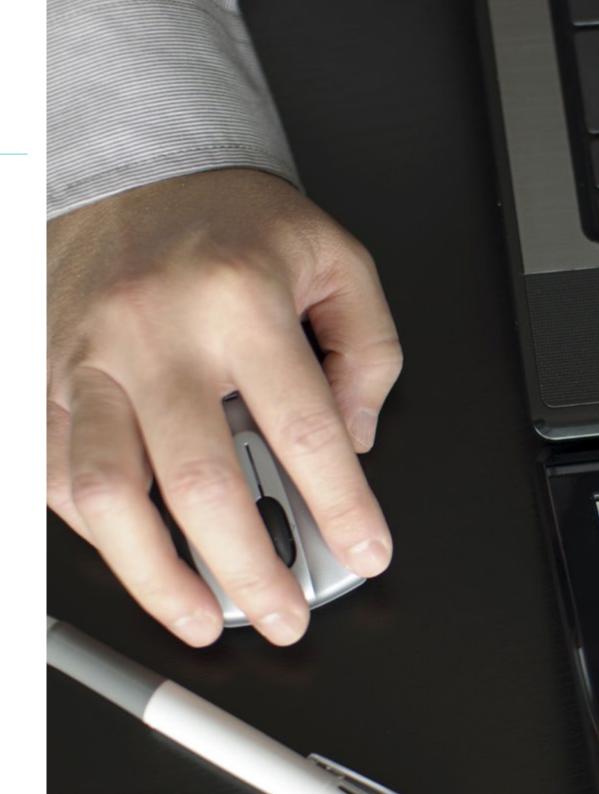


General Objectives

- 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



Cryptocurrency and Blockchain
Analysis cannot be studied with books,
it is a sector in continuous change
and with TECH, you are assured of the
most up-to-date content on the market"





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)

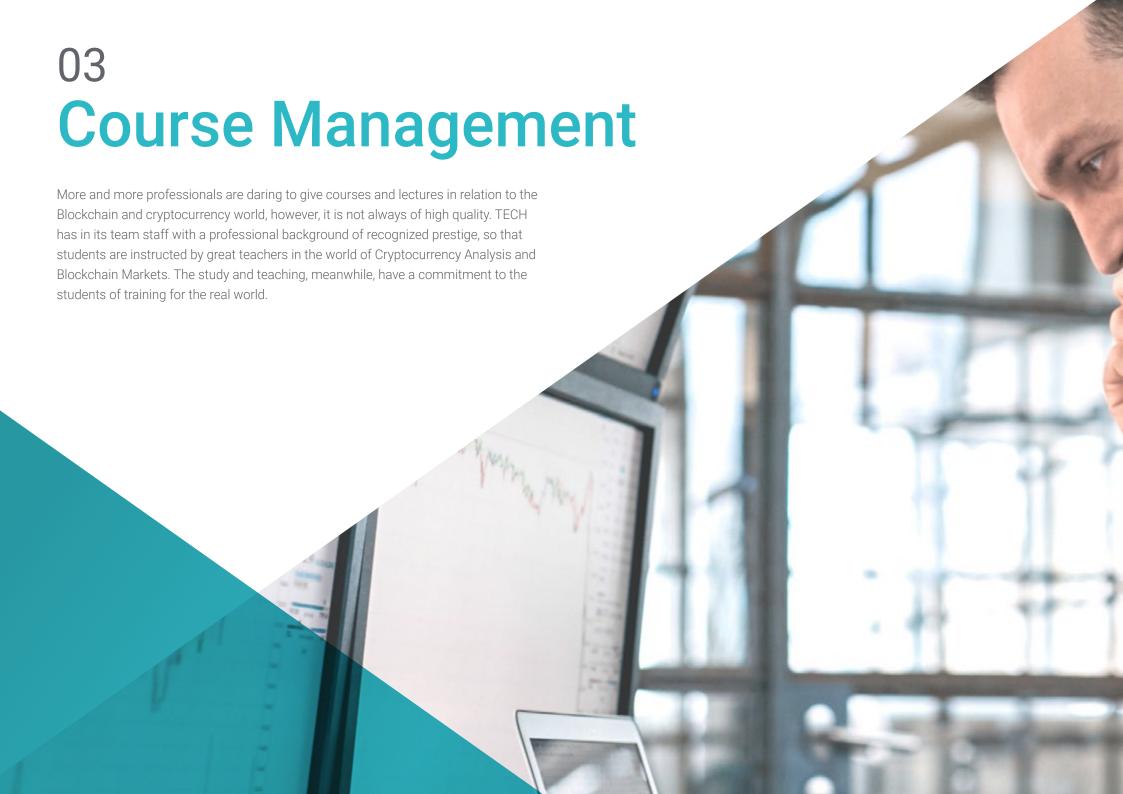
Module 2. Cryptocurrency Analysis

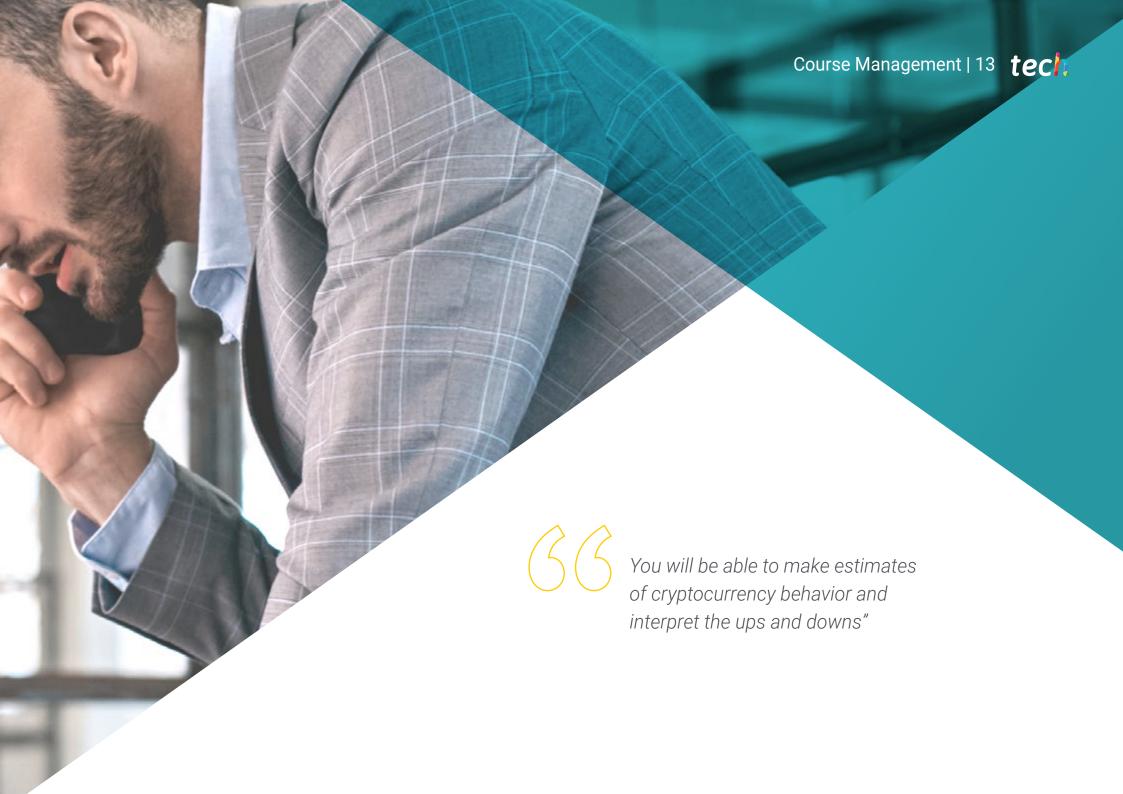
- Discriminate the cryptocurrencies that are most suitable for future ventures
- Perform behavioral estimates of cryptocurrencies
- Interpreting cryptocurrency booms and busts
- Establish criteria in the selection of Stablecoins

Module 3. Networks

- Discriminate the selection of optimal networks of the proposed purposes in a future undertaking, through the examples of use and main characteristics of each one of them
- Understand how networks work and establish a strategy based on them
- Develop plans to improve user level accessibility from the networks

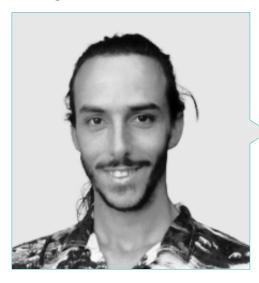






tech 14 | Course Management

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 fantastical narrative and poetic prose

Professors

Mr. Olmo Cuevas, Víctor

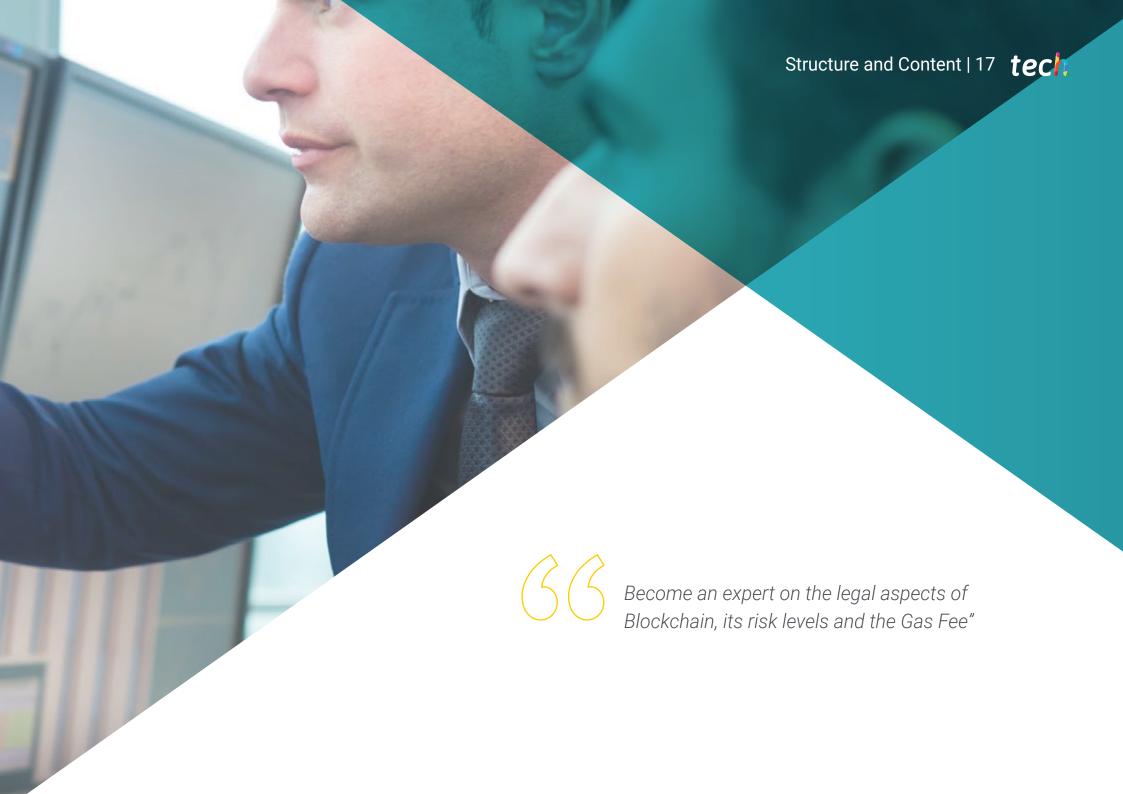
- Co-Founder, Game Designer and Game Economist at Seven Moons Studios Blockchain Gaming
- Web designer and professional video game player
- Professional Online Poker Player and Teacher
- Graphic Designer at Arvato Services Bertelsmann
- Project Analyst and Investor at Crypto Play to Earn Gaming Scene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

Mr. Gálvez González, Danko Andrés

- Commercial Advisor at Niide, Blockchain gamified economy project
- HTML and CCS programmer in learning didactics projects
- Movistar and Virgin Mobile Sales Executive
- Bachelor's Degree in Education from the Universidad de Playa Ancha Educational Sciences







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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
 - 161 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. Cryptocurrency Analysis

- 2.1. Bitcoin
 - 2.1.1. Bitcoins
 - 2.1.2. Bitcoin as a Market Indicator
 - 2.1.3. Advantages and Disadvantages for Gamified Economies
- 2.2. Altcoins
 - 2.2.1. Main Characteristics and Differences with Respect to Bitcoin
 - 2.2.2. Market Impact
 - 2.2.3. Analysis of Binding Projects
- 2.3. Ethereum
 - 2.3.1. Main Features and Operation
 - 2.3.2. Hosted Projects and Market Impact
 - 2.3.3. Advantages and Disadvantages for Gamified Economies
- 2.4. Binance Coin
 - 2.4.1. Main Features and Operation
 - 2.4.2. Hosted Projects and Market Impact
 - 2.4.3. Advantages and Disadvantages for Gamified Economies
- 2.5. Stablecoins
 - 2.5.1. Features
 - 2.5.2. Projects in Operation as of Stablecoins
 - 2.5.3. Uses of Stablecoins in Gamified Economies
- 2.6. Main Stablecoins
 - 2.6.1. USDT
 - 2.6.2. USDC
 - 2.6.3. BUSD

Structure and Content | 19 tech

- 2.7. Trading
 - 2.7.1. Trading in Gamified Economies
 - 2.7.2. Balanced Portfolio
 - 2.7.3. Unbalanced Portfolio
- 2.8. Trading: DCA
 - 2.8.1. DCA
 - 2.8.2. Positional Trading
 - 2.8.3. Day Trading
- 2.9. Risk
 - 2.9.1. Price Formation
 - 2.9.2. Liquidity
 - 2.9.3. Global Economy
- 2.10. Legal Aspects
 - 2.10.1. Mining Regulation
 - 2.10.2. Consumer Rights
 - 2.10.3. Warranty and Security

Module 3. Networks

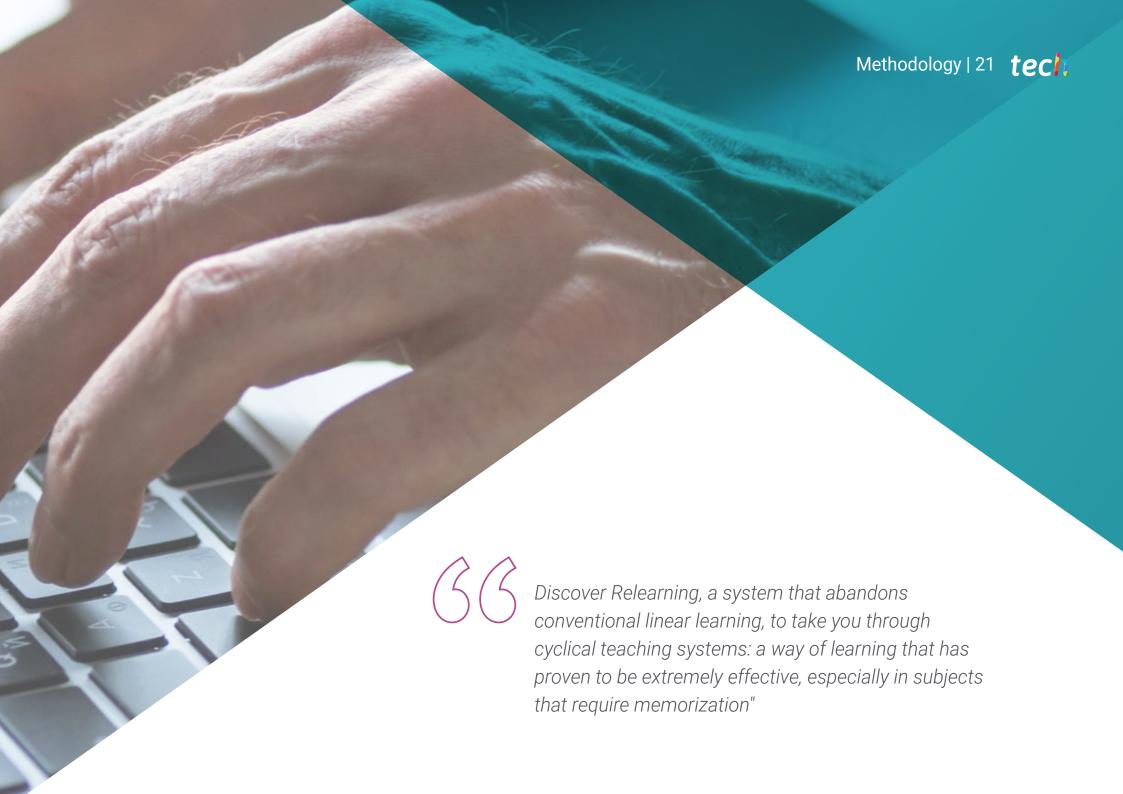
- The Revolution of the Smart Contract
 - 3.1.1. The Birth of the Smart Contract
 - 3.1.2. Application Hosting
 - 3.1.3. Security in IT Processes
- 3.2. Metamask
 - 3.2.1. Aspects
 - 3.2.2. Impact on Accessibility
 - 3.2.3. Asset Management at Metamask
- 3.3. Tron
 - 3.3.1. Aspects
 - 3.3.2. Hosted Applications
 - 3.3.3. Disadvantages and Benefits
- 3.4. Ripple
 - 3.4.1. Aspects
 - 3.4.2. Hosted Applications
 - 3.4.3. Disadvantages and Benefits

- 3.5. Ethereum
 - 3.5.1. Aspects
 - 3.5.2. Hosted Applications
 - 3.5.3. Disadvantages and Benefits
- 3.6. Polygon Matic
 - 3.6.1. Aspects
 - 3.6.2. Hosted Applications
 - 3.6.3. Disadvantages and Benefits
- 3.7. Wax
 - 3.7.1. Aspects
 - 3.7.2. Hosted Applications
 - 3.7.3. Disadvantages and Benefits
- 3.8. ADA Cardano
 - 3.8.1. Aspects
 - 3.8.2. Hosted Applications
 - 3.8.3. Disadvantages and Benefits
- 3.9. Solana
 - 3.9.1. Aspects
 - 3.9.2. Hosted Applications
 - 3.9.3. Disadvantages and Benefits
- 3.10. Projects and Migrations
 - 3.10.1. Networks Suitable for the Project
 - 3.10.2. Migration
 - 3.10.3. Crosschain



Choose the best teaching team, the best conditions and content, and turn your IT career around"





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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.



Methodology | 25 tech

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.



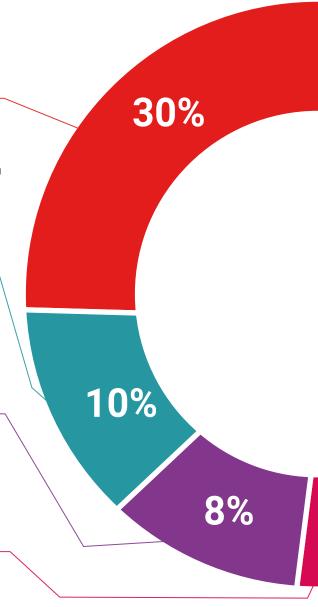
Practising Skills and Abilities

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.

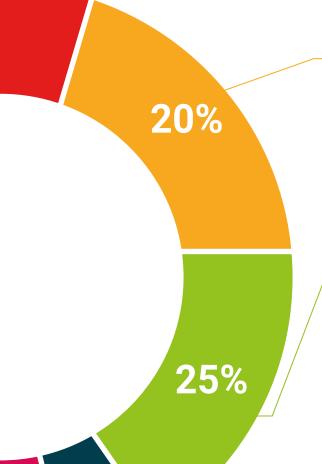


Additional Reading

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.



Methodology | 27 tech



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.





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This program will allow you to obtain your **Postgraduate Diploma in Cryptocurrency and Blockchain Analysis** 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 Diploma in Cryptocurrency and Blockchain Analysis

Modality: online

Duration: 6 months

Accreditation: 18 ECTS



Mr./Ms. _____, with identification document _____ has successfully passed and obtained the title of:

Postgraduate Diploma in Cryptocurrency and Blockchain Analysis

This is a program of 450 hours of duration equivalent to 18 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



^{*}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.



Postgraduate Diploma Cryptocurrency and Blockchain Analysis

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

