Postgraduate Diploma

Gaming & E-Sports Industry Businesses in the Metaverse

tech global university

![tech global university logo]

Postgraduate Diploma
Gaming & E-Sports Industry
Businesses in the Metaverse

- » Modality: **online**
- » Duration: **6 months**
- » Certificate: **TECH Global University**
- » Accreditation: **18 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**
- » Target Group: **University Graduates who have previously completed any of the degrees in the field of Social and Legal Sciences, Administration and Business, as well as technology professionals who are looking to reinvent their careers in an industry with many possibilities for the future**

Website: **www.techtitute.com/us/school-of-business/postgraduate-diploma/postgraduate-diploma-gaming-e-sports-industry-businesses-metaverse**

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01
Welcome

The development of 5G technology, connectivity and the constant evolution of the digital environment brought about by the Metaverse, poses new opportunities and challenges for the entertainment industry. The adaptation of the gaming and e-Sports sector to virtual environments has favored interaction between users, which has resulted in a significant increase in the number of players who choose these titles for their leisure time, despite the fact that this is a recent area and is still in its early stages. The academic itinerary includes the participation of a renowned International Guest Director, who, thanks to his extensive research experience, will present to the students the latest innovations in Metaverse Management, through exclusive Masterclasses.

Postgraduate Diploma in Gaming & E-Sports Industry Businesses in the Metaverse
TECH Global University

Enhance your professional or academic career with exclusive Masterclasses given by a prestigious International Guest Director, recognized for his experience in Management in Metaverse"

Why Study at TECH?

TECH is the world's largest 100% online business school. It is an elite business school, with a model based on the highest academic standards. A world-class center for intensive managerial skills education.

tech

" *TECH is a university at the forefront of technology, and puts all its resources at the student's disposal to help them achieve entrepreneurial success"*

At TECH Technological University

Innovation

The university offers an online learning model that balances the latest educational technology with the most rigorous teaching methods. A unique method with the highest international recognition that will provide students with the keys to develop in a rapidly-evolving world, where innovation must be every entrepreneur's focus.

"Microsoft Europe Success Story", for integrating the innovative, interactive multi-video system.

The Highest Standards

Admissions criteria at TECH are not economic. Students don't need to make a large investment to study at this university. However, in order to obtain a qualification from TECH, the student's intelligence and ability will be tested to their limits. The institution's academic standards are exceptionally high...

95% of TECH students successfully complete their studies

Networking

Professionals from countries all over the world attend TECH, allowing students to establish a large network of contacts that may prove useful to them in the future.

+100000 executives prepared each year

+200 different nationalities

Empowerment

Students will grow hand in hand with the best companies and highly regarded and influential professionals. TECH has developed strategic partnerships and a valuable network of contacts with major economic players in 7 continents.

+500 collaborative agreements with leading companies

Talent

This program is a unique initiative to allow students to showcase their talent in the business world. An opportunity that will allow them to voice their concerns and share their business vision.

After completing this program, TECH helps students show the world their talent.

Multicultural Context

While studying at TECH, students will enjoy a unique experience. Study in a multicultural context. In a program with a global vision, through which students can learn about the operating methods in different parts of the world, and gather the latest information that best adapts to their business idea.

TECH students represent more than 200 different nationalities.

Learn with the best

In the classroom, TECH's teaching staff discuss how they have achieved success in their companies, working in a real, lively, and dynamic context. Teachers who are fully committed to offering a quality specialization that will allow students to advance in their career and stand out in the business world.

Teachers representing 20 different nationalities.

At TECH, you will have access to the most rigorous and up-to-date case analyses in academia"

TECH strives for excellence and, to this end, boasts a series of characteristics that make this university unique:

Analysis

TECH explores the student's critical side, their ability to question things, their problem-solving skills, as well as their interpersonal skills.

Academic Excellence

TECH offers students the best online learning methodology. The university combines the Relearning method (postgraduate learning methodology with the best international valuation) with the Case Study. Tradition and vanguard in a difficult balance, and in the context of the most demanding educational itinerary.

Economy of Scale

TECH is the world's largest online university. It currently boasts a portfolio of more than 10,000 university postgraduate programs. And in today's new economy, **volume + technology = a ground-breaking price**. This way, TECH ensures that studying is not as expensive for students as it would be at another university.

Why Our Program?

Studying this TECH program means increasing the chances of achieving professional success in senior business management.

It is a challenge that demands effort and dedication, but it opens the door to a promising future. Students will learn from the best teaching staff and with the most flexible and innovative educational methodology.

We have highly qualified teachers and the most complete syllabus on the market, which allows us to offer you education of the highest academic level"

This program will provide you with a multitude of professional and personal advantages, among which we highlight the following:

01

A Strong Boost to Your Career

By studying at TECH, students will be able to take control of their future and develop their full potential. By completing this program, students will acquire the skills required to make a positive change in their career in a short period of time.

70% of students achieve positive career development in less than 2 years.

02

Develop a strategic and global vision of the company

TECH offers an in-depth overview of general management to understand how each decision affects each of the company's different functional fields.

Our global vision of companies will improve your strategic vision.

03

Consolidate the student's senior management skills

Studying at TECH means opening the doors to a wide range of professional opportunities for students to position themselves as senior executives, with a broad vision of the international environment.

You will work on more than 100 real senior management cases.

04

You will take on new responsibilities

The program will cover the latest trends, advances and strategies, so that students can carry out their professional work in a changing environment.

45% of graduates are promoted internally.

05 Access to a powerful network of contacts

TECH connects its students to maximize opportunities. Students with the same concerns and desire to grow. Therefore, partnerships, customers or suppliers can be shared.

You will find a network of contacts that will be instrumental for professional development.

06 Thoroughly develop business projects.

Students will acquire a deep strategic vision that will help them develop their own project, taking into account the different fields in companies.

20% of our students develop their own business idea.

07 Improve *soft skills* and management skills

TECH helps students apply and develop the knowledge they have acquired, while improving their interpersonal skills in order to become leaders who make a difference.

Improve your communication and leadership skills and enhance your career.

08 You will be part of an exclusive community

Students will be part of a community of elite executives, large companies, renowned institutions, and qualified teachers from the most prestigious universities in the world: the TECH Technological University community.

We give you the opportunity to study with a team of world-renowned teachers.

Objectives

The business possibilities that have arisen with the development of the Metaverse and the inclusion in it of the gaming and e-Sports industry have given TECH experts an idea: to create a program through which graduates interested in this field can specialize in it 100% online and in just 6 months of training. This is how this Postgraduate Diploma was created, with the goal of providing you with all the information you need to acquire the most comprehensive and innovative knowledge that will elevate your career to the top of the industry.

The more ambitious your goals are, the more you will be able to get out of this Postgraduate Diploma. Don't worry if you're too demanding, because TECH will give you everything you need to achieve your goals"

TECH makes the goals of their students their own goals too
Working together to achieve them

The **Postgraduate Diploma in Gaming & E-Sports Industry Businesses in the Metaverse** will enable students to:

01 Analyze the impact of Opensource on the development of the Metaverse ecosystem

02 Examine the role of communities in the ecosystem's evolution

03 Discuss the new social context of the exponential era

04 Organize the participants of the ecosystem and understand their role

05 Further study projects by developing Metaverses together with an ecosystem

06 Explore business opportunities enabled by ecosystems

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

09 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

07 Understand the need to create an ecosystem to offer a complete view of the market

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

11 Deepen the definition of play-to-earn to understand the conceptual differences with respect to the play & earn model

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

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

13 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

15 Gain a general understanding of the traditional financial landscape, along with its strengths and weaknesses

16 Determine the motivation for decentralized finance and the solutions they provide

18 Discover how the main platforms of the ecosystem work

19 Examine the intermediate concepts of decentralized finance applied to Web3 projects

17 Develop fundamental concepts of decentralized finance

20 Analyze decentralized finance case studies in the Metaverse

05
Structure and Content

TECH invests hundreds of hours in the development of each of its programs. For this reason, its qualifications are the result of the effort and perseverance of a team of experts who always strive to create the best content, adapted to the specifications of the sector, market demand and the immediate relevance of the subject matter. All of this is compiled in a convenient and accessible 100% online program that gives students the opportunity to organize their academic experience in a personalized way that is perfectly compatible with their professional and personal life.

The use of the Relearning methodology in the development of this program will save you hours of study without giving up an extensive training" Don't you believe it? Enroll now and TECH will prove it to you"

Syllabus

The syllabus of this Postgraduate Diploma in Gaming & E-Sports Industry Businesses in the Metaverse has been developed based on the current requirements of the business sector, adapting its contents to the demands of labor demand. In this way, TECH guarantees a highly enabling academic experience in which, in addition to acquiring the most comprehensive and specialized knowledge, the graduate will be prepared to immediately enter the virtual environment market.

Through the 540 hours of training you will be able to delve into the latest developments in the gaming industry and e-Sports as a gateway to the Metaverse, delving into the most effective physical and digital channels to reach a wider and more varied audience. It will also focus on the ecosystems and key players involved in this type of projects, with special emphasis on users and their demand.

Finally, the program gathers the most cutting-edge information related to investment and decentralized finance in virtual projects, so that the graduate can obtain the maximum benefit by optimizing expenses and reducing losses.

In this way you will acquire a very high degree of specialization, at the level of the best experts in this field. In addition, including this program in your resume will open the doors to a more prosperous and successful working future, in which you will be able to achieve even your most ambitious professional goals. It is, therefore, a unique academic opportunity to become the next entrepreneur in in the Metaverse industry in only 6 months of 100% online training.

This Postgraduate Diploma takes place over 6 months and is divided into 3 modules:

Module 1	The Gaming and E-Sports Industry as a Gateway to the Metaverse
Module 2	Metaverse Ecosystem and Key Players
Module 3	Decentralized Finance (DeFi) and Investment in the Metaverse

Where, When and How is it Taught?

TECH offers the possibility of developing this Postgraduate Diploma in Gaming & E-Sports Industry Businesses in the Metaverse in a totally online way. Throughout the 6 months of the educational program, the students will be able to access all the contents of this program at any time, allowing them to self-manage their study time.

A unique, key, and decisive educational experience to boost your professional development and make the definitive leap.

Module 1. The Gaming and E-Sports Industry as a Gateway to the Metaverse

1.1. The Metaverse through Video Games
1.1.1. Interactive Experiences
1.1.2. Market Growth and Settlement
1.1.3. Industry Maturity

1.2. Breeding Ground for Today's Metaverses
1.2.1. MMOs
1.2.2. *Second Life*
1.2.3. PlayStation Home

1.3. Multi-Platform Metaverse. Massive Concept Revolution
1.3.1. Neal Stephenson and His Work Snow Crash
1.3.2. From Science Fiction to Reality
1.3.3. Mark Zuckerberg Meta. Massive Concept Revolution

1.4. State of the Video Game Industry. Metaverse Platforms or Channels
1.4.1. Video Game Industry Figures
1.4.2. Metaverse Platforms or Channels
1.4.3. Economic Projections for the Coming Years
1.4.4. How to Make the Most of the Industry's Great Shape

1.5. Business Models: F2P vs. Premium
1.5.1. Free to Play or F2P
1.5.2. Premium
1.5.3. Hybrid Models. Alternative Proposals

1.6. Play-to-Earn
1.6.1. CryptoKitties Success
1.6.2. Axie Infinity. Other Success Stories
1.6.3. The Deterioration of Play-to-Earn and the Creation of Play&Earn

1.7. GameFi: Player-Investor Paradigm
1.7.1. GameFi
1.7.2. Video Games as a Job
1.7.3. Break with the Classic Entertainment Model

1.8. The Metaverse in the Classic Industry Ecosystem
1.8.1. Fans' Prejudices and Generalized Bad Image
1.8.2. Technological and Implementation Difficulties
1.8.3. Lack of Maturity

1.9. Metaverse: Interactivity vs. Playable Experience
1.9.1. Interactivity vs Playable Experience
1.9.2. Types of Experience in Today's Metaverse
1.9.3. Perfect Balance Between the Two

1.10. E-Sports Metaverse
1.10.1. Difficulties for Teams to Grow
1.10.2. Metaverse: Immersive Experiences, Communities and Exclusive Clubs
1.10.3. User Monetization by Blockchain Technology

Module 2. Metaverse Ecosystem and Key Players

2.1. **Open Innovation Ecosystems in the Metaverse Industry**
2.1.1. Collaboration in Open Ecosystem Development
2.1.2. Open Innovation Ecosystems in the Metaverse Industry
2.1.3. Impact of the Ecosystem on Metaverse Growth

2.2. **Open Source Projects. Technological Development Catalysts**
2.2.1. Open Source as an Innovation Accelerator
2.2.2. Open Source Project Integration. Complete Overview
2.2.3. Open Standards and Technologies as Accelerators

2.3. **Web 3.0 Communities**
2.3.1. Community Creation and Development Process
2.3.2. Community Contribution to Technological Progress
2.3.3. Most Relevant Web 3.0 Communities

2.4. **Social Networks and Online Relationships**
2.4.1. Enabling Technologies for New Ways of Relating to Each Other
2.4.2. Physical and Digital Environments for Building Web3 Communities
2.4.3. Evolution from Web2 Social Networks to Web3

2.5. **Users, Companies and Ecosystem. Advance of the Metaverse**
2.5.1. Metaverses with Web 3.0 Vision
2.5.2. Corporations Investing in the Metaverse
2.5.3. Ecosystem that Offers a Complete Solution

2.6. **Metaverse Content Creators**
2.6.1. Digital Nomads
2.6.2. Organizations, Builders of New Customer Relationship Channels
2.6.3. Influencers, Streamers or Gamers as Early Adopters

2.7. **Metaverse Experience Providers**
2.7.1. Reinvented Sales Channels
2.7.2. Immersive Experiences
2.7.3. Fair and Transparent Customization

2.8. **Decentralization and Technological Infrastructure in the Metaverse**
2.8.1. Distributed and Decentralized Technologies
2.8.2. Proof of Work vs. *Proof of Stake*
2.8.3. Key Technological Layers for the Evolution of the Metaverse

2.9. **Human Interface, Electronic Devices that Enable the Metaverse Experience**
2.9.1. The Experience Offered by Existing Technological Devices
2.9.2. Advanced Technologies in Metaverse
2.9.3. Extended Reality (XR) as Metaverse Immersion

2.10. **Metaverse Incubators, Accelerators and Investment Vehicles**
2.10.1. Metaverse Incubators and Accelerators for Business Development
2.10.2. Metaverse Financing and Investment
2.10.3. "Smart Capital" Attraction

Module 3. Decentralized Finance (DeFi) and Investment in the Metaverse

3.1. **Decentralized Finance (DeFi) and Investment in the Metaverse**
3.1.1. Decentralized Finance
3.1.2. Decentralized Finance Environment
3.1.3. Decentralized Finance Application

3.2. **Advanced Financial Concepts Applied to DeFi**
3.2.1. Money Supply and Inflation
3.2.2. Volume and Margin Business
3.2.3. Warranty and Performance

3.3. **DeFi Business Models Applied to the Metaverse**
3.3.1. Lending and Yield Farming
3.3.2. Payment Systems
3.3.3. Banking and Insurance Services

3.4. **DeFi Platforms Applied to the Metaverse**
3.4.1. DEXes
3.4.2. *Wallets*
3.4.3. Analytical Tools

3.5. **Cash Flow in DeFi Projects Focused on the Metaverse**
3.5.1. DeFi Project Cash Flow
3.5.2. Cash Flow Sources
3.5.3. Volume vs Margin

3.6. **Token Economics. Metaverse Utility**
3.6.1. Token Economics
3.6.2. Token Utility
3.6.3. Token Sustainability

3.7. **DeFi Governance Focused on the Metaverse**
3.7.1. DeFi Governance
3.7.2. Governance Models
3.7.3. DAO

3.8. **DeFi's Meaning in the Metaverse**
3.8.1. Synergies Between DeFi and the Metaverse
3.8.2. Value of DeFi in the Metaverse
3.8.3. Metaverse Growth through DeFi

3.9. **DeFi in the Metaverse, Case Studies**
3.9.1. DeFi in the Metaverse. Case Studies
3.9.2. Web3 Native Business Models
3.9.3. Hybrid Business Models

3.10. **Future DeFi in the Metaverse**
3.10.1. Relevant Agents
3.10.2. Development Lines
3.10.3. Mass Adoption

Among the highlights of this Postgraduate Diploma is the comprehensive knowledge of the physical and digital environments for building Web 3.0 communities"

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.

TECH will prepare you to face new challenges in uncertain environments and achieve success in your career"

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.
The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

" *At TECH you will NOT have live classes (which you might not be able to attend)"*

The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

> *TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want"*

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.

Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

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)

A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.

The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule"

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.

2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.

3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.

4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the quality of teaching, quality of materials, course structure and objectives is excellent. Not surprisingly, the institution became the best rated university by its students on the Trustpilot review platform, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.

As such, the best educational materials, thoroughly prepared, will be available in this program:

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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.

Practicing Skills and Abilities

You 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 within the framework of the globalization we live in.

Interactive Summaries

We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.
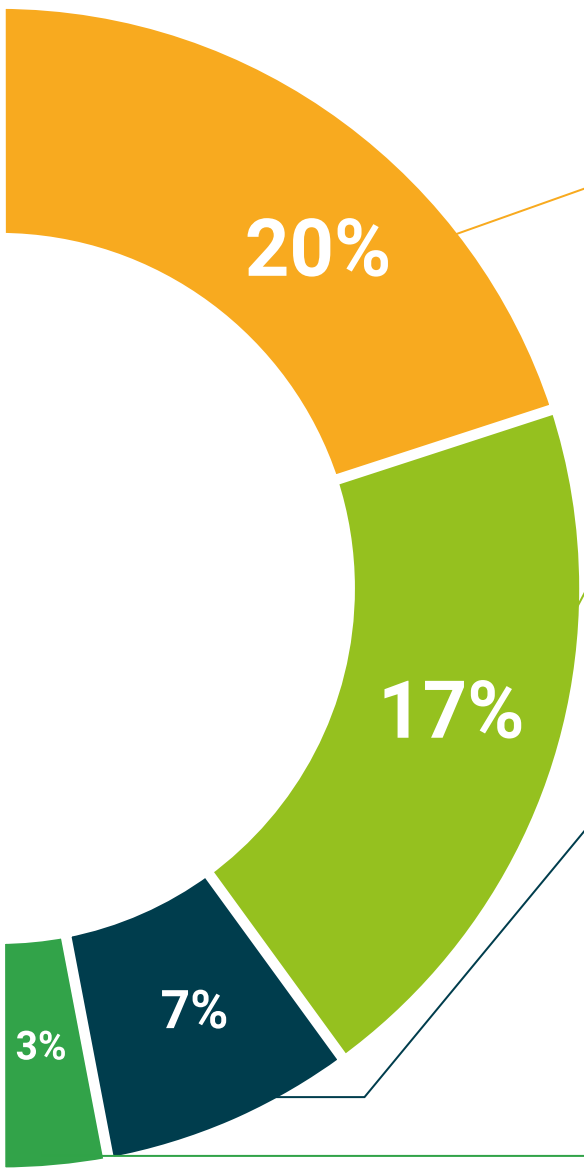
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.

20%

15%

15%

3%

20%

17%

7%

3%
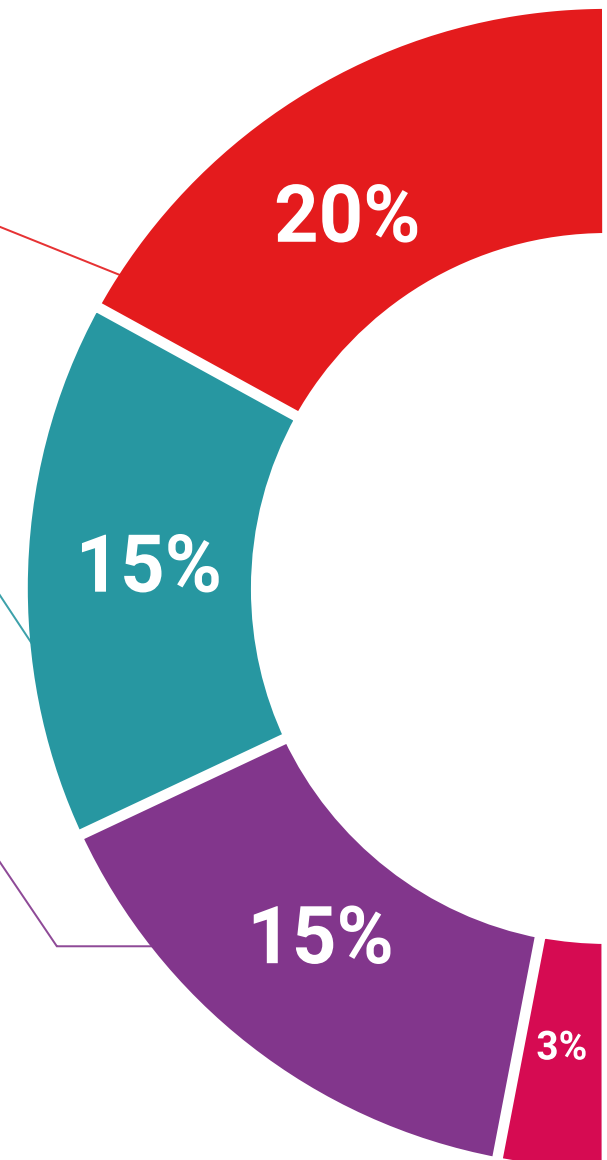
Case Studies

Students will complete a selection of the best case studies in the field.
Cases that are presented, analyzed, and supervised by the best specialists in the world.

Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We
do this on 3 of the 4 levels of Miller's Pyramid.

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 for future difficult decisions.

Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets
or quick action guides. A synthetic, practical and effective way to help students
progress in their learning.

Our Students' Profiles

The Postgraduate Diploma is aimed at University Graduates and Undergraduates who have previously completed any of the following programs in the field of Social and Legal Sciences, Administrative and Economic Sciences, as well as those specialized in the area of Engineering and Computer Science with an interest in the Metaverse industry.

This program uses a multidisciplinary approach as the students have a diverse set of academic profiles and represent multiple nationalities.

Professionals with a university degree in any field and two years of work experience in the technological field of virtual and digital contexts may also take the Postgraduate Diploma.

"

The best program in the university market to acquire the skills of an open source expert as a catalyst for technological development and in a 100% online way"

Average Age

Between **35** and **45** years old

Years of Experience

5 years **17%**

Over 15 years **17%**

From 5 to 10 years **30%**

From 10 to 15 years **36%**

Training

Business **28%**

Engineering **30%**

Digital Environment **32%**

Other **10%**

Educational Profile

Industry **37%**

Video Games **35%**

Entrepreneurs **18%**

Others **10%**
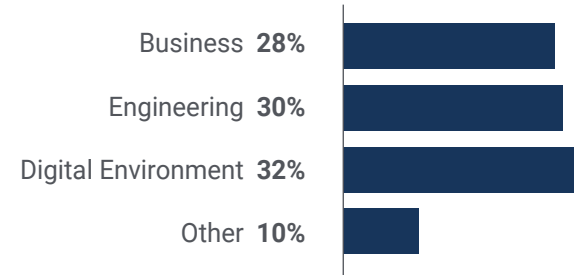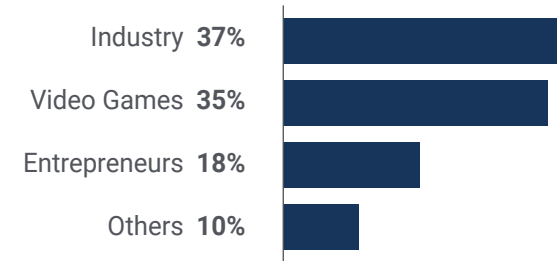
Geographical Distribution

USA **10%**

Spain **47%**

Mexico **30%**

Colombia **13%**
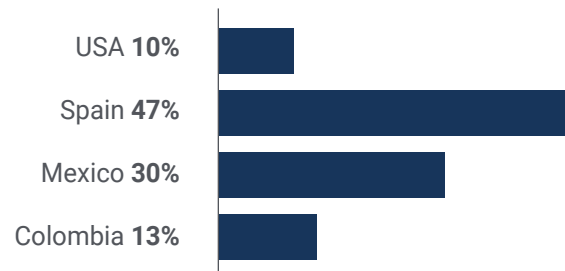
Nicolás Samperi

Senior Manager and CEO of a gaming company

"Undoubtedly, the e-Sports environment is one of the most relevant when it comes to the Metaverse. For that reason, and given the boom in virtual environments, I decided to specialize in this field through TECH. Thanks to its extensive treatment of the ecosystems and main players in Web 3.0 and the strategies I learned about decentralized investment and finance, I was able to assume the leadership of a great gaming project that elevated my career to the top of the sector, allowing me to reach the managerial position I had always dreamed of"

Course Management

Choosing the members of this faculty has not been an easy task, as TECH has received hundreds of applications with truly outstanding resumes. However, after a thorough study, it has selected the professionals who best fit the specialization of the program and who, from the university's point of view, will provide a higher and more specific degree of knowledge. It is, therefore, a group of people versed in the business area with extensive experience in the gaming environment and in the Metaverse, aspects that the graduate will undoubtedly be able to take advantage of to learn first-hand about the current state of the industry.

"

What academic institution can offer you such a complete academic experience and, moreover, guided by such a prestigious faculty? Very easy: only TECH"

International Guest Director

Andrew Schwartz is an expert in **digital innovation** and **brand strategy**, specializing in the integration of the **Metaverse** with **business development** and **digital platforms**.

In fact, his interests range from **content creation** and **start-up management** to the implementation of **social media** strategies and activation of big ideas. Therefore, throughout his career, he has led projects that have sought to generate concrete and measurable results, making the most of the convergence between **technology** and **business**.

During his professional career, he has worked at **Nike** as **Director** of **Metaverse Engineering**, leading a multidisciplinary team of developers, designers and data scientists to explore the potential of the **Metaverse** in the evolution of **digital and physical connectivity**. In this same role, he has developed strategies for the creation of innovative products and processes, as well as **Web3 tools** and **digital twins** that have redefined **consumer** interaction with the **brand**. He has also served as **Director** of **Sports Moments Experiences**.

He has also collaborated as **Strategic Advisor** for **Exponential Technology Innovation** at the *AI MINDSystems Foundation*, where he has contributed to the development of **emerging technologies** and has published **articles** on the impact of the **Metaverse** and **Artificial Intelligence** on the future of **business**. His ability to anticipate **trends** and his strategic vision have positioned him as an influential professional in the global **digital transformation**.

Internationally, he has been a benchmark in the application of the **Metaverse** in the **sports** and **commerce** industry, contributing to projects that have marked a before and after in the way of understanding the relationship between **technology** and **brand**. In this sense, his work has been recognized with numerous **awards** and has consolidated his reputation as an innovator who challenges conventional limits.

Mr. Schwartz, Andrew

- Director of Metaverse Engineering at Nike, Boston, United States
- Director of Sports Moments Experiences at Nike
- Strategic Advisor on Exponential Technology Innovation at the AI MINDSystems Foundation
- Director of Innovation at Intralinks
- Digital Product Leader at Blue Cross Blue Shield of Massachusetts
- Head of Content Innovation at Leia Inc.
- Director of Brand Strategy at Interbrand
- Director of Development and Strata-G Internet Group Leader at Strata-G Communications
- Member of: Blockchain Advisory Board at Portland State University and School Committee of Acton-Boxborough Regional School District

Thanks to TECH, you will be able to learn with the best professionals in the world"

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
- Professor at business schools such as IE Business School and IE Human Sciences and Technology
- Degree in Business Administration from IE Business School
- Master's Degree in Business Development from the Autonomous University of Madrid
- IBM Cloud Specialist
- Professional Certification as IBM Cloud Solution Advisor

Professors

Mr. Sánchez Temprado, Alberto

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

Mr. Cameo Gilabert, Carlos

- Founder and Chief Technology Officer of Second World
- Co-founder of Netspot
- Co-founder of Banc
- Chief Technology Officer at Jovid
- Freelance Full Stack Developer
- Industrial Engineer from the Polytechnic University of Madrid
- Master's Degree in Data Science from the Polytechnic University of Madrid

Impact on Your Career

This Postgraduate Diploma will mark a before and after in the professional career of the graduate, since through the extensive knowledge of the Metaverse area and the gaming industry, they will be able to take on, with guaranteed success, any project related to this field and raise it to the top of the sector. Additionally, you will acquire the skills of a confident and committed leader, which will benefit the management of teams and the direction of complex business plans.

You will analyze the main business models in the gaming and e-Sports industry, from Free to Play to Premium, and learn about the most successful alternative proposals so far"

Are you ready to take the leap?
Excellent professional development awaits you

The Postgraduate Diploma in Gaming & E-Sports Industry Businesses in the Metaverse from TECH is an intensive program that prepares you to face challenges and business decisions in the field of management and direction of digital and virtual environments. The main objective is to promote your personal and professional growth. Helping you achieve success.

If you want to improve yourself, make a positive change at a professional level, and network with the best, then this is the place for you.

A program that, in addition to providing you with everything you need to improve your work profile and promote internally in your company, will give you the keys to undertake your own projects with guaranteed success.

The qualitative leap in your professional career will translate into more ambitious and prestigious jobs and a considerable salary increase.

Time of Change

During the program	During the first year	After 2 years
15%	**59%**	**26%**

Type of Change

Internal Promotion **35%**

Change of Company **37%**

Entrepreneurship **28%**
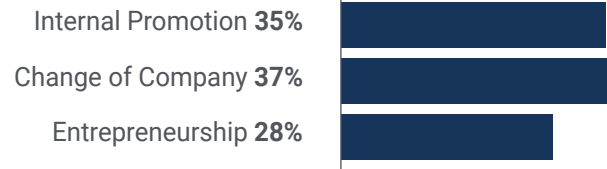
Salary Increase

The completion of this program represents a salary increase of more than **27.32%** for our students.

Salary before	A salary increase of	Salary after
$56,700	**27,32%**	**$72,200**

10 Benefits for Your Company

The benefits that can be acquired by a company with a graduate trained through this Postgraduate Diploma are wide and incalculable: from a unique and specialized set of knowledge in the gaming and e-Sports environment, to financial and investment strategies for a decentralized economy within the Metaverse industry. Therefore, it is a perfect academic option to grow the entity according to the current and future market trend of virtual technology.

"The mastery of leading decentralized financial and investment strategists in the Metaverse will multiply your company's profits in no time"

Developing and retaining talent in companies is the best long-term investment.

01

Growth of talent and intellectual capital

The professional will introduce the company to new concepts, strategies, and perspectives that can bring about significant changes in the organization.

02

Retaining high-potential executives to avoid talent drain

This program strengthens the link between the company and the professional and opens new avenues for professional growth within the company.

03

Building agents of change

You will be able to make decisions in times of uncertainty and crisis, helping the organization overcome obstacles.

04

Increased international expansion possibilities

Thanks to this program, the company will come into contact with the main markets in the world economy.

05

Project Development

The professional can work on a real project or develop new projects in the field of R & D or business development of your company.

06

Increased competitiveness

This program will equip students with the skills to take on new challenges and drive the organization forward.

Certificate

The Postgraduate Diploma in Gaming & E-Sports Industry Businesses in the Metaverse guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma issued by TECH Global University.

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

This private qualification will allow you to obtain a **Postgraduate Diploma in Gaming & E-Sports Industry Businesses in the 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** private qualification 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 Gaming & E-Sports Industry Businesses in the Metaverse**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**

tech global university

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

Postgraduate Diploma in Gaming & E-Sports Industry Businesses in the Metaverse

This is a private qualification of 540 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

Dr. Pedro Navarro Illana
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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
Gaming & E-Sports Industry Businesses in the Metaverse

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

Postgraduate Diploma
Gaming & E-Sports Industry Businesses in the Metaverse

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