



# Postgraduate Diploma Innovation in Creative Industries

» Modality: online» Duration: 6 months

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

» Target Group: Graduates, postgraduates and university graduates who have previously completed any of the degrees in the field of business management, marketing, communication or design

 $We b site: {\color{blue}www.techtitute.com/us/school-of-business/postgraduate-diploma/postgraduate-diploma-innovation-creative-industries}$ 

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## 01 Welcome

This comprehensive TECH academic program focuses on providing professionals with the precise knowledge that will enable them to innovate within the creative industries. To this end, we will study in depth the Future Thinking methodology, which is based on a series of tools that allow us to foresee the changes that will occur in the future in an area, company or unit in order to detect the implications and challenges that can be addressed in the present. This knowledge will enable the student to enter a labor market that is in great need of professionals with in-depth knowledge in the field. All this, in only 6 months of complete, effective education, adapted to the needs of the real world.







### tech 08 | Why Study at TECH?

#### At TECH Technological University



#### Innovation

The university offers an online learning model that combines 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.

100,000+

200+

executives trained each year

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 studies in the academic community"

#### Why Study at TECH? | 09 tech

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 (a postgraduate learning methodology with the highest international rating) with the Case Study. A complex balance between tradition and state-of-the-art, within the context of the most demanding academic itinerary.



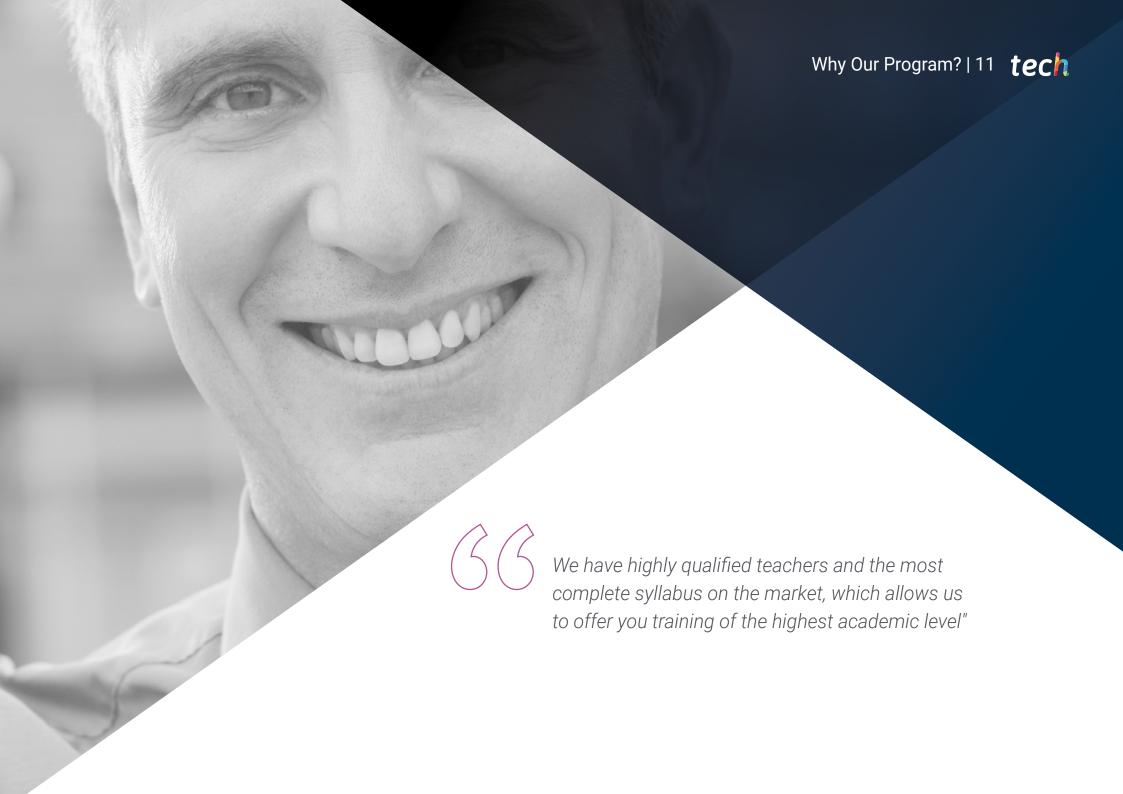
#### **Economy of Scale**

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.



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.



### tech 12 | Why Our Program?

This program will provide students with a multitude of professional and personal advantages, particularly the following:



#### A significant career boost

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 participants achieve positive career development in less than 2 years.



## Develop a strategic and global vision of companies

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

Our global vision of companies will improve your strategic vision.



#### 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.



#### 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.



#### 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.



#### Thoroughly develop business projects

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

20% of our students develop their own business idea.



#### 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.



#### Be part of an exclusive community

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

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





### tech 16 | Objectives

Your goals are our goals.

We work together to help you achieve them.

The Postgraduate Diploma in Innovation in Creative Industries will give you the education to:



Acquire useful knowledge for the education of students, providing them with skills for the development and application of original ideas in their personal and professional work



Know how to solve problems in novel environments and in interdisciplinary contexts in the field of creativity management





Understand how creativity and innovation have become the drivers of the economy



Integrate one's own knowledge with that of others, making informed judgments and reasoning on the basis of the information available in each case



Know how to manage the process of creation and implementation of novel ideas on a given topic



Obtain a progressive and constant update in autonomous learning environments





Acquire specific knowledge for the management of companies and organizations in the new context of the creative industries



Possess the tools to analyze the economic, social and cultural realities in which the creative industries develop and transform today



Acquire the necessary skills to develop and evolve their professional profile in both business and entrepreneurial environments

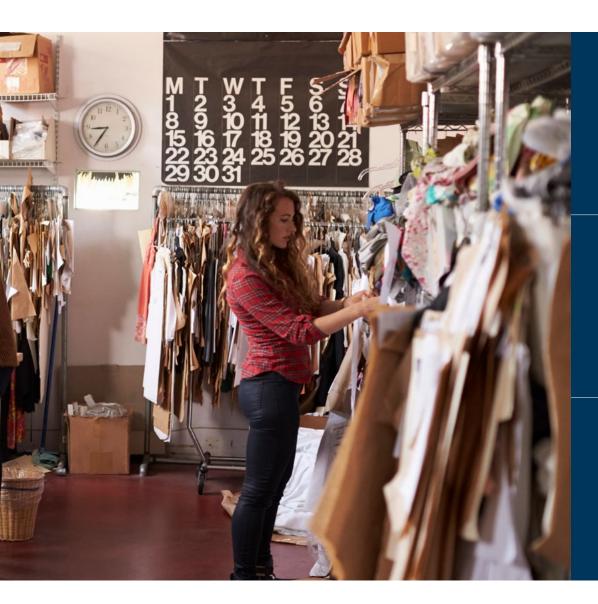


Obtain the necessary knowledge to manage companies and organizations in the new context of the creative industries



Acquire the ability to organize and plan tasks, taking advantage of the available resources to face them in precise time frames







Use new information and communication technologies as tools for training and exchange of experiences in the field of study



Develop communication skills, both written and oral, as well as the ability to make effective professional presentations in daily practice



Acquire market research skills, strategic vision, digital and co-creation methodologies





#### tech 22 | Structure and Content

#### **Syllabus**

This curriculum is designed to provide a thorough and effective review of all the fundamental and necessary aspects of managing innovation in companies in the creative sector. For this purpose, a series of theoretical modules with a practical approach have been designed to lead the professional to success in his profession.

The program will address the Future Thinking methodology, which seeks an increase in business activity through changes in business models, processes, organization, products or marketing to make the business more efficient and achieve a better position in the market.

In this way, and through this
Postgraduate Diploma, the student
obtains mastery of all the units
necessary for the management of
companies and organizations in the new
context of the creative industries.

The program is not only focused on arts management, but aims to provide the tools to analyze the economic, social and cultural realities in which the creative industries develop and transform today.

All this, condensed into an academic program divided into 3 didactic modules taught over 6 months and intended to become a turning point in the student's professional career. In this way, and after completing the Postgraduate Diploma, the student will be able to start working in companies in the creative industry with a higher success rate.

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

Module 1	Futures Thinking: How to Transform Today from Tomorrow?
Module 2	Leadership and Innovation in the Creative Industries
Module 3	Digital Transformation in the Creative Industry



#### Where, When and How is it Taught?

TECH offers the possibility of developing this Postgraduate Diploma in Innovation in Creative Industries completely online. During the 6 months of the program, the student will be able to access all the contents of this program at any time, which will allow the student to selfmanage his or her study time.

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

### tech 24 | Structure and Content

Mod	ule 1. Future Thinking: How to Transfor	rm Toda	ay from Tomorrow?				
1.1.1. 1.1.2.	Methodology Futures Thinking Futures Thinking Benefits of using this Methodology The Role of the "Futurist" in the Creative Enterprise	1.2.1. 1.2.2.	Signs of Change The Sign of Change Identification of the Signs of Change Interpretation of the Signs	1.3.1. 1.3.2.	Types of Futures Journey to the Past The Four Types of Futures Application of the Methodology Futures Thinking in the Workplace	1.4.1. 1.4.2.	Future Forecasting Searching for Drivers How to Create a Forecast for the Future? How to Design a Future Scenario?
1.5.1. 1.5.2.	Mental Stimulation Techniques Past, Future and Empathy Facts vs. Experience Alternative Routes	1.6.1. 1.6.2.	Collaborative Forecasting The Future as a Game Future Wheel The Future from Different Approaches	1.7.1. 1.7.2.	Epic Victories From Discovery to the Innovation Proposal The Epic Victory Fairness in the Game of the Future	1.8.1. 1.8.2.	Preferred Futures The Preferred Future Techniques Working Backwards from the Future
1.9.1. 1.9.2.	From Prediction to Action Images of the Future Artifacts of the Future Roadmap	1.10.1. 1.10.2.	ODS. A Global and Multidisciplinary Vision of the Future ODS Sustainable Development as a Global Goal Human Management in Nature Social Sustainability				
Mod	ule 2. Leadership and Innovation in the	e Creativ	ve Industries				
2.1.1. 2.1.2.	Creativity Applied to Industry Creative Expression Creative Resources Creative Techniques	2.2.1. 2.2.2.	The New Innovative Culture The Context of the Innovation Why does Innovation Fail? Academic Theories	2.3.1. 2.3.2.	Innovation Dimensions and Levers The Plans or Dimensions of Innovation Attitudes for Innovation Intrapreneurship and Technology	2.4.1. 2.4.2.	Constraints and Obstacles to Innovation in the Creative Industry Personal and Group Restrictions Social Constraints and Organizations Industrial and Technological Restrictions
2.5.1. 2.5.2.	<ul> <li>2.5. Closed Innovation and Open Innovation</li> <li>2.5.1. From Closed Innovation to Open Innovation</li> <li>2.5.2. Practical Classes to Implement Open Innovation</li> <li>2.5.3. Experiences of Open Innovation in Companies</li> </ul>		2.6. Innovative Business Models in IICCs 2.6.1. Business Trends in the Creative Economy 2.6.2. Study Cases 2.6.3. Sector Revolution		<ul> <li>2.7. Leading and Managing an Innovation Strategy</li> <li>2.7.1. Boosting Adoption</li> <li>2.7.2. Leading the Process</li> <li>2.7.3. Portfolio Maps</li> </ul>		Financing innovation  CFO: Venture Capital Investor  Dynamic Financing  Response to the Challenges
2.9.1. 2.9.2.	Hybridization: Innovating in the Creative Economy Intersection of Sectors Generation of Disruptive Solutions The Medici Effect	2.10.1. 2.10.2.	New Creative and Innovative Ecosystems Generation of Innovative Environments Creativity as a Lifestyle Ecosystems				

Module 3. Digital Transformation in the Creative Industry								
<b>3.1.</b> 3.1.1. 3.1.2. 3.1.3.	Situation of the Sector and its Comparison	<ul><li>3.2. Forth Industrial Revolution</li><li>3.2.1. Industrial Revolution</li><li>3.2.2. Application</li><li>3.2.3. Impacts</li></ul>	3.3.2.	Digital Enablers for Growth  Operational Effectiveness, Acceleration and Improvement Continuous Digital Transformation Solutions and Services for the Creative Industries	3.4.2.	The Application of Big Data to the Enterprise  Data Value Data in Decision Making Data Driven Company		
<b>3.5.</b> 3.5.1. 3.5.2. 3.5.3.		<ul> <li>3.6. Uses and Applications of Blockchain Technology</li> <li>3.6.1. Blockchain.</li> <li>3.6.2. Value for the IICC Sector</li> <li>3.6.3. Transaction Versatility</li> </ul>		Omnichannel and Transmedia Development Impacts in the Sector Challenge Analysis Evolution	3.8.1. 3.8.2. 3.8.3.	Entrepreneurship Ecosystems The Role of Innovation and Venture Capital The Start-up Ecosystem and the Agents that Comprise it How to Maximize the Relationship between the Creative Agent and the Start-up?		
3.9. 3.9.1. 3.9.2. 3.9.3.	Marketplaces) Service-based (freemium, Premium or Subscription models)	3.10. Methodologies to Promote a Culture of Innovation in the Creative Industries  3.10.1. Blue Ocean Innovation Strategy 3.10.2. Lean Start-up Innovation Strategy 3.10.3. Agile Innovation Strategy						



# 06 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.







## TECH Business School uses the 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.





This program prepares you to face business challenges in uncertain environments and achieve business success.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career.

#### A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch to present executives with challenges and business decisions at the highest level, whether at the national or international level. 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 business reality is taken into account.



You will learn, through collaborative activities and real cases, how to solve complex situations in real business environments"

The case method has been the most widely used learning system among the world's leading business 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 we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They must integrate all their knowledge, research, 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.

Our online system will allow you to organize your time and learning pace, adapting it to your schedule. You will be able to access the contents from any device with an internet connection.

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 online business school is the only one in the world licensed to incorporate 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 | 31 **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. With this methodology we have 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, markets, and financial 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 specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to 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.



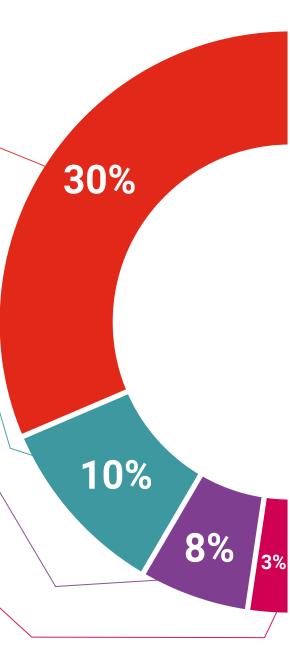
#### **Management Skills Exercises**

They will carry out activities to develop specific executive competencies in each thematic area. Practices and dynamics to acquire and develop the skills and abilities that a high-level manager needs to develop in the context of the globalization we live in.



#### **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.





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 senior management 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.

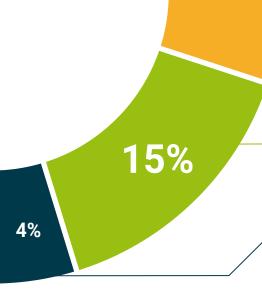


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

#### **Testing & Retesting**

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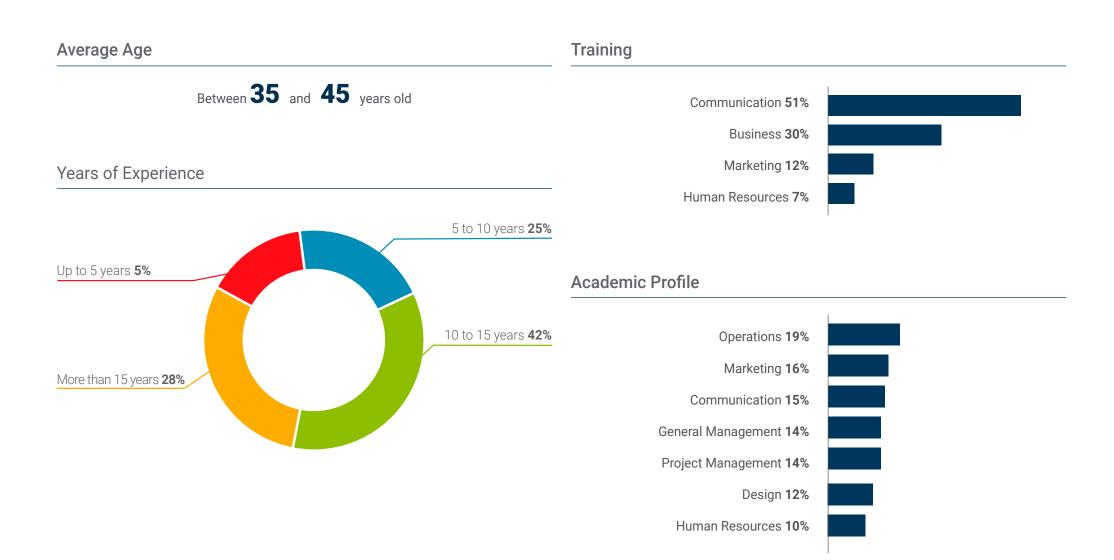
We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



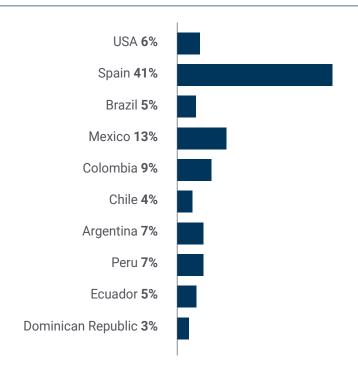
30%







### **Geographical Distribution**





# Ariadna González Suárez

#### **CEO of Textile Company**

"Studying at TECH has been a before and after for my professional career. After 6 years in the same company, after taking this program I have felt that my skills have increased exponentially, and I even got a promotion. I would choose this University again to update my knowledge in the future"





#### **International Guest Director**

S. Mark Young is an internationally renowned expert who has focused his research career on the Entertainment Industry. His results have received numerous awards, including the 2020 Lifetime Achievement Award in Accounting and Management from the American Accounting Association. He has also been honored three times for his contributions to the academic literature in these fields.

One of the most outstanding milestones of his career was the publication of the study "Narcissism and Celebrities", together with Dr. Drew Pinsky. This text compiled direct data on famous personalities from Cinema or Television. In addition, in the article, which would later become a best-selling book, the expert analyzed the narcissistic behaviors of celluloid stars and how these have become normalized in the modern media. At the same time, he addressed the impact of these on contemporary youth.

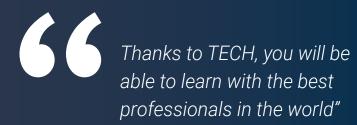
Also throughout his professional life, Young has delved into organization and concentration in the film industry. Specifically, he has investigated models for predicting the box-office success of major motion pictures. He has also contributed to activity-based accounting and the design of control systems. In particular, he is recognized for his influence in the implementation of effective management based on Balanced Scorecard.

Likewise, academic work has also shaped his professional life, and he has been elected to lead the George Bozanic and Holman G. Hurt Research Chair in Sports and Entertainment Business. He has also lectured and participated in study programs related to Accounting, Journalism and Communications. At the same time, his undergraduate and graduate studies have linked him to prestigious American universities such as Pittsburgh and Ohio.



# Dr. Young, S. Mark

- Director of the George Bozanic and Holman G. Hurt Chair in Sports and Entertainment Business
- Official Historian of the University of Southern California Men's Tennis Team
- Academic researcher specializing in the development of predictive models for the motion picture industry
- Co-author of book "Narcissism and Celebrities"
- Ph.D. in Accounting Science from the University of Pittsburgh
- M.S. in Accounting from The Ohio State University
- B.S. in Economics from Oberlin College
- Member of the Center for Excellence in Teaching



## tech 42 | Course Management

#### Management



#### Dr. Velar, Marga

- Corporate Marketing Manager in SGN Group (Nueva York)
- Forefashion Lab Address
- Degree in Audiovisual Communication with a diploma in Fashion Communication and Management from Centro Universitario Villanueva, Universidad Complutense, Madrid
- PhD. in Communication from Universidad Carlos III de Madrid
- MBA in Fashion Business Management by ISEM Fashion Business School
- Professor at Centro Universitario Villanueva, at ISEM Fashion Business School and at the School of Communication of the University of Navarra

#### **Professors**

#### Ms. Arroyo Villoria, Cristina

- Partner and director of projects and entrepreneurship at the creative industries factory
- Strategic planning, business development, communication and marketing strategy
- Bachelor's Degree in Labor Sciences from the University of Valladolid
- Professional Master's Degree in Human Resources Management from the San Pablo CEU Business School
- Professional Master's Degree in Educational Technology by the Bureau Veritas Business School







In a competitive world of work, specialization is the professional's best asset when it comes to making their profile stand out from others.

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

TECH's Postgraduate Diploma in Innovation in Creative Industries is an intensive program that prepares you to face challenges and business decisions in the field of idea, project and job management. Its main objective is to promote the personal and professional growth of students, developing their creativity and helping them to be able to foster the creativity of others. In this way, TECH motivates the professional to be on the road to success.

A first-class program for the student to achieve professional success.

Get the salary improvements you deserve by taking this complete program with TECH.

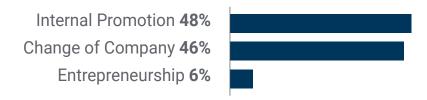
#### When the change occurs

During the program

55%

After 2 years
30%

#### Type of change



## Salary increase

This program represents a salary increase of more than 25% for our students

\$50,500

A salary increase of

**25**%

\$63,242





# tech 50 | Benefits for Your Company

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



### **Intellectual Capital and Talent Growth**

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



# 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.



## **Building agents of change**

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



### Increased international expansion possibilities

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





## **Project Development**

The professional can work on a real project or develop new projects in the creative field of their company.



## Increased competitiveness

This Postgraduate Diploma will equip your professionals with the skills to take on new challenges and thus drive the organization forward.







## tech 54 | Certificate

This **Postgraduate Diploma in Innovation in Creative Industries** contains the most complete and up-to-date educational 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 diploma 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 Innovation in Creative Industries

Official N° of Hours: 450 h.



<sup>\*</sup>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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» Duration: 6 months

» Certificate: TECH Technological University

» Dedication: 16h/week

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