



Postgraduate Diploma Marketing in the Metaverse

» Modality: online» Duration: 6 months

» Certificate: TECH Global University

» Credits: 18 ECTS

» Schedule: at your own pace

» Exams: online

» Target Group: University Graduates, Graduates and Undergraduates who have previously completed any of the programs in the fields of Social and Legal Sciences, Administrative and Business Sciences, as well as technology professionals looking to reinvent their careers in an industry with a bright future

Website: www.techtitute.com/us/school-of-business/postgraduate-diploma/postgraduate-diploma-marketing-metaverse

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01 **Welcome**

The great acceptance that the Metaverse has had since its origin and up to now has attracted the attention of many companies that, far from dedicating their activity to the virtual sector, have seen in it important business opportunities. Large entities such as Gucci Garden, Coca-Cola or Louis Vuitton already have their own platforms where the placement of their brand products is part of the ecosystem experience. This has been made possible thanks to the potential of digital marketing, which, through highly innovative actions, makes virtual reality meet the real world, creating a unique experience for the user. For this reason, TECH has considered it necessary to develop a program through which graduates can immerse themselves in this world and learn in detail the advertising and marketing techniques that are having the best results today. A way to specialize in a booming area in which you will undoubtedly find job success in less time than you expect.









tech 08 | Why Study at TECH?

At TECH Global 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

+200

executives prepared 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 analyses in academia"

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 (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.





tech 12 | Why Our Program?

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



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.



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.



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.



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.



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 fields 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.



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 Global University community.

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





tech 16 | Objectives

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

The **Postgraduate Diploma in Marketing in the Metaverse** will enable the student to:



Establish Web 3.0 as the main component for the creation of a Metaverse



Analyze the different types of digital identity that support a Metaverse



Determine the barriers and potential for VR and AI

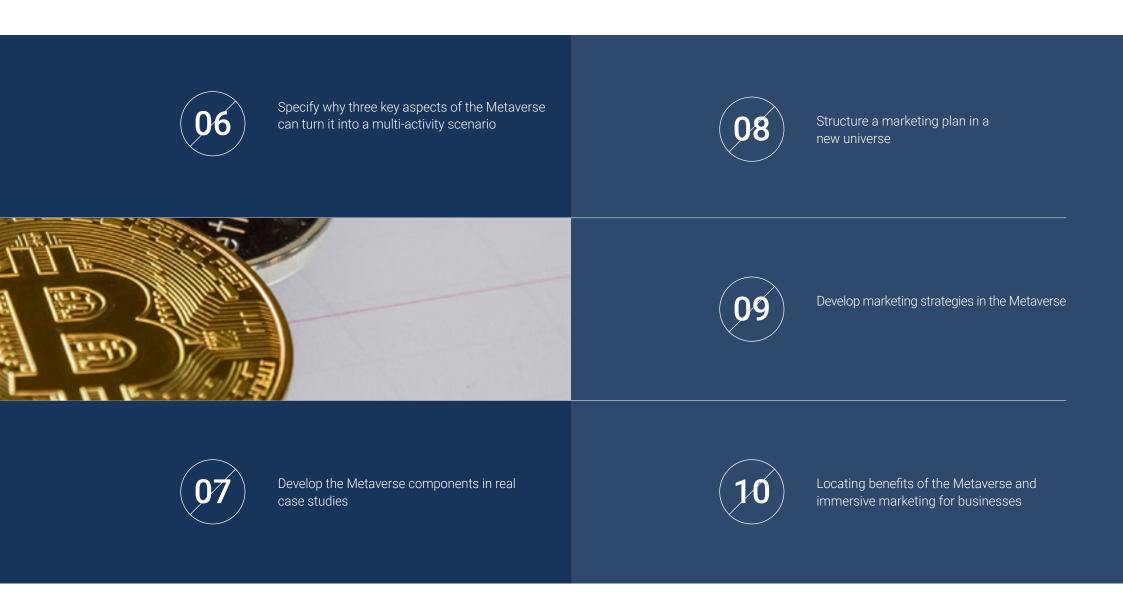




Examine the legislation underlying the Metaverses



Establish the relevance of Avatars as a starting point in a Metaverse





Determine how to exploit the NFT as a bridge to advertising in the Metaverse



Manage multidisciplinary production teams in the Metaverses



Monetize the Metaverse



13

Develop new disruptive capabilities



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



Examine the role of communities in the ecosystem's evolution



Organize the participants of the ecosystem and understand their role



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Further study projects by developing Metaverses together with an ecosystem

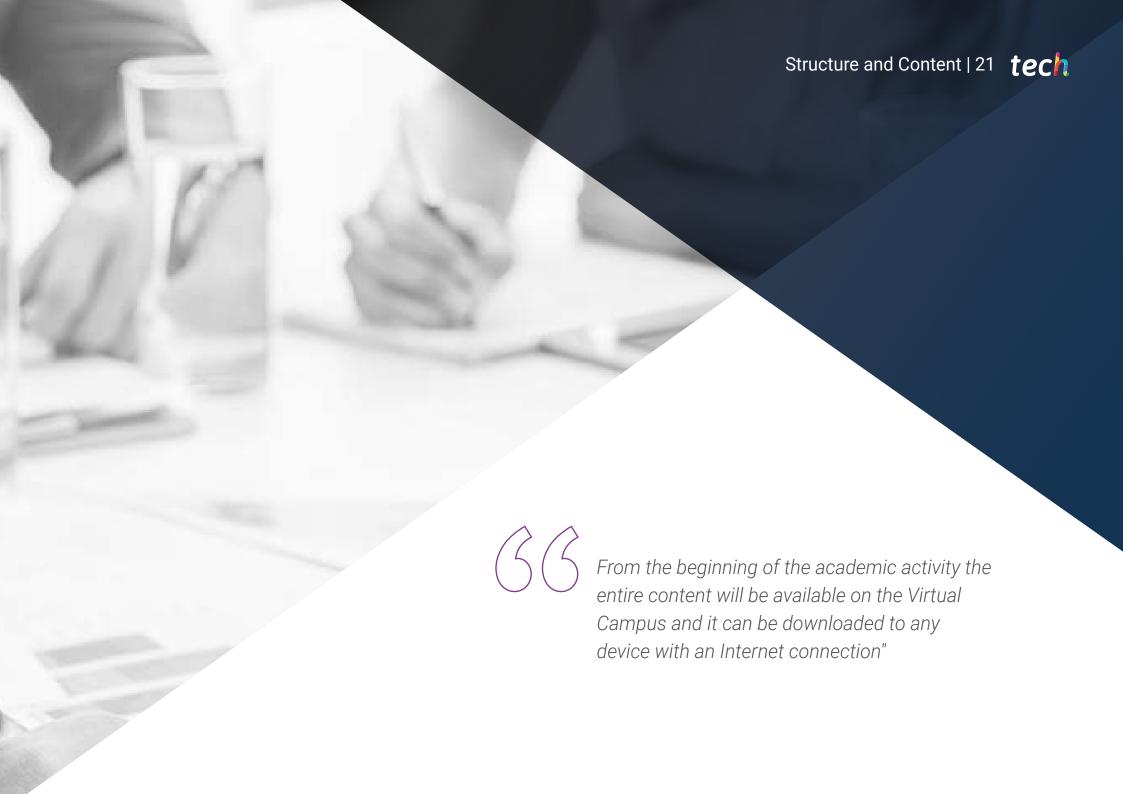


Discuss the new social context of the exponential era



Explore business opportunities enabled by ecosystems





tech 22 | Structure and Content

Syllabus

TECH, in its commitment to offer the best academic experience in the university market, has developed a study plan for this program, not only in accordance with the immediate current situation of the Metaverse industry, but also based on the current demand of the sector. Thanks to this, the graduate who accesses it and passes its requirements will be potentially prepared to face satisfactorily the management of any project related to the marketing area of the virtual environment.

Through 450 hours of extensive training, the student will be able to delve into the different sections of the Metaverse, from its economy to the key aspects of its structure, focusing on the borderless commerce that arises in virtual spaces. They will then delve into the main marketing strategies of this environment and the most effective strategies to increase profitability, awareness and Return on Investment through innovative, modern and highly effective campaigns.

Finally, you will navigate through the different ecosystems and key players in the Metaverse,

with a special focus on planning experiences in line with the demands of the target audience.

But that's not all, since, in addition to acquiring specialized knowledge, the graduate will work with use cases, putting their skills into practice and perfecting their managerial and leadership competencies. In this way, TECH guarantees a multidisciplinary and highly enabling academic experience, which will allow the professional to considerably improve his profile and, therefore, be able to access more ambitious and prestigious jobs within the virtual industry of the Metaverse.

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

Module 1	The Metaverse
Module 2	Marketing in the Metaverse
Module 3	Metaverse Ecosystem and Key Players



Where, When and How is it Taught?

TECH offers the possibility of developing this Postgraduate Diploma in Marketing in the Metaverse in a totally online way. Throughout the 6 months of the educational program, you will be able to access all the contents of this program at any time, allowing you to self-manage your study time.

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

Module 1. The Metaverse 1.1. Metaverse Economy: 1.2. Metaverse & Web 3.0. in the 1.3. Metaverse Advanced 1.4. Corporate Governance: Cryptocurrencies and Non Metaverse International **Cryptocurrency Space** Technologies 1.2.1. Metaverse & Web 3.0. 1.3.1. Augmented Reality and Virtual Reality Fungible Tokens (NFTs) Legislation 1.3.2. Artificial Intelligence 1.2.2. Decentralized Technology 1.1.1. Cryptocurrencies and NFTs. Metaverse 1.4.1. FED Economy Basics 1.2.3. Blockchain. Web 3.0. Basis and Metaverse 1.3.3. loT 1.4.2. Metaverse Legislation 1.1.2. Digital economy 1.4.3. Mining 1.1.3. Interoperability for a Sustainable Economy 1.5. Digital Identity for Individuals, 1.7. Experiences based on Ideals, 1.6. New Sales Channels 1.8. VR, AR, AI and IoT 1.8.1. Advanced Technologies Metaverse Success 1.6.1. Business to Avatar Assets and Businesses Beliefs and Likes 1.6.2. Improve User Experience 1.8.2. Immersive Experience 1.5.1. Online Reputation 1.7.1. Artificial Intelligence as a Driving Force 1.6.3. Single Environment Products, Services and 1.8.3. Technological Analysis. Uses 1.7.2. Personalized Experiences 1.5.2. Protection Content 1.5.3. Digital Identity Impact in the Real World 1.7.3. Power of Mass Manipulation 1.9. Key Aspects of the Metaverse: 1.10. Metaverse Real Estate Presence, Interoperability and 1.10.1. Leverage Methods in the Metaverse 1.10.2. Borderless Trading in Virtual Spaces Standardization 1.10.3. Reduced Physical Space Operation 1.9.1. Interoperability. First Commandment 1.9.2. Metaverse Standardization for Proper Functioning 1.9.3. The Metaverses of the Metaverse

.1.1.	The Metaverse New Advertising Content Consumption Platform The Big Bang. Advertising Origins Serotonin: The Engine that Drives Avatars Immediacy, A New Satisfaction Measure	2.2.2.2.1.2.2.2.2.2.3.	Traffic Redirection to Metaverses: Transition from Funnel to Conversion Atmospheres Advertising as a Molecule Enveloping Digital Ecosystems Metaverse Inhabitants Metaverse Endosphere	2.3.1. 2.3.2. 2.3.3.	Metaverse Conversions: Monetizing Atmospheres Profitability Awareness, Conversion, Retargeting, and Loyalty Shopping: The Fuel of the Metaverse	2.4.1.2.4.2.2.4.3.	Barriers vs. Metaverse Traditional Advertising. Mediums
2.5.2.	The Metaverse Funnel: Three- Dimensional Funnel Contacts Prospectus Customers:	2.6.1. 2.6.2. 2.6.3. 2.6.4.	KPIs in the Metaverse: Measuring the Effect of Your Advertising in an Immersive Space Attention Interest Decision Action Memory	2.7. 2.7.1. 2.7.2. 2.7.3.	Metaverse Advertising Metaverse Digital Sense Development: Tricking the Mind How to Engage Users Through Unseen 3D Experiences New Three-Dimensional Supports	2.8.1.	NFT's: The New Loyalty Clubs Buying Loyalty Showcasing Exclusivity The NFT as a Metaverse Identifier
2.9. 2.9.1. 2.9.2. 2.9.3.	Metaverse Customer Experience Bringing the Product Closer to the Customer Three-Dimensional Environment Limitations: The 6 Senses Controlled Environment Generation	2.10.1 2.10.2	Marketing in the Metaverse Success Stories . Avatars . Economy . Gaming				

Module 3. Metaverse Ecosystem and Key Players									
3.1. 3.1.1. 3.1.2. 3.1.3.	Metaverse Industry Collaboration in Open Ecosystem Development Open Innovation Ecosystems in the Metaverse Industry	3.2.1. 3.2.2. 3.2.3.	Opensource Projects Technological Development Catalysts The Opensource as an Innovation Accelerator OpensourceProject Integration. Complete Overview Open Standards and Technologies as Accelerators		Web 3.0 Communities Community Creation and Development Process Community Contribution to Technological Progress Most Relevant Web 3.0 Communities	3.4.2.	Social Networks and Online Relationships Enabling Technologies for New Ways of Relating to Each Other Physical and Digital Environments for Building Web3 Communities Evolution from Web2 Social Networks to Web3		
3.5. 3.5.1. 3.5.2. 3.5.3.	3	3.6. 3.6.1. 3.6.2. 3.6.3.	Metaverse Content Creators Digital Nomads Organizations, Builders of New Customer Relationship Channels Influencers, streamers or gamers as early adopters	3.7. 3.7.1. 3.7.2. 3.7.3.	Metaverse Experience Providers Reinvented Sales Channels Immersive Experiences Fair and Transparent Customization	3.8.2.	Decentralization and Technological Infrastructure in the Metaverse Distributed and Decentralized Technologies Proof of Work vs. Proof of Stake Key Technological Layers for Metaverse Evolution		
3.9.1. 3.9.2. 3.9.3.	Devices that Enable the Metaverse Experience The Experience Offered by Existing Technological Devices Advanced Technologies in Metaverse	3.10.1 3.10.2	Metaverse Incubators, Accelerators and Investment Vehicles . Metaverse Incubators and Accelerators for Business Development . Metaverse Financing and Investment . "Smart Capital" Attraction						



Delving into the profiles of the main content creators in the Metaverse will help you to include in your business strategy the most specific influencers and streamers according to your market"





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 30 | Methodology

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.

tech 32 | Methodology

Relearning Methodology

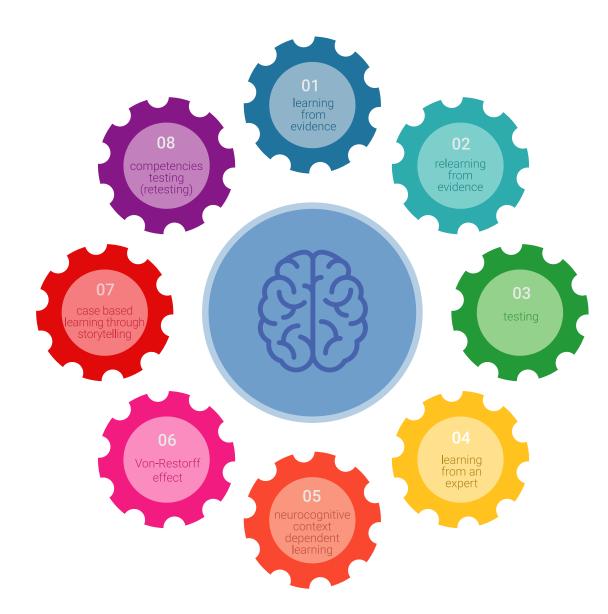
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines different teaching elements in each lesson.

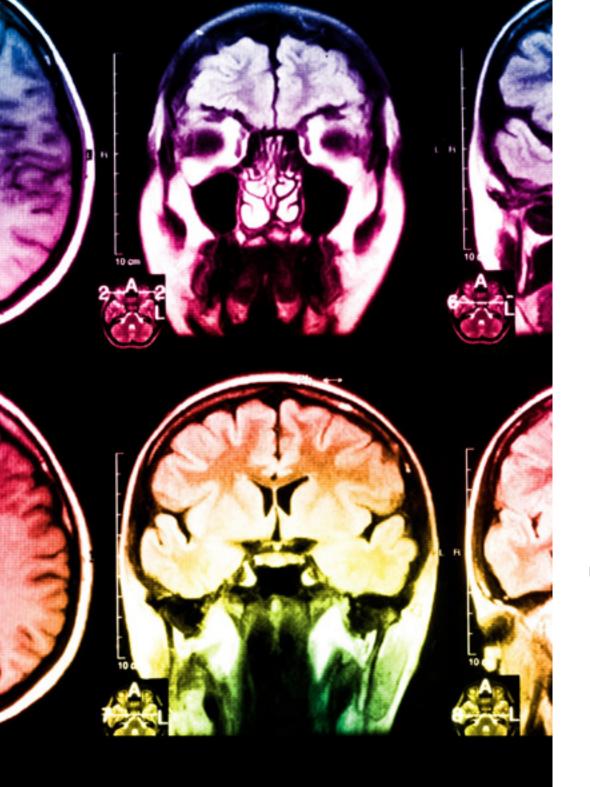
We enhance the Case Study with the best 100% online teaching method: Relearning.

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 | 33 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.



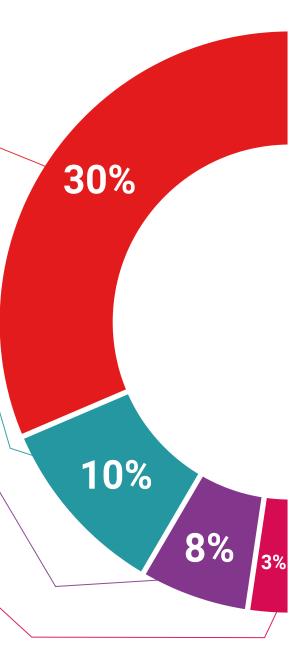
Management Skills Exercises

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.

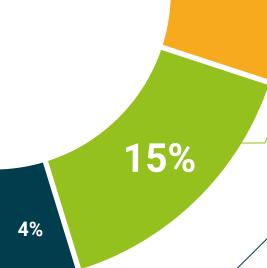


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

Testing & Retesting

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.



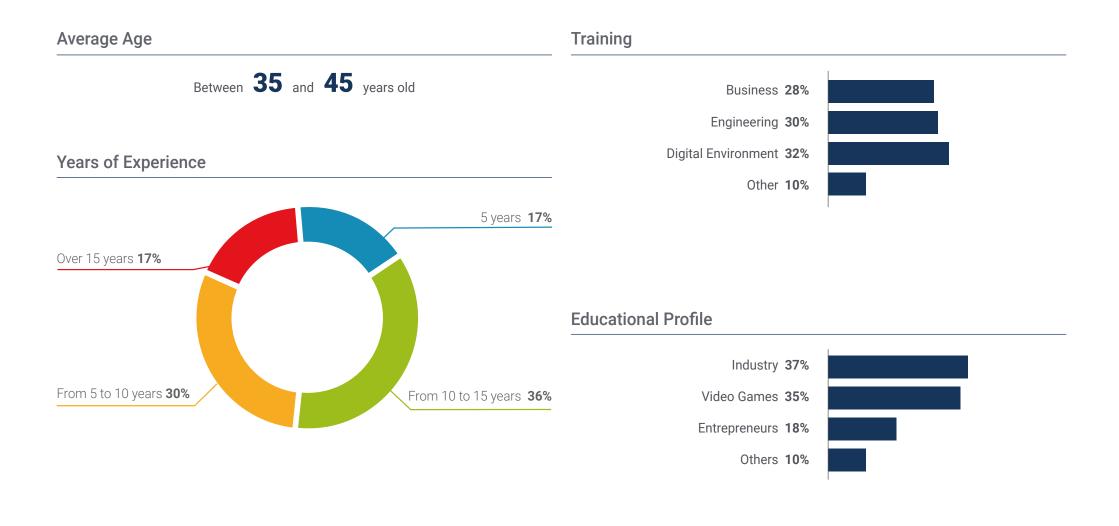


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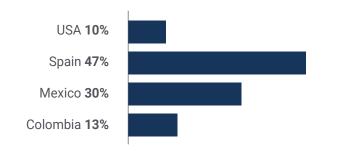




tech 38 | Our Students' Profiles



Geographical Distribution





Ana María Velazco

Chief Marketing Officer

"This Postgraduate Diploma has helped me to analyze the impact of Opensource in the development of the Metaverse ecosystem, as well as to locate its benefits through immersive marketing for companies. Based on this, I have been able to implement the most innovative and effective techniques to my strategies, thanks to which I have potentially progressed in a very short time to reach the position of marketing director in the company where I had worked for years. And all thanks to TECH and this incredible academic experience."





International Guest Director

Andrew Schwartz es un experto en innovación digital y estrategia de marca, especializado en la integración del Metaverso con el desarrollo empresarial y las plataformas digitales. De hecho, sus intereses abarcan, desde la creación de contenido y la gestión de startups, hasta la implementación de estrategias en redes sociales y activación de grandes ideas. Así, a lo largo de su carrera, ha liderado proyectos que han buscado generar resultados concretos y medibles, aprovechando la convergencia entre tecnología y negocios.

Durante su trayectoria profesional, ha trabajado en Nike como Director de Ingeniería de Metaverso, liderando un equipo multidisciplinario de desarrolladores, diseñadores y científicos de datos para explorar el potencial del Metaverso en la evolución de la conectividad digital y física. En este mismo rol, ha desarrollado estrategias para la creación de productos y procesos innovadores, además de herramientas Web3 y gemelos digitales que han redefinido la interacción de los consumidores con la marca. También se ha desempeñado como Director de Experiencias de Momentos Deportivos.

Asimismo, ha colaborado como Asesor Estratégico de Innovación de Tecnología Exponencial en la Al MINDSystems Foundation, donde ha contribuido al desarrollo de tecnologías emergentes y ha publicado artículos sobre el impacto del Metaverso y la Inteligencia Artificial en el futuro de los negocios. Y es que su capacidad para anticipar tendencias, así como su visión estratégica lo han posicionado como un profesional influyente en la transformación digital global.

A nivel internacional, ha sido un referente en la aplicación del Metaverso en la industria del deporte y el comercio, contribuyendo en proyectos que han marcado un antes y un después en la manera de entender la relación entre tecnología y marca. En este sentido, su trabajo ha sido reconocido con numerosos premios y ha consolidado su reputación como un innovador que desafía los límites convencionales.



D. Schwartz, Andrew

- Director de Ingeniería de Metaverso en Nike, Boston, Estados Unidos
- Director de Experiencias de Momentos Deportivos en Nike
- Asesor Estratégico en Innovación de Tecnología Exponencial en la Al MINDSystems Foundation
- Director de Innovación en Intralinks
- Líder de Productos Digitales en Blue Cross Blue Shield of Massachusetts
- Jefe de Innovación de Contenidos en Leia Inc.
- Director de Estrategia de Marca en Interbrand
- Director de Desarrollo y Líder de Strata-G Internet Group en Strata-G Communications
- Miembro de:
 - Consejo Asesor de Blockchain en la Universidad Estatal de Portland
 - Comité Escolar del Distrito Escolar Regional Acton-Boxborough



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

tech 44 | Course Management

Management



Mr. Cavestany Villegas, Íñigo

- Cloud Advisor at IBM Technology
- Co-Founder & Head of Ecosystem Second World
- · Web3 and Gaming Leader. IBM Cloud Specialist at IBM
- Advisor at Netspot OTN, Velca and Poly Cashback
- Graduate in Business Administration from IE Business School
- Master's Degree in Business Development Autonomous University of Madrid
- IBM Cloud Specialist
- Bachelor in Business Administration from IE Business School
- Profession Certification in IBM Cloud Solution Advisor
- American Bachelor. TASIS England
- Teaching experience in numerous business schools such as IE Business School or IE Human Sciences and Technology

Professors

Mr. López-Gasco, Alejandro

- Co-founder of SecondWorld and Head of the Metaverse
- Co-founder of TrueSushi
- Business Development Executive at Amazon
- Graduate in Law and Marketing from the Complutense University of Madrid
- HSK4 Mandarin Chinese by Beijing Language and Culture University
- Master's Degree in M&A and Private Equity from the IEB
- Cross border e-commerce bootcamp from Shanghai Normal University

Mr. Fernández Ansorena, Nacho

- CMO and Co-founder of SecondWorld
- Co-Founder and Digital Strategy Manager at Polar Marketing
- Project Manager at PGS Comunicación
- Cofundador y Development Manager at weGroup Solutions
- Graduate in Business Administration and Management by ESIC







If you are looking for a program that takes you into the world of IoT, artificial intelligence and augmented-virtual reality, this is your lucky day. You have in front of you the best option in the academic market to achieve it.

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

The Postgraduate Diploma in Marketing in the TECH Metaverse 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 perfect program to learn in detail the basics of the Metaverse economy and implement them in your business model to get even more out of it.

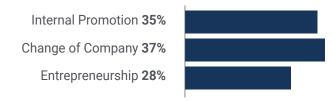
Time of Change

During the program

59%

After 2 years
26%

Type of Change



Salary Increase

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

Salary before

\$56,700

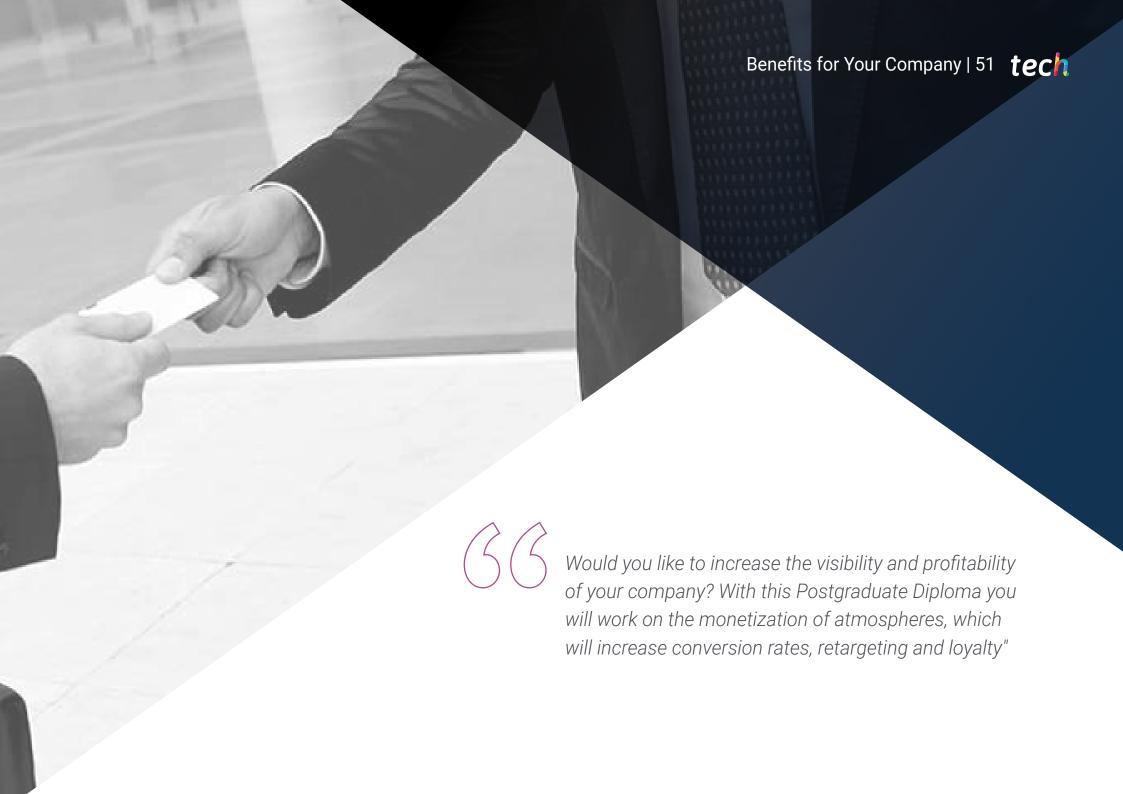
A salary increase of

27,32%

Salary after

\$72,200





tech 52 | Benefits for Your Company

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



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.



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 field of R & D or business development of your company.



Increased competitiveness

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





tech 56 | Certificate

This program will allow you to obtain your **Postgraduate Diploma in Marketing 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** 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 Marketing in the Metaverse

Modality: online

Duration: 6 months

Accreditation: 18 ECTS



has successfully passed and obtained the title of:

Postgraduate Diploma in Marketing in the Metaverse

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.



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