

# Executive Master's Degree Crypto-Gaming and Blockchain Economics

M C G E B



## Executive Master's Degree Crypto-Gaming and Blockchain Economics

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online
- » Target Group: University Graduates and Undergraduates who have previously completed any degree in the field of Social and Legal Sciences, Administrative and Business Sciences, as well as those graduates from the world of Crypto-Gaming and Blockchain Economy interested in the industrial field.

Website: [www.techtute.com/pk/school-of-business/executive-master-degree/master-crypto-gaming-blockchain-economics](http://www.techtute.com/pk/school-of-business/executive-master-degree/master-crypto-gaming-blockchain-economics)

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# 01 Welcome

The integration of cryptocurrencies into the video game industry for use in the purchase of certain items such as skins or seasonal items has fostered new business opportunities in this sector. Therefore, through BlockchainTechnology, gamers can earn profits (either in NFT or virtual currencies) through overcoming missions, while entities can increase their market towards a more targeted audience. For this reason, and given the situation that arises in this environment, TECH has developed a complete program focused on the development of DeFi and gamified economies, as a perfect option for all those professionals seeking to achieve business success in this sector. In this way, through a 100% online training they will be able to obtain specialized knowledge to lead, with guaranteed success, any project related to the Crypto-Gaming environment in the different current digital platforms.



**Crypto-Gaming and Blockchain Economics.**  
**TECH Technological University**



“

*A program designed for professionals looking to reach the highest level in the Crypto-Gaming environment through a 100% online program"*

02

# 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 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 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+**  
executives trained 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.





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



### Analysis

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



### Academic Excellence

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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

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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 groundbreaking price**. This way, TECH ensures that studying is not as expensive for students as it would be at another university.



### Learn with the best

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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"*

03

# 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 training of the highest academic level"*

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

**01**

### 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.*

**02**

### 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.*

**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**

### 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 areas 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

### 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.*

# 04 Objectives

The recent growth of the Crypto environment and its intimate relationship with the video game sector has opened up a significant market opportunity for many entities. Therefore, the purpose of this program is precisely to provide the businessman with the most extensive and innovative information that will allow him to know this area in detail and to successfully develop an action plan based on the most ambitious, effective and efficient DeFi and NFT strategies. In this way, you will be able to achieve any goal you set for yourself through specialized planning of your Blockchain Economy in the digital realm.



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*A Executive Master's Degree designed for you to achieve success and exceed even your most ambitious goals through the extensive knowledge of the Blockchain Economy applied to the gaming environment"*

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

The Executive Master's Degree in Crypto-Gaming and Blockchain Economics enables students to:

01

Identify systematically and in the depth of its parts the functioning of Blockchain technology, developing how its advantages and disadvantages are linked to the way its architecture functions

04

Establish the fundamental characteristics of non-fungible tokens , their operation and deployment from their emergence to the present day

02

Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been taken

03

Analyze the main features of decentralized finance in the context of the Blockchain economy

05

Understand the linkage of NFTs to Blockchain and examine strategies for generating and extracting value from non-fungible Tokens





06

Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects

08

Determine the advantages of Blockchain in entrepreneurship projects

09

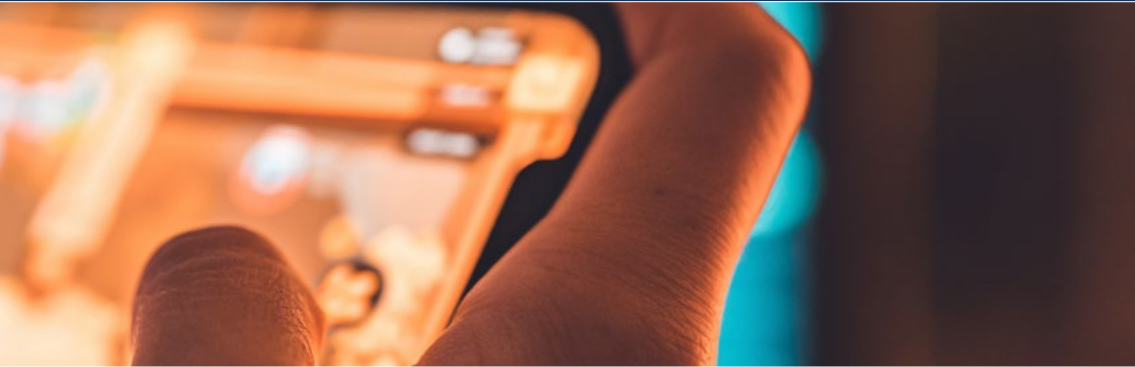
Select types of ad hoc networks with the proposed objectives when planning a gamified economy project

07

Identify the components of Blockchain Technology

10

Choosing and managing a wallet



11

Acquire the necessary knowledge to make use of DeFi-based projects

14

Describe how decentralized markets constitute applications framed in the DeFi

12

Identify the advantages that decentralized finance offers to the gamified economy



13

Identify the different levels of risk that can be assumed in the use of DeFi

15

Identify the layers relevant to the gamified economy sector

16

Mining New NFTs

18

Generate innovation strategies based on NFT technology



19

Discriminate the cryptocurrencies that are most suitable for future ventures

17

Determine the properties of NFT

20

Perform behavioral estimates of cryptocurrencies

# 05 Skills

TECH designs each of its academic experiences always thinking about the maximum benefit for its graduates. Therefore, in addition to acquiring highly specialized knowledge about the Crypto-Gaming environment and the Blockchain Economy, students will work intensively on improving their professional skills, acquiring those necessary to become a top-level manager through the mastery of DeFi, NFT and Smart Contracts among other applications and IT services.



A grayscale photograph of a hand pointing at a document. The document features a bar chart with three bars of increasing height and a pie chart. The text 'profit trend' is visible on the document. The image is partially obscured by a dark blue diagonal overlay.

“

*The extensive handling of tools such as Tron, Ripple or Ethereum, among other networks, that you will acquire with this program will allow you to stand out for your very high degree of specialization"*

01

Understand the revolutionary nature of Blockchain and to plan entrepreneurial objectives according to how it works

02

Identify the potential and advantages of the DeFi model for future ventures and the main differences with other economic models

03

Analyze the relationship and ways of implementing non-fungible tokens with gamified economies

04

Understand the functioning and constitution of the Metaverse

05

Plan ways of integrating external Blockchain platforms to our gamification project



06

Assess risk levels in DeFi projects

08

Learn about the different ways of building a decentralized virtual space and to analyze the economic opportunities related to this commercial phenomenon

09

Establish the differences between Bitcoin and Altcoins

07

DeFi lending and trading strategies

10

Diagnose the degree of usefulness of external platforms in a given Blockchaingamification project



11

Differentiate the level of impact of the various variables in gamified economies

12

Identify the types of assets in the creation of a gamified economy







13

Establish economies based on gamified economic variables and generate long-term sustainable economies

14

Analyze the possibilities of success of an economic system based on the study of its internal economy

06

# Structure and Content

For the design of the content of this Executive Master's Degree in Crypto-Gaming and Blockchain Economics, TECH has taken into account the criteria of the teaching team, which, being composed of professionals specialized in this field, know in detail the aspects that the graduate must master to succeed in it. Therefore, it has been possible to shape the 1,500 hours of the best theoretical, practical and additional material to which the student will have access 100% online.



“

*In the Virtual Campus you will find the best theoretical, practical and additional material to deepen in a personalized way in the different sections of the syllabus of this Executive Master's Degree"*

## Syllabus

For the development of this Executive Master's Degree Syllabus in Crypto-Gaming and Blockchain Economics, TECH together with its team of experts, has selected the most comprehensive and innovative information in the sector, taking as a reference the current trends related to video games focused on the use of this technology or that include it as an additional element.

It is an academic experience designed to guide the graduate in their specialization, as well as in the acquisition of the necessary knowledge to assume the leadership of any project related to NFT, DeFi, cryptocurrencies or blockchain in the field of video games.

Through the 1,500 hours of material included, you will be able to delve into aspects such as gamified economic systems, the different tools that currently exist to achieve profitability in this type of planning and the Metaverse as a business opportunity in the entertainment sector.

Additionally, by solving complex situations, you will be able to perfect your skills as you progress through the 10 modules included in this program. Therefore, in just 12 months of 100% online training you will have managed to raise your professional quality to the maximum, something that will undoubtedly open many doors in a growing labor market such as Crypto-Gaming.

This Executive Master's Degree takes place over 12 months and is divided into 10 modules:

<b>Module 1</b>	Blockchain
<b>Module 2</b>	DeFi
<b>Module 3</b>	NFT
<b>Module 4</b>	Cryptocurrency Analysis
<b>Module 5</b>	Networks
<b>Module 6</b>	Metaverse
<b>Module 7</b>	External Platforms
<b>Module 8</b>	Analysis of Variables in Gamified Economies
<b>Module 9</b>	Gamified Economic Systems
<b>Module 10</b>	Blockchain Video Game Analysis



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

TECH offers the possibility of studying this Executive Master's Degree in Crypto-Gaming and Blockchain Economics fully online. Throughout the 12 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. Blockchain

### 1.1. Blockchain

- 1.1.1. *Blockchain*
- 1.1.2. The New Blockchain Economy
- 1.1.3. Decentralization as the Foundation of the Blockchain Economy

### 1.2. Blockchain Technology

- 1.2.1. Bitcoin Blockchain
- 1.2.2. Validation Process, Computational Power
- 1.2.3. Hash

### 1.3. Types of Blockchain

- 1.3.1. Public Chain
- 1.3.2. Private Chain
- 1.3.3. Hybrid or Federated Chain

### 1.4. Types of Networks

- 1.4.1. Centralized Network
- 1.4.2. Distributed Network
- 1.4.3. Decentralized Network

### 1.5. Smart Contracts

- 1.5.1. *Smart Contracts*
- 1.5.2. Process of Generating a *Smart Contract*
- 1.5.3. Examples and Applications of *Smart Contract*

### 1.6. Wallets

- 1.6.1. *Wallets*
- 1.6.2. Usefulness and Importance of a Wallet
- 1.6.3. Hot & Cold Wallet

### 1.7. Blockchain Economy

- 1.7.1. Advantages of the *Blockchain* Economy
- 1.7.2. Risk Level
- 1.7.3. Gas Fee

### 1.8. Security/Safety

- 1.8.1. Revolution in Security Systems
- 1.8.2. Absolute Transparency
- 1.8.3. Attacks to the *Blockchain*

### 1.9. Tokenization

- 1.9.1. Tokens
- 1.9.2. Tokenization
- 1.9.3. Tokenized Models

### 1.10. Legal Aspects

- 1.10.1. How Architecture Affects Regulatory Capacity
- 1.10.2. Jurisprudence
- 1.10.3. Current Legislation on *Blockchain*

## Module 2. DeFi

### 2.1. DeFi

- 2.1.1. DeFi
- 2.1.2. Origin
- 2.1.3. Criticism

### 2.2. Market Decentralization

- 2.2.1. Economic Advantages
- 2.2.2. Creation of Financial Products
- 2.2.3. Loans of DeFi

### 2.3. Components DeFi

- 2.3.1. Layer 0
- 2.3.2. Software Protocol Layer
- 2.3.3. Application Layer and Aggregation Layer

### 2.4. Decentralized Exchanges

- 2.4.1. Exchange of *Tokens*
- 2.4.2. Adding Liquidity
- 2.4.3. Eliminating Liquidity

### 2.5. DeFi Markets

- 2.5.1. MarketDAO
- 2.5.2. Argus Prediction Market
- 2.5.3. Ampleforth

### 2.6. Keys

- 2.6.1. *Yield Farming*
- 2.6.2. Liquidity Mining
- 2.6.3. Componibility

### 2.7. Differences with Other Systems

- 2.7.1. Traditional
- 2.7.2. Fintech
- 2.7.3. Comparison

### 2.8. Risk to Consider

- 2.8.1. Incomplete Decentralization
- 2.8.2. Security/Safety
- 2.8.3. Usage Errors

### 2.9. DeFi Applications

- 2.9.1. Loans
- 2.9.2. *Trading*
- 2.9.3. Derivatives

### 2.10. Projects Under Development

- 2.10.1. AAVE
- 2.10.2. DydX
- 2.10.3. *Money on Chain*

**Module 3. NFT**
**3.1. NFT**

- 3.1.1. NFTs
- 3.1.2. NFT Linkage and *Blockchain*
- 3.1.3. Creation of NFT

**3.2. Creating an NFT**

- 3.2.1. Design and Content
- 3.2.2. Generation
- 3.2.3. *Metadata and Freeze Metada*

**3.3. NFT Sales Options in Gamified Economies**

- 3.3.1. Direct Sales
- 3.3.2. Auction
- 3.3.3. *Whitelist*

**3.4. NFT Market Research**

- 3.4.1. Opensea
- 3.4.2. *Immutable Marketplace*
- 3.4.3. Gemini

**3.5. NFT Monetization Strategies in Gamified Economies**

- 3.5.1. Value in Use
- 3.5.2. Aesthetic Value
- 3.5.3. Actual Value

**3.6. NFT Monetization Strategies in Gamified Economies: Mining**

- 3.6.1. NFT Mined
- 3.6.2. *Merge*
- 3.6.3. *Burn*

**3.7. NFT Monetization Strategies in Gamified Economies: Consumables**

- 3.7.1. NFT Consumable
- 3.7.2. NFT Envelopes
- 3.7.3. Quality of NFT

**3.8. Analysis of Gamified Systems Based on NFT**

- 3.8.1. Alien Worlds
- 3.8.2. Gods Unchained
- 3.8.3. R-Planet

**3.9. NFT as an Investment and Labor Incentive**

- 3.9.1. Investment Participation Privileges
- 3.9.2. Collections Linked to Specific Dissemination Work
- 3.9.3. Sum of Forces

**3.10. Areas of Innovation in Development**

- 3.10.1. Music at NFT
- 3.10.2. NFT Video
- 3.10.3. NFT Books

**Module 4. Cryptocurrency Analysis**
**4.1. Bitcoin**

- 4.1.1. Bitcoins
- 4.1.2. Bitcoin as a Market Indicator
- 4.1.3. Advantages and Disadvantages for Gamified Economies

**4.2. Altcoins**

- 4.2.1. Main Characteristics and Differences with Respect to Bitcoin
- 4.2.2. Market Impact
- 4.2.3. Analysis of Binding Projects

**4.3. Ethereum**

- 4.3.1. Main Features and Operation
- 4.3.2. Hosted Projects and Market Impact
- 4.3.3. Advantages and Disadvantages for Gamified Economies

**4.4. Binance Coin**

- 4.4.1. Main Features and Operation
- 4.4.2. Hosted Projects and Market Impact
- 4.4.3. Advantages and Disadvantages for Gamified Economies

**4.5. Stablecoins**

- 4.5.1. Features
- 4.5.2. Projects in Operation as of *Stablecoins*
- 4.5.3. Uses of *Stablecoins* in Gamified Economies

**4.6. Main Stablecoins**

- 4.6.1. USDT
- 4.6.2. USDC
- 4.6.3. BUSD

**4.7. Trading**

- 4.7.1. *Trading* in Gamified Economies
- 4.7.2. Balanced Portfolio
- 4.7.3. Unbalanced Portfolio

**4.8. Trading: DCA**

- 4.8.1. DCA
- 4.8.2. Positional *Trading*
- 4.8.3. *Daytrading*

**4.9. Risk**

- 4.9.1. Price Formation
- 4.9.2. Liquidity
- 4.9.3. Global Economy

**4.10. Legal Aspects**

- 4.10.1. Mining Regulation
- 4.10.2. Consumer Rights
- 4.10.3. Warranty and Security

## Module 5. Networks

### 5.1. The revolution of the *Smart Contract*

- 5.1.1. The Birth of the *Smart Contract*
- 5.1.2. Application Hosting
- 5.1.3. Security in IT Processes

### 5.2. Metamask

- 5.2.1. Aspects
- 5.2.2. Impact on Accessibility
- 5.2.3. Asset Management at Metamask

### 5.3. Tron

- 5.3.1. Aspects
- 5.3.2. Hosted Applications
- 5.3.3. Disadvantages and Benefits

### 5.4. Ripple

- 5.4.1. Aspects
- 5.4.2. Hosted Applications
- 5.4.3. Disadvantages and Benefits

### 5.5. Ethereum

- 5.5.1. Aspects
- 5.5.2. Hosted Applications
- 5.5.3. Disadvantages and Benefits

### 5.6. Polygon MATIC

- 5.6.1. Aspects
- 5.6.2. Hosted Applications
- 5.6.3. Disadvantages and Benefits

### 5.7. Wax

- 5.7.1. Aspects
- 5.7.2. Hosted Applications
- 5.7.3. Disadvantages and Benefits

### 5.8. ADA Cardano

- 5.8.1. Aspects
- 5.8.2. Hosted Applications
- 5.8.3. Disadvantages and Benefits

### 5.9. Solana

- 5.9.1. Aspects
- 5.9.2. Hosted Applications
- 5.9.3. Disadvantages and Benefits

### 5.10. Projects and Migrations

- 5.10.1. Networks Suitable for the Project
- 5.10.2. Migration
- 5.10.3. *Crosschain*

## Module 6. Metaverse

### 6.1. Metaverse

- 6.1.1. Metaverse
- 6.1.2. Impact on the World Economy
- 6.1.3. Impact on the Development of Gamified Economies

### 6.2. Forms of Accessibility

- 6.2.1. VR
- 6.2.2. Computers
- 6.2.3. Mobile Devices

### 6.3. Metaverse Types

- 6.3.1. Traditional Metaverse
- 6.3.2. Centralized *Blockchain* Metaverse
- 6.3.3. Decentralization *Blockchain* Metaverse

### 6.4. Metaverso as a Workspace

- 6.4.1. Idea of the Work within the Metaverse
- 6.4.2. Creation of Services within the Metaverse
- 6.4.3. Critical Points to Consider in Job Generation

### 6.5. Metaverso as a Space for Socialization

- 6.5.1. User Interaction Systems
- 6.5.2. Mechanics of Socialization
- 6.5.3. Forms of Monetization

### 6.6. Metaverso as an Entertainment Space

- 6.6.1. Training Spaces in the Metaverse
- 6.6.2. Forms of Training Space Management
- 6.6.3. Categories of Training Spaces in the Metaverse

### 6.7. System for Purchase and Lease of Spaces in the Metaverse

- 6.7.1. *Lands*
- 6.7.2. Auctions
- 6.7.3. Direct Sales

### 6.8. *Second Life*

- 6.8.1. *Second Life* as a Pioneer in the Metaverse Industry
- 6.8.2. Game Mechanics
- 6.8.3. Profitability Strategies Employed

### 6.9. *Decentraland*

- 6.9.1. *Decentraland* as the Most Profitable Metaverse on Record
- 6.9.2. Game Mechanics
- 6.9.3. Profitability Strategies Employed

### 6.10. Goals

- 6.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
- 6.10.2. Market Impact
- 6.10.3. Project Details



**Module 7. External Platforms**
**7.1. DEX**

- 7.1.1. Features
- 7.1.2. Utilities
- 7.1.3. Implementation in Gamified Economies

**7.2. Swaps**

- 7.2.1. Features
- 7.2.2. Main Swaps
- 7.2.3. Implementation in Gamified Economies

**7.3. Oracles**

- 7.3.1. Features
- 7.3.2. Main Swaps
- 7.3.3. Implementation in Gamified Economies

**7.4. Staking**

- 7.4.1. Liquidity Pool
- 7.4.2. Staking
- 7.4.3. Farming

**7.5. Development Tools *Blockchain***

- 7.5.1. Geth
- 7.5.2. Mist
- 7.5.3. Truffle

**7.6. Development Tools *Blockchain*: Embark**

- 7.6.1. Embark
- 7.6.2. Ganache
- 7.6.3. Blockchain Testnet

**7.7. Marketing Studies**

- 7.7.1. DefiPulse
- 7.7.2. Skew
- 7.7.3. Trading View

**7.8. Tracking**

- 7.8.1. CoinTracking
- 7.8.2. CryptoCompare
- 7.8.3. Blackfolio

**7.9. Tradings Bots**

- 7.9.1. Aspects
- 7.9.2. SFOX Trading Algorithms
- 7.9.3. AlgoTrader

**7.10. Mining Tools**

- 7.10.1. Aspects
- 7.10.2. NiceHash
- 7.10.3. What to Mine

**Module 8. Analysis of Variables in Gamified Economies**
**8.1. Gamified Economic Variables**

- 8.1.1. Advantages of Fragmentation
- 8.1.2. Similarities with the Real Economy
- 8.1.3. Division Criteria

**8.2. Search**

- 8.2.1. Individual
- 8.2.2. By Group
- 8.2.3. Global

**8.3. Resources**

- 8.3.1. By Game-design
- 8.3.2. Tangibles
- 8.3.3. Intangibles

**8.4. Entities**

- 8.4.1. Players
- 8.4.2. Single Resource Entities
- 8.4.3. Multiple Resource Entities

**8.5. Sources**

- 8.5.1. Generation Conditions
- 8.5.2. Localisation
- 8.5.3. Production Ratio

**8.6. Exits**

- 8.6.1. Consumables
- 8.6.2. Maintenance Costs
- 8.6.3. Time Out

**8.7. Converters**

- 8.7.1. NPC
- 8.7.2. Manufactura
- 8.7.3. Special Circumstances

**8.8. Exchange**

- 8.8.1. Public Markets
- 8.8.2. Private Stores
- 8.8.3. External Markets

**8.9. Experience**

- 8.9.1. Acquisition Mechanics
- 8.9.2. Apply Experience Mechanics to Economic Variables
- 8.9.3. Penalties and Experience Limits

**8.10. Deadlocks**

- 8.10.1. Resource Cycle
- 8.10.2. Linking Economy Variables with Deadlocks
- 8.10.3. Applying Deadlocks to Game Mechanics

**Module 9. Gamified Economic Systems**

**9.1. Systems Free to Play**

- 9.1.1. Characterization of *Free to Play* economies and main monetization points
- 9.1.2. Architectures in *Free to Play* Economies
- 9.1.3. Economical Design

**9.2. Freemium Systems**

- 9.2.1. Characterization of *Freemium* Economies and Main Monetization Points
- 9.2.2. *Play to Earn* Economy Architectures
- 9.2.3. Economical Design

**9.3. Pay to Play Systems**

- 9.3.1. Characterization of *Pay to Play* Economies and Main Monetization Points
- 9.3.2. Architectures in *Free to Play* Economies
- 9.3.3. Economical Design

**9.4. PvP-Based Systems**

- 9.4.1. Characterization of Economies Based on *Pay to Play* and Main Monetization Points
- 9.4.2. Architecture in PvP Economies
- 9.4.3. Economic Design Workshop

**9.5. Seasons System**

- 9.5.1. Characterization of *Seasons* -Based Economies and Main Points of Profitability
- 9.5.2. Architecture in *Season* Economies
- 9.5.3. Economical Design

**9.6. Economic Systems in Sandbox or Mmorpg**

- 9.6.1. Characterization of *Sandbox*-Based Economies and Main Cost-Effectiveness Points
- 9.6.2. Architecture in *Sandbox* Economies
- 9.6.3. Economical Design

**9.7. Trading Card Game System**

- 9.7.1. Characterization of *Trading Card Game*-Based Economies and Main Cost-Effectiveness Points
- 9.7.2. Architecture in *Trading Card Game* Economies
- 9.7.3. Economic Design Workshop

**9.8. PvE Systems**

- 9.8.1. Characterization of PvE-Based Economies and Main Cost-Effectiveness Points
- 9.8.2. Architecture in PvE Economies
- 9.8.3. Economic Design Workshop

**9.9. Betting Systems**

- 9.9.1. Characterization of Bet-Based Economies and Main Monetization Points
- 9.9.2. Architecture in Betting Economies
- 9.9.3. Economical Design

**9.10. Systems Dependent on External Economies**

- 9.10.1. Characterization of Dependent Economies and Main Monetization Points
- 9.10.2. Architecture in Dependent Economies
- 9.10.3. Economical Design

**Module 10. Blockchain videogame Analysis**

**10.1. Star Atlas**

- 10.1.1. Game Mechanics
- 10.1.2. Economic System
- 10.1.3. Usability

**10.2. Anillo Exterior**

- 10.2.1. Game Mechanics
- 10.2.2. Economic System
- 10.2.3. Usability

**10.3. Axie Infinity**

- 10.3.1. Game Mechanics
- 10.3.2. Economic System
- 10.3.3. Usability

**10.4. Splinterlands**

- 10.4.1. Game Mechanics
- 10.4.2. Economic System
- 10.4.3. Usability

**10.5. R-Planet**

- 10.5.1. Game Mechanics
- 10.5.2. Economic System
- 10.5.3. Usability

**10.6. Ember Sword**

- 10.6.1. Game Mechanics
- 10.6.2. Economic System
- 10.6.3. Usability

**10.7. Big Time**

- 10.7.1. Game Mechanics
- 10.7.2. Economic System
- 10.7.3. Usability

**10.8. Gods Unchained**

- 10.8.1. Game Mechanics
- 10.8.2. Economic System
- 10.8.3. Usability

**10.9. Illuvium**

- 10.9.1. Game Mechanics
- 10.9.2. Economic System
- 10.9.3. Usability

**10.10. Upland**

- 10.10.1. Game Mechanics
- 10.10.2. Economic System
- 10.10.3. Usability



“

*This program will give you the keys to create successful projects like Axie Infinity and lead the P2E cryptocurrency industry"*

07

# Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





“

*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*

## 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.

“

*At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”*



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



## 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.

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

## 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.





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.





### Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best 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.



08

# Our Students' Profiles

The Executive Master's Degree is aimed at Graduates who have previously completed any of the following degrees in the field of Social and Legal Sciences, Administration and Economics.

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 area and two years of work experience in the field of Crypto-Gaming and Blockchain Economy may also take this Executive Master's Degree.





“

*A dynamic academic experience adapted to multiple professional profiles, but designed with a single objective: that all of them can achieve success in the Crypto environment with the program"*

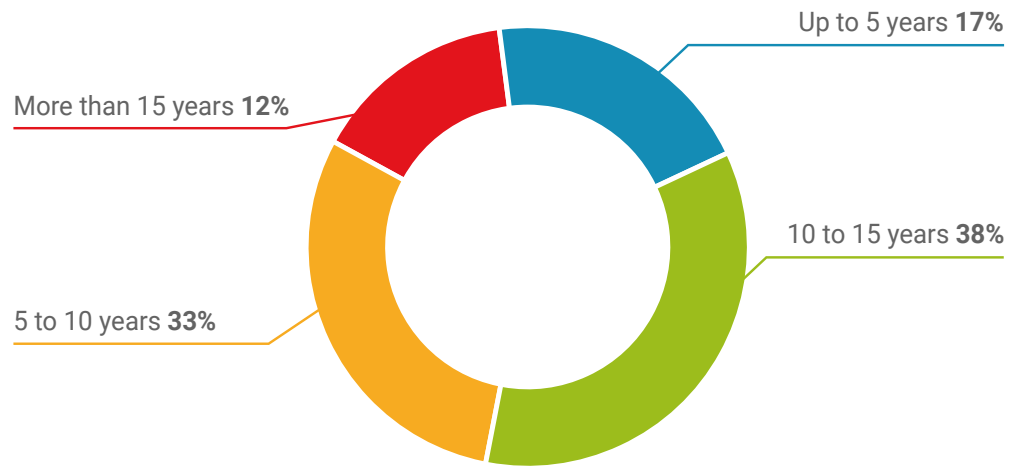
### Average Age

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

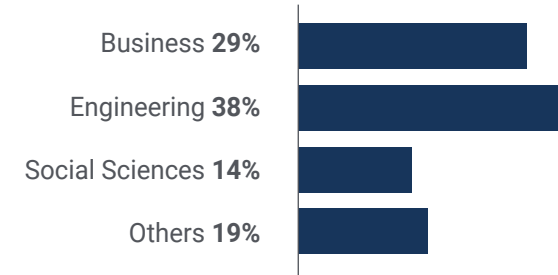
### Years of Experience

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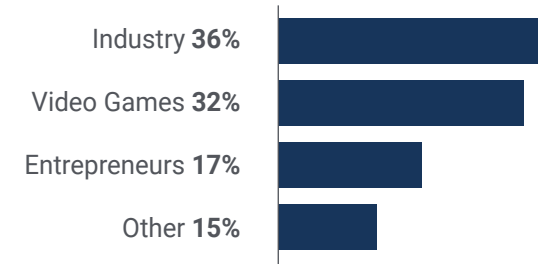
### Training

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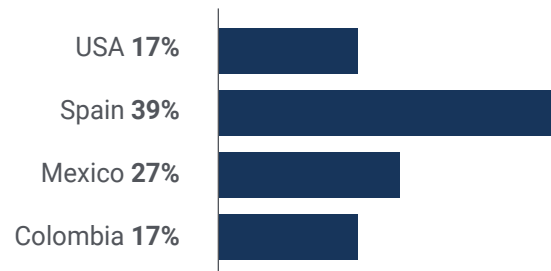
### Educational Profile

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## Geographical Distribution

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## Rodrigo González

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CEO in *Crypto-Gaming*

*"I decided to undertake the course of this Executive Master's Degree when the Crypto environment started to take off. I have always loved video games and I considered it an unparalleled opportunity to develop my own project. Thanks to everything I found in this program I was able to fulfill my dream of achieving business success through the launch of a gamified strategy based on the Blockchain Economy and NFT. Undoubtedly, an experience that I recommend and that I would repeat if in the future I consider that I want to dedicate my professional career to another field"*

09

# Course Management

TECH always prioritizes the design of the best teaching staff for each of its degrees. Therefore, this Executive Master's Degree has included the best professionals in the Crypto-Gamingfield, versed in the Blockchain Economy and in the management of the main computer networks that exist today. As a specialized faculty in this sector, they know in detail the strategies that have had the best results to date, something they will share with the graduates so that they can develop business planning based on industry trends and the most effective and efficient techniques.





A black and white photograph showing three students (two men and one woman) looking intently at a laptop screen. The image is partially obscured by a dark blue diagonal shape on the right side of the page.

“

*You will have the support of a teaching team of the highest level throughout the academic experience, which, in addition, will be at your disposal to answer any questions you may have"*

## Management



### Mr. Olmo Cuevas, Alejandro

- ♦ Game and Blockchain economies for video games designer
- ♦ Fundador de Seven Moons Studios Blockchain Gaming
- ♦ Founder of the Niide project
- ♦ Writer of fantastic narrative and poetic prose



## Professors

### Mr. Gálvez González, Danko Andrés

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

### Ms. Gálvez González, María Jesús

- ♦ Consultant and social worker
- ♦ Dideco Advisor and Head of the Women's Area of the Municipality of El Tabo
- ♦ Teacher at Instituto Profesional AIEP
- ♦ Head of the Social Department of the Municipality of El Tabo
- ♦ Degree in Social Work from the University of Santo Tomás
- ♦ Executive Master's Degree in Strategic People Management and Organizational Human Talent Management
- ♦ Postgraduate Certificate in Social Economy from the University of Santiago de Chile

### Mr. Olmo Cuevas, Víctor

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

# 10

# Impact on Your Career

The course of this Executive Master's Degree will provide the graduate with both the knowledge and skills necessary to master any type of job opportunity related to the Crypto environment specialized in video games and the Blockchain Economy. You will be able to demonstrate your true potential through the comprehensive handling of the main software and tools, as well as through the successful planning of projects related to DeFi and NFT in the gaming sector.



“

*Including this program on your resume will open doors to a more prosperous working future, where you will be showered with opportunities to reach the most prestigious positions”*

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

TECH's Executive Master's Degree in Crypto-Gaming and Blockchain Economics is an intensive program that prepares students to face executive challenges and decisions in the Gaming field. 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.

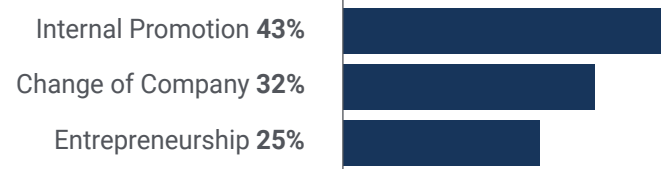
*An academic experience through which you can increase your chances of getting the salary increase you have been pursuing for a long time.*

*A program that will give you access to an international networking platform, so you can meet professionals from all over the world with the same interests as yours.*

### Time of Change



### Type of change



## Salary increase

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The completion of this program represents a salary increase of more than **25.3%** for our students.



11

# Benefits for Your Company

The design of this Executive Master's Degree has been carried out taking into account the business trends of the current sector, so that graduates who pass it in its entirety, will be able to implement them to the entities of which they are part of.

As a result, they will be prepared to face all kinds of situations, including the most complex ones, developing effective management strategies, based on the most efficient techniques and the use of the most suitable technological tools to always achieve the best results.







“

*Grow your business through the use of leading DeFi applications and through the design of profitable wallets based on top-level titles such as Splinterlands or The Sandbox”*

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.

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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.

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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.

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06

### **Increased competitiveness**

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

# 12 Certificate

The Executive Master's Degree in Crypto-Gaming and Blockchain Economics guarantees, in addition to the most rigorous and updated training, access to a Executive Master's Degree issued by TECH Technological University.





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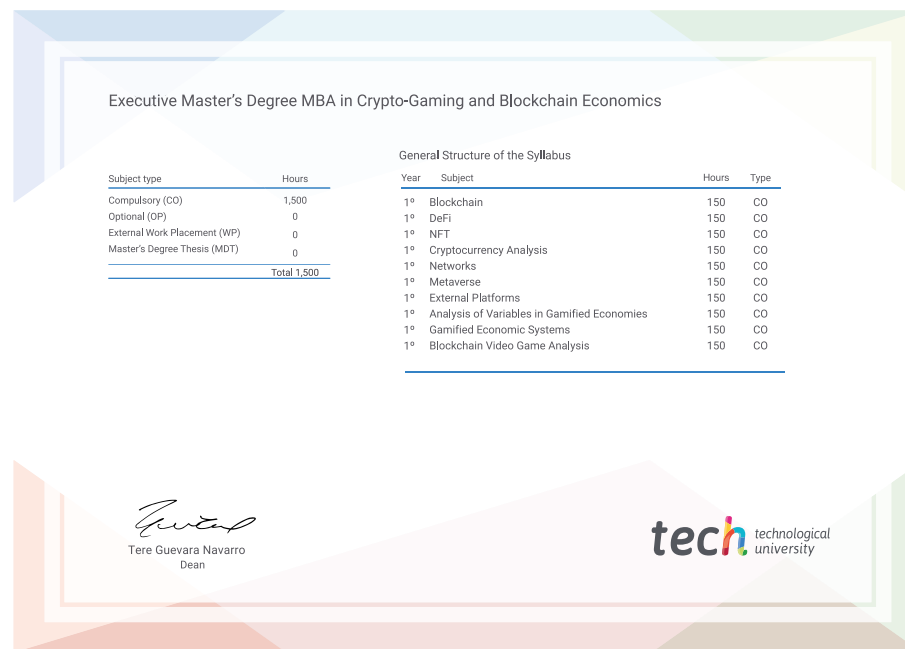
*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”*

This **Executive Master's Degree in Crypto-Gaming and Blockchain Economics** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Executive Master's Degree** issued by TECH Technological University via tracked delivery\*.

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

Title: **Executive Master's Degree in Crypto-Gaming and Blockchain Economics**  
 Official N° of Hours: **1,500 h.**



\*Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.



## Executive Master's Degree Crypto-Gaming and Blockchain Economics

- » Modality: **online**
- » Duration: **12 months**
- » Certificate: **TECH Technological University**
- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

# Executive Master's Degree Crypto-Gaming and Blockchain Economics

M C G E B

