

Postgraduate Certificate Blockchain for Video Games



Postgraduate Certificate Blockchain for Video Games

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

Website: www.techtitute.com/us/videogames/postgraduate-certificate/blockchain-video-games

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01

Introduction

Blockchain is the present and future of the video game industry. A sector that is a challenge for people who are eager to study and expand their knowledge in this field. Video games employing this technology such as *Axie Infinity*, *Cryptokitties* and *Alien Words* are just the tip of the iceberg of this emerging field. This program will unravel the concept of *Blockchain* in its many possibilities, especially in the financial field in the world of video games as well as its benefits and risks. The knowledge that students will acquire by studying this program will allow them to develop the skills required to become entrepreneurs in this growing sector, supported by the best 100% online teaching methodology.



“

With this Postgraduate Certificate you will be able to immerse yourself in the gamified economy in Blockchain games”

The Postgraduate Certificate in Blockchain for Video Games covers the very basics of blockchain-based technology, up to its possibilities in the video game industry. The program's content is designed to provide the student with in-depth knowledge of *Blockchain* technology. Useful information that will provide students with a comprehensive and detailed overview of its applications in this growing industry.

Finance in the field of video games occupies a central part of this university program. The specialized faculty will explain cryptocurrencies, NFT applications with *Blockchain*, *Wallets* and the wide variety of uses in the economy and virtual gamification projects.

In this way, students will acquire a comprehensive vision of what is happening in the video game sector, providing them with the essential tools to develop in this field and grow professionally.

A 100% online Postgraduate Certificate that offers students the option to easily choose when and when to study. All you need is a device with Internet access to immerse yourself in this learning experience. A modality in keeping with the current times in one of the most in-demand technological sectors.

This **Postgraduate Certificate in Blockchain for Video Games** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ Case studies presented by experts in cryptocurrencies, *Blockchain* and video games
- ◆ The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Special emphasis on innovative methodologies
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Stand out from your competition in a booming sector with great projection"

“

The application of Blockchain technology will open professional doors to the gaming industry of the future”

The program's teaching staff includes professionals from the sector who contribute their work experience to this program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Improve your skills and become an expert in gamification.

Acquire the essential knowledge to manage your own project in the industry of the future.



02 Objectives

The design of this Postgraduate Certificate in Blockchain for Video Games will allow students to acquire the knowledge required to study the application of *Blockchain* technology in video games in great detail. In this program, the basic ideas and growth possibilities of this new technology will be discussed. All of this with the objective of acquiring the information and tools necessary to master this expanding subject.



“

TECH's goal is to enable you to improve and give you the professional boost you need in your career"



General Objectives

- ◆ Identify the functioning of *Blockchain* technology systematically and in the depth of its components, including how its advantages and disadvantages are linked to the way in which its architecture works
- ◆ Contrast aspects of *Blockchain* with conventional technologies used in the various applications to which *Blockchain* technology has been taken
- ◆ Analyze the main features of decentralized finance in the context of the *Blockchain* economy
- ◆ Establish the fundamental characteristics of non-fungible *Tokens*, their operation and deployment from their emergence to the present day
- ◆ Understand the linkage of NFTs to *Blockchain* and examine strategies for generating and extracting value from non-fungible *Tokens*
- ◆ Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects





Specific Objectives

- ◆ Identify the components of *Blockchain* Technology
- ◆ Determine the advantages of *Blockchain* in entrepreneurship projects
- ◆ Select ad hoc network types with the objectives proposed when planning a gamified economy project
- ◆ Choose and manage a *Wallet* (Digital Wallet)

“

You will achieve your professional goals thanks to our educational methodology and specialized teachers"

03

Course Management

In order to offer students the highest quality education, TECH has specialized and highly recognized professionals in the technology sector. Therefore, this Postgraduate Certificate presents a qualified team with extensive professional experience in this area. Their knowledge will facilitate students' learning as well as the development of their skills during instruction. In this way, guarantees are given to participants seeking to specialize in a booming sector.



“

Specialize with the best and acquire the competencies and skills necessary to be in the Crypto-Gaming industry”.

Management



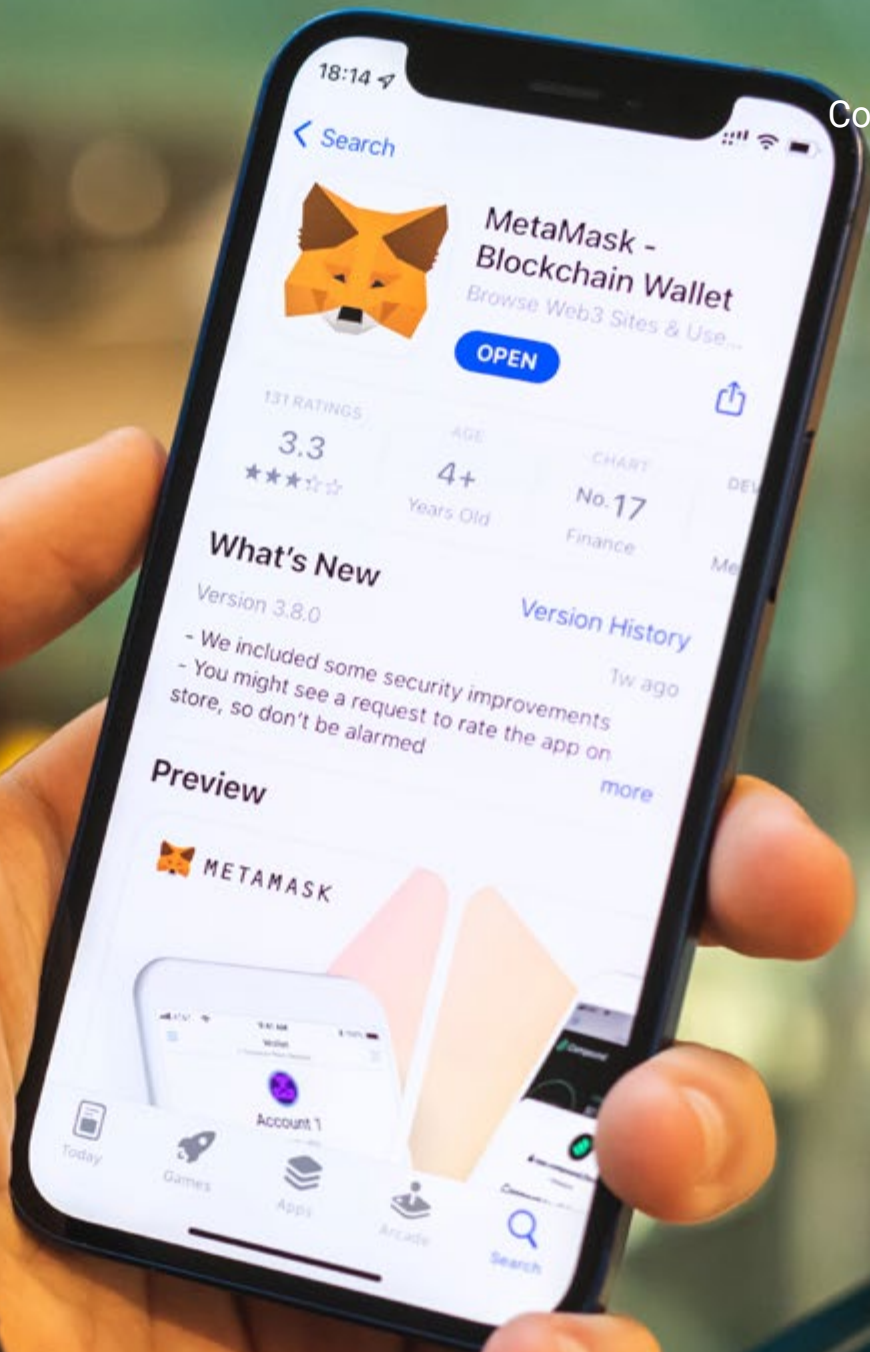
Mr. Olmo Cuevas, Alejandro

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

Professors

Dr. Olmo Cuevas, Víctor

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



04

Structure and Content

The syllabus has been designed based on the latest updates and developments in the *Blockchain* sector in video games, following the requirements proposed by the teaching team of this Postgraduate Certificate. Accordingly, the study plan includes a module that offers a broad perspective of this technological sector. From the beginning of the program, students will study the idea of *Blockchain* in depth, and expand their knowledge in gamification finance. Extensive high-quality multimedia content, supplementary readings and the TECH teaching method will ensure learning that will enable you to develop professionally.





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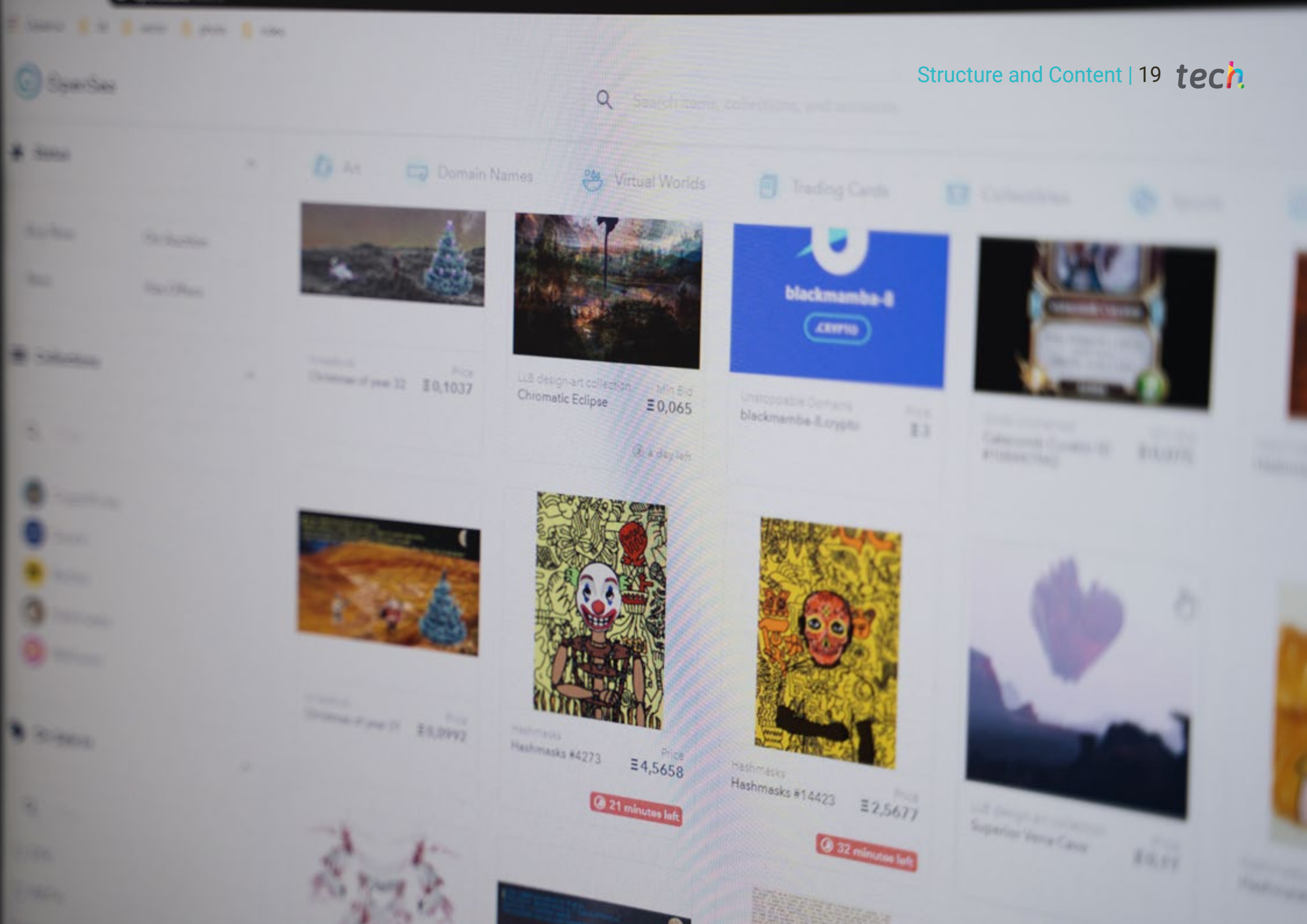
*A syllabus with the most up-to-date content
and the indispensable keys to master
Blockchain in video games"*

Module 1. Blockchain.

- 1.1. Blockchain.
 - 1.1.1. Blockchain.
 - 1.1.2. The New Blockchain Economy
 - 1.1.3. Decentralization as the Foundation of the Blockchain Economy.
- 1.2. Blockchain Technologies
 - 1.2.1. Bitcoin Blockchain
 - 1.2.2. Validation Process, Computational Power
 - 1.2.3. Hash
- 1.3. Types of Blockchain
 - 1.3.1. Public Chain
 - 1.3.2. Private Chain
 - 1.3.3. Hybrid or Federated Chain
- 1.4. Types of Networks
 - 1.4.1. Centralized Network
 - 1.4.2. Distributed Network
 - 1.4.3. Decentralized Network
- 1.5. Smart Contracts
 - 1.5.1. Smart Contracts
 - 1.5.2. Process of Generating a Smart Contract
 - 1.5.3. 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. The Blockchain Economy
 - 1.7.1. Advantages of the Blockchain Economy
 - 1.7.2. Risk Level
 - 1.7.3. Gas Fee
- 1.8. Security/safety
 - 1.8.1. Revolution in Security Systems
 - 1.8.2. Absolute Transparency
 - 1.8.3. Attacks to the Blockchain
- 1.9. Tokenization
 - 1.9.1. Tokens
 - 1.9.2. Tokenization
 - 1.9.3. Tokenized Models
- 1.10. Legal Aspects
 - 1.10.1. How Architecture Affects Regulatory Capacity
 - 1.10.2. Jurisprudence
 - 1.10.3. Current Legislation on Blockchain



A program designed to make you a true professional and expert in the field of video games with more future prospects"



05 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”

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

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



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

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

The case method has been the most widely used learning system among the world's leading 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 that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

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

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization 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 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.



06 Certificate

The Postgraduate Certificate in Blockchain for Video Games guarantees, in addition to the most rigorous and up to date education, access to a Postgraduate Certificate issued by TECH Global University.



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

This program will allow you to obtain your **Postgraduate Certificate in Blockchain for Video Games** 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 Certificate in Blockchain for Video Games**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



*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.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service
knowledge present
development lang
virtual classroom



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