

Postgraduate Certificate Financial Management of Video Game Companies





Postgraduate Certificate Financial Management of Video Game Companies

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/in/videogames/postgraduate-certificate/financial-management-video-game-companies

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01

Introduction

Managing the financing of a video game company is an extremely important task. In every company in this field, there is a need for multi-skilled profiles capable of acquiring a leadership position within any area, from management to production. Therefore, this program is the perfect option for those who want to complement their skills and knowledge to find a job leading teams in a video game company. For this purpose, this program offers countless advantages for its students that will allow them to take it without pressure or fixed schedules thanks to a 100% online education.





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Finance is the engine that drives the company. Specialize with this program and manage them optimally within a video game company”

The economics of a company is the basis for the other components that make it up. For this reason, it is important to have specialists in this area. In a video game company, the future leaders of finance can be relevant to exercise the functions of any key profile in the industry. For this reason, companies are looking for people with this profile to join them to work with them.

This program prepares the graduates to acquire skills, knowledge and competencies in economic and financial analysis. This will allow the students, upon completion of their studies, to join the labor market and to have great decision-making capacity skills in fields such as economics, marketing, accounting or management.

An extensive faculty made up of professionals from the video game industry, has prepared a syllabus with the concepts and skills necessary for the graduates to develop in the Financial Management of Video Game Companies. This is accompanied by the best educational techniques, all of them endorsed by professionals in the education field.

TECH offers a fully online methodology, so that the student has the opportunity to specialize in the area and improve their resumé without leaving aside their work and personal obligations. Studying will no longer be a problem, everyone will be able to decide when, how and where to increase their knowledge in order to have better jobs in the field of Video Game Companies.

This **Postgraduate Certificate in Financial Management of Video Game Companies** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ Practical cases so that learning is carried out in a more direct way
- ◆ Specialized content on video game development and animation
- ◆ 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



Specialize with this Postgraduate Certificate in Financial Management of Video Game Companies and expand your job opportunities within the sector”

“

At TECH Technological University we follow Miller's competency model. We make the most of technology to achieve an immersion in each of the subjects”

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

Its 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 an immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professionals must try to solve the different professional practice situations that are presented throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned experts.

After completing this program, you will be prepared to work on your own, as well as for a prestigious company.

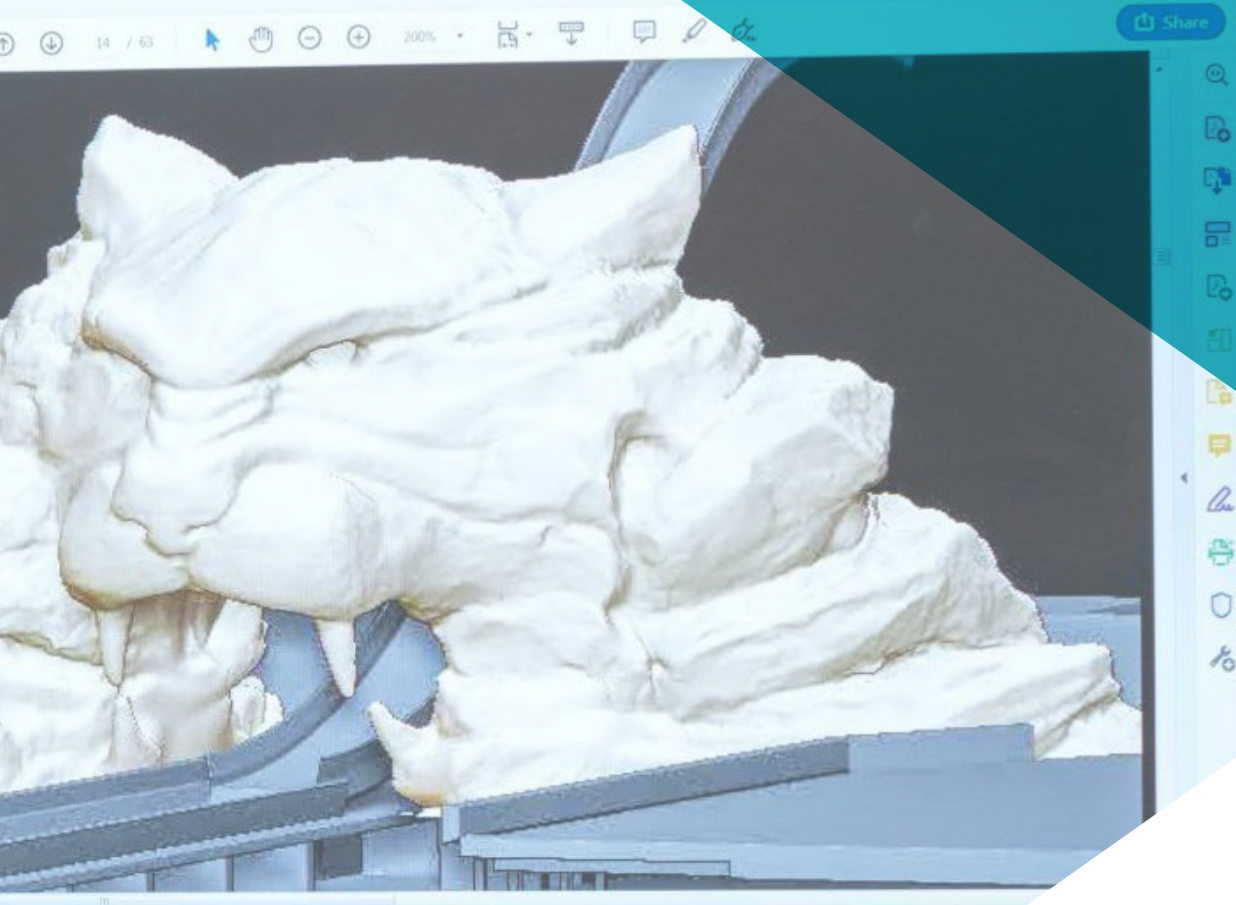
TECH does not use books in its programs. You will have all the necessary concepts and materials on the platform.



02 Objectives

The objectives of this Postgraduate Certificate are prepared so that the student acquires different skills and can develop them in any area of the company without inconveniences. Besides knowing which are the most critical aspects within the economic management of the company will be one of the most important. With them, the graduates will acquire the appropriate knowledge to successfully face a job position in a video game company.





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Differentiate yourself from the rest, and stand out for your skills in economic and financial management. With TECH, it is possible”



General Objective

- ◆ Master the functional areas of businesses within the video game sector

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Take care of the company's capital so that it can continue to grow, and so your career”





Specific Objective

- ◆ Identify and recognize the most critical aspects of economic and financial management as one of the main competencies for business management

03

Course Management

The faculty of this program will instruct the students to achieve all the proposed objectives. All of them have great professional achievements behind them that endorse them at an international level. They will use the most advanced learning techniques for a correct assimilation of concepts. The relevant skills will be worked through practical and theoretical cases.



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TECH's teaching staff will help you not only to acquire new knowledge, but also to improve the skills you already have”

Management



Mr. Moreno Campos, Daniel

- Chief Operations Officer in Marshals
- Project Manager Officer in Sum- The Sales Intelligence Company
- Content Manager at GroupM (WPP)
- Teacher in Boluda.com
- Teacher in Edix (UNIR)
- Associate Teacher in ESIC Business & Marketing School
- Master's Degree in Innovation and Digital Transformation, Digital Communication and Multimedia Content at MSMK University
- Product Owner Certification



04

Structure and Content

With a clear and direct structure, issues that the students may encounter in a possible work situation are presented. The syllabus that makes up this Postgraduate Certificate is divided into 10 topics that address the most important fundamentals on Financial Management of Video Game Companies. Solutions to possible cases that may occur in real environments will be presented, together with the theory that will help to fully acquire the knowledge.



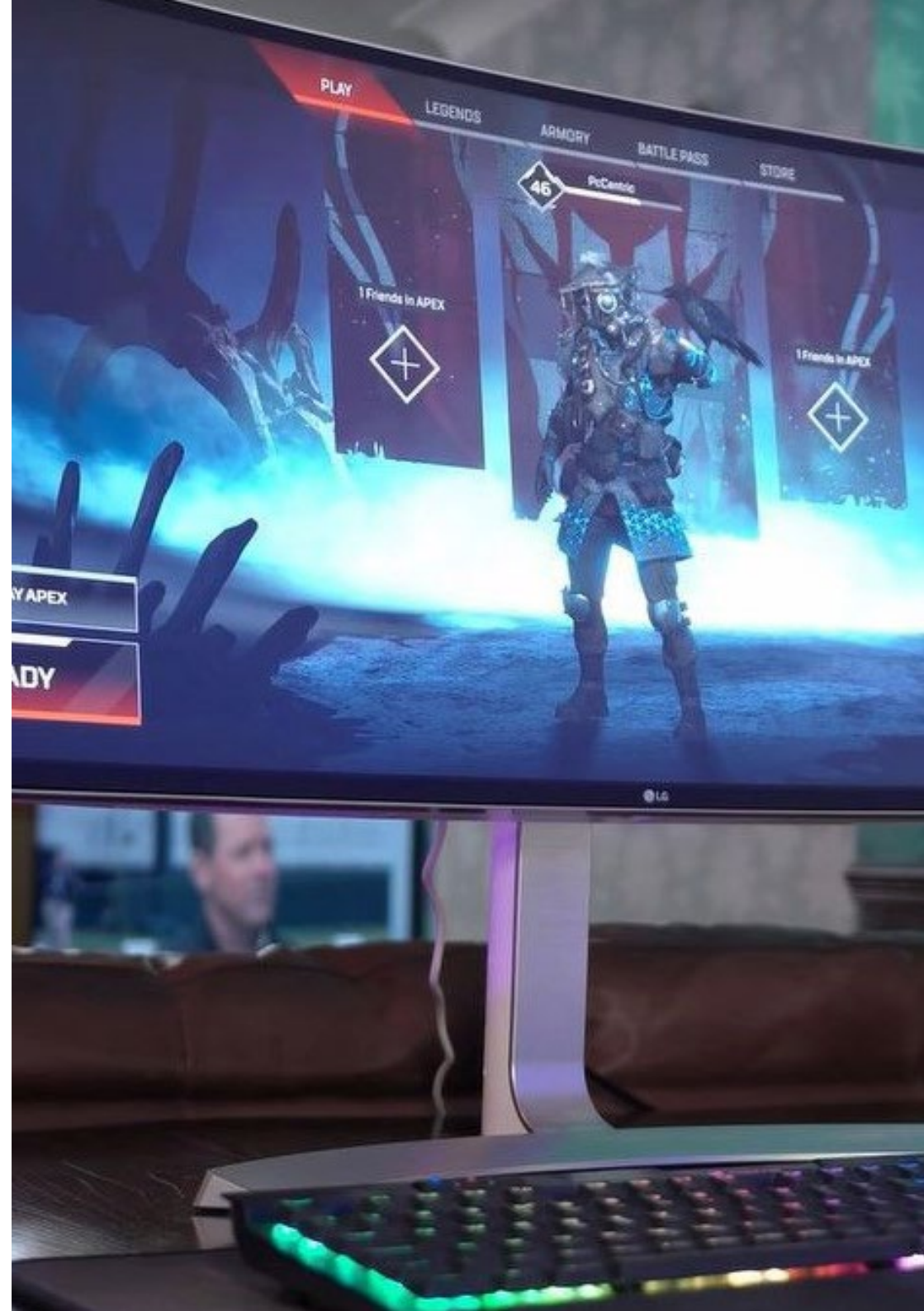
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Lap 1: 15.09
Session Best Lap:
15.09

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You will be able to choose to take part in different departments within a video game company”

Module 1. Financial Management

- 1.1. Accounting
 - 1.1.1. Accounting
 - 1.1.2. Annual Accounts and Other Reports
 - 1.1.3. Tangible Fixed Assets, Real Estate Investments and Intangible Assets
- 1.2. Financial Management
 - 1.2.1. Financial Instruments
 - 1.2.2. Corporate Finance and Financial Management
 - 1.2.3. Finance for Entrepreneurs
- 1.3. Financial Statement Analysis
 - 1.3.1. Analysis of Financial Statements
 - 1.3.2. Liquidity and Solvency Analysis
 - 1.3.3. Treasury Management
- 1.4. Financial Transactions
 - 1.4.1. Financial Transactions
 - 1.4.2. Investment Management
 - 1.4.3. Investment Selection Criteria
- 1.5. Financial System
 - 1.5.1. Financial System
 - 1.5.2. Structure and Functioning of the Financial System
 - 1.5.3. Value Market
- 1.6. Management Control
 - 1.6.1. Management Control
 - 1.6.2. Responsibility Centers
 - 1.6.3. Cost Systems
- 1.7. Budget Control
 - 1.7.1. Budget Process
 - 1.7.2. Budget Management and Organization
 - 1.7.3. Budget Control



- 1.8. Treasury Management
 - 1.8.1. Cash Management and Treasury Budget
 - 1.8.2. Collecting Trade Receivables
 - 1.8.3. Commercial Transaction Payments
- 1.9. Business Financing
 - 1.9.1. Advantages, Disadvantages and Implications of Debt
 - 1.9.2. Choosing a Company Capital Structure
 - 1.9.3. Changes to Capital Structure
- 1.10. Valuation of Companies
 - 1.10.1. Accounting Methods and Business Value
 - 1.10.2. Assets and Debt
 - 1.10.3. Business Valuation Diagnosis and Investor Presentation

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Preparing for a good working future is essential in these times. TECH has prepared for you a very complete syllabus that will turn you into a professional in the industry”



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 Financial Management of Video Game Companies guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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

This **Postgraduate Certificate in Financial Management of Video Game Companies** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

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

Title: **Postgraduate Certificate in Financial Management of Video Game Companies**

Official N° of Hours: **150 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.

future

health confidence people

education information tutors

guarantee accreditation teaching

institutions technology learning

community commitment

personalized service innovation

knowledge present

online training

development languages

virtual classroom

tech technological
university

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