

# Postgraduate Certificate Gamification



## Postgraduate Certificate Gamification

- » 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/gamification](http://www.techtitute.com/us/videogames/postgraduate-certificate/gamification)

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# 01

# Introduction

To make video games or digital entertainment more attractive to users, among all the access to information available today, it is necessary to know everything and more about Gamification. This program will lead the student to understand in depth the language used in the development of gamified games. Analyzing the evolution of gamification and its competitors. Through the most innovative methodology of 100% online study, and from a completely secure environment, achieving the qualification in 6 weeks of study.





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*TECH provides you with a secure study environment, so you can graduate with ease and connect from anywhere. Enroll now in the Postgraduate Certificate in Gamification"*

In this Postgraduate Certificate in Gamification, the student will understand the social context, applied technologies, usability, psychology and business. This will provide you with the tools to develop your career through your knowledge of the current context of both gamification and video games.

It is worth mentioning that a team of expert *game design* teachers will present their most outstanding experiences to the professionals, delving into the problems that gamification entails so that they can understand how to overcome them without fear of failure.

Within the creation of the gamified video game, the professional will learn the importance of narrative and how to apply it efficiently to achieve the specific objectives of the designed product. Always relating to board games as the point of origin of gamification. Studying the different types of games such as: Serious Games, Entertainment Games and Transmedia Games.

In only 6 weeks, the student will acquire all this knowledge *online*, giving the student the flexibility to adapt the study material to their own schedules and obligations. Without the need to attend a physical classroom or adhere to predetermined schedules, the students are free to download all the didactic material and study it at their convenience. In addition, all this material is available from any mobile or fixed device with an Internet connection.

This **Postgraduate Certificate in Gamification** contains the most complete and up to date educational program on the market. Its most notable features are:

- ◆ The development of case studies presented by experts in Gamification and video game development
- ◆ The graphic, schematic, and eminently 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
- ◆ Its special emphasis on the importance of visuals in videogames
- ◆ 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



*To look to the future is to know that to work in the video game industry you have to be up to date. Get trained now with experts and in an online format"*

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*To stand out in such a large and competitive industry, you must be prepared. TECH gives you just what you need and with the convenience you want”*

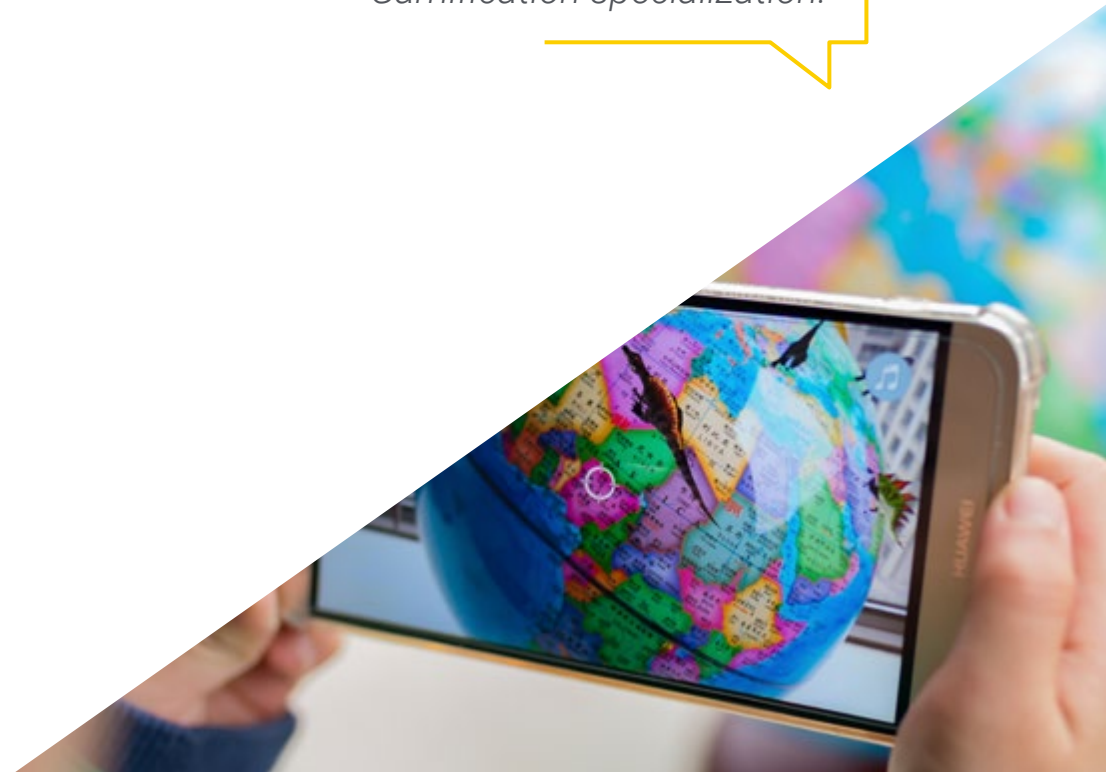
*You will understand from how to create a gamified video game to how to make it a business.*

*Expand your CV and make it more interesting with this 100% online Gamification specialization.*

The program's teaching staff includes professionals from the sector who contribute their work experience to this training 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 during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.



# 02 Objectives

Due to the importance of technology today, the main objective of this program is to prepare highly qualified professionals with differentiating qualities within the digital industry. Specializing in the creation of gamified video games, understanding the current context of gamification itself and the digital entertainment sector. To this end, we will delve into the resolution of the problems that gamification entails and how to overcome them successfully.







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*You will overcome, without fear of failure, the problems in the development of gamified video games. With this program you will get the necessary tools”*



## General Objectives

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- ◆ Master in depth the field of gamification, its development and expansion
- ◆ Analyze all the variables of video games and their industry
- ◆ Professionalize the theoretical bases of gamification applied in each field of specialization
- ◆ Achieve autonomy in the development of videogames and their specializations





## Specific Objectives

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- ◆ In depth knowledge of the language of gamified game development
- ◆ Analyze the evolution of gamification and its competitors
- ◆ Problem solving within gamification professional development
- ◆ Acquire the necessary skills of a professional gamified game developer

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*Your vision as a professional in the world of video games will be totally different after this training”*

# 03

## Structure and Content

From understanding the basic concepts of Gamification and original board games, to Entertainment Education, *E-learning and Edutainment*. Both the knowledge of the different types of gamification, the social context and the problems involved in finding professional solutions. Even knowing which technologies are used; as well as analyzing usability, psychology and business. This is part of what the students will find in this Postgraduate Certificate that will allow them to expand their possibilities in the field of video game development in just 6 weeks.



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*You will have a complete and professional syllabus that will help you to boost your career in Gamification”*

## Module 1 Gamification

- 1.1. Gamification
  - 1.1.1. Gamification
  - 1.1.2. Ludification
  - 1.1.3. Games
- 1.2. *Game Learning and Behaviour Design*
  - 1.2.1. *Game-Based Learning*
  - 1.2.2. *Human Focused Design*
  - 1.2.3. *Behavioural Design*
- 1.3. *e-learning and Playful Learning*
  - 1.3.1. *e-learning*
  - 1.3.2. *Playful Learning*
  - 1.3.3. *Edutainment*
- 1.4. Types of Gamification
  - 1.4.1. Serious Games
  - 1.4.2. Entertainment Games
  - 1.4.3. Transmedia Games
- 1.5. Social Contexts of Gamification
  - 1.5.1. AED
  - 1.5.2. DED
  - 1.5.3. Obstacles
- 1.6. Professionalization of Gamification
  - 1.6.1. Professional
  - 1.6.2. Lack of Knowledge
  - 1.6.3. Bridges





- 1.7. Problems in Gamification
  - 1.7.1. Time
  - 1.7.2. Money
  - 1.7.3. Target Audience
- 1.8. Gamification Technologies
  - 1.8.1. Technology
  - 1.8.2. PBL
  - 1.8.3. Rejection
- 1.9. Video games, Games and Narrative
  - 1.9.1. Video Games
  - 1.9.2. Board Games
  - 1.9.3. Narrative
- 1.10. Usability, Psychology and Business
  - 1.10.1. Usability
  - 1.10.2. Psychology
  - 1.10.3. Business

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*Stand out in your career in the video game industry. Get your qualification with the Postgraduate Certificate in Gamification in only 6 weeks"*

# 04

# 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.







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*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.

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*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.



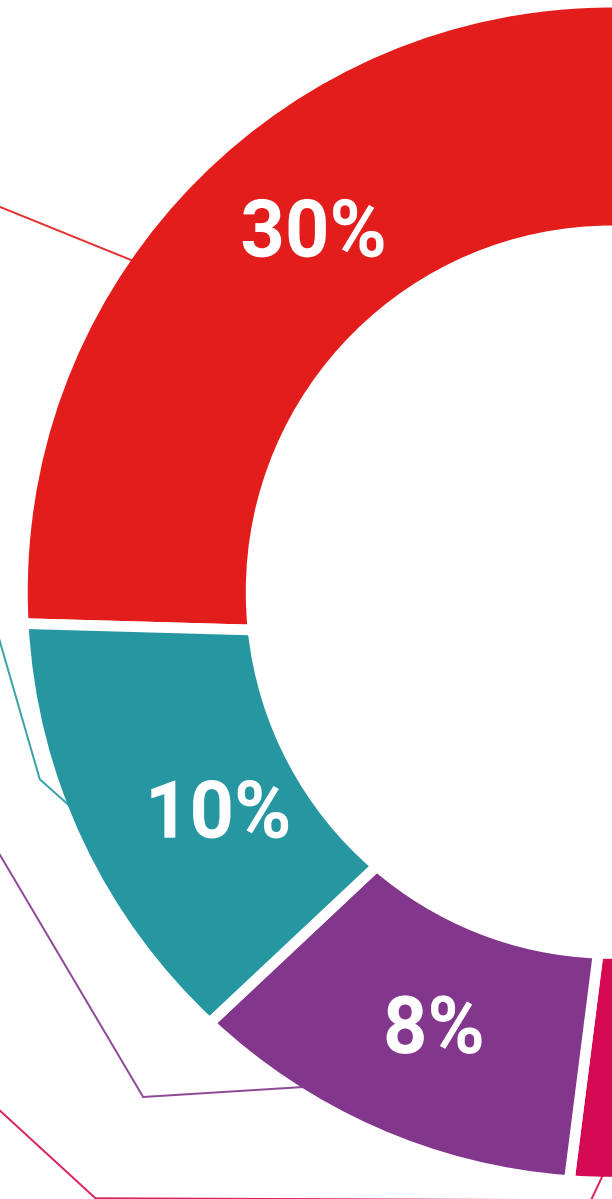
### Practising Skills and Abilities

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.



# 05 Certificate

The Postgraduate Certificate in Gamification guarantees students, 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 Gamification** 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 Gamification**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



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



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