

Postgraduate Certificate Metaverse



Postgraduate Certificate Metaverse

- » 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/metaverse

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01

Introduction

Since Facebook's Mark Zuckerberg announced his Metaverse project, this concept has grown exponentially. While it is true that this is not a new concept, the execution and the sheer number of possibilities seems to have been left open to the vast majority of the population. Virtual spaces are a new source of economic, entertainment and social activities from which a huge amount of profitability can be extracted. Within this course, students will discover the potential that the metaverse has within a gamified economy, thanks to the range of digital tools available and the specialized professional team that teach the course.





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With this Postgraduate Certificate, you will be able to get the assurance and security to confidently launch your cryptocurrency-based digital project"

This Postgraduate Certificate opens up the doors to virtual spaces and their link to gamification. Using the traditional principles and concepts of this digital world, students will get to immerse themselves in the variety of forms that the metaverse appears in. At the same time, the still-untapped creative potential of the creators in this industry will probably transform many of the still-unknown spaces.

Our teaching team specialized in this digital field aim to train students in this emerging digital world, a sector where qualified professionals are increasingly required. This degree begins with analysing the different metaverse and video game alternatives within this space. It will measure the scope, costs, technological resources and examine the economic system that surrounds these digital projects.

The knowledge that students gain from this programme will enable them to achieve the competencies required to master and realize any entrepreneurial action within this field, setting students up for a strong professional career.

A Postgraduate Certificate where students can learn 100% remotely, when and wherever they want. All you need is an internet connection to start acquiring the skills necessary to boost and progress your digital career. The TECH study model with extensive multimedia resources, readings and real simulations are the guarantee to understand and reinforce the concepts that improve students' abilities.

This **Postgraduate Certificate in Metaverse** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ The development of 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 the self-assessment process can be carried out to improve learning
- ◆ Its special emphasis on innovative methodologies
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection work
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Specialize and increase your chances so that the best digital companies will count on you"

“

This Postgraduate Certificate will provide you with the knowledge you need to succeed in the cryptocurrency industry”

Master the main virtual currency platforms and make your project a reality.

Get the tools required to offer digital services to your potential clients with guarantees.

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 professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned experts.



02

Objectives

The design of this Postgraduate Certificate program will facilitate students' learning by presenting the main features of the most widely used cryptocurrencies currently in use. In this way, students will acquire the basic concepts required to understand, in both a practical and simple manner, the different market strategies and their profitability in the video game sector. They will also be able to analyze the risks and advantages of the use of cryptocurrencies and *Trading* to better provide their professional services.





“

You are getting closer and closer to reaching your goal and becoming a true expert on the digital economy”



General Objectives

- ◆ Systematically identify how Blockchain technology functions, developing how its advantages and disadvantages are linked to the way its architecture functions
- ◆ Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been used
- ◆ 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 link between NFTs and the Blockchain, in addition to examining strategies for generating and extracting value from non-fungible tokens
- ◆ Expose the characteristics of the main cryptocurrencies, how they are used, how they can be integrated with the global economy and virtual gamification projects





Specific Objectives

- ◆ Analyze the immersion form of game through the analysis of costs, technological resources and objectives of future ventures
- ◆ Categorize spaces within a Metaverse according to their place in the economic system
- ◆ Formulate jobs related to the economic system of the Metaverse
- ◆ Managing *Landing* systems within a Metaverse

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Acquire the skills that will be most useful to you in the technological field of the future"

03

Course Management

Mastering the world of cryptocurrencies requires extensive knowledge that TECH makes available to all with the best possible education. For this purpose, the students have a group of specialized and consolidated teachers in the sector as a guarantee of the best learning process. In this program, students have access to leading experts who will guide them at all times to acquire the essential skills to control the digital sector of cryptocurrencies.





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A qualified team will show you the main tools to make your personal and professional projects in the field of cryptocurrencies become a reality”

Management



Mr. Olmo Cuevas, Alejandro

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

Professors

Ms. Gálvez González, María Jesús

- ♦ 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
- ♦ Professional Master's Degree in Strategic People Management and Organizational Human Talent Management
- ♦ Postgraduate Certificate in Social Economy from the University of Santiago de Chile



04

Structure and Content

The program has been designed by professionals specialized in the area and with deep knowledge in the field of traditional and virtual economy. The syllabus combines the global theory of basic concepts such as Smart Contract in order to detail the characteristics, advantages and different applications of the blockchain platforms currently used by users on the network. The analysis of real experiences and situations will give a practical vision to the contents of this program.



“

A curriculum with a variety of digital tools to facilitate learning from anywhere in the world"

Module 1. Metaverse

- 1.1. Metaverse
 - 1.1.1. Metaverse
 - 1.1.2. Impact on the World Economy
 - 1.1.3. Impact on the Development of Gamified Economies
- 1.2. Forms of Accessibility
 - 1.2.1. VR
 - 1.2.2. Computers
 - 1.2.3. Mobile Devices
- 1.3. Metaverse Types
 - 1.3.1. Traditional Metaverse
 - 1.3.2. Centralized Blockchain Metaverse
 - 1.3.3. Decentralization Blockchain Metaverse
- 1.4. Metaverso as a Workspace
 - 1.4.1. Idea of the Work within the Metaverse
 - 1.4.2. Creation of Services within the Metaverse
 - 1.4.3. Critical Points to Consider in Job Generation
- 1.5. Metaverso as a Space for Socialization
 - 1.5.1. User Interaction Systems
 - 1.5.2. Mechanics of Socialization
 - 1.5.3. Forms of Monetization
- 1.6. Metaverso as an Entertainment Space
 - 1.6.1. Training Spaces in the Metaverse
 - 1.6.2. Forms of Training Space Management
 - 1.6.3. Categories of Training Spaces in the Metaverse



- 1.7. System for Purchase and Lease of Spaces in the Metaverse
 - 1.7.1. Lands
 - 1.7.2. Auctions
 - 1.7.3. Direct Sales
- 1.8. Second Life
 - 1.8.1. Second Life as a Pioneer in the Metaverse Industry
 - 1.8.2. Game Mechanics
 - 1.8.3. Profitability Strategies Employed
- 1.9. Decentraland
 - 1.9.1. Decentraland as the Most Profitable Metaverse on Record
 - 1.9.2. Game Mechanics
 - 1.9.3. Profitability Strategies Employed
- 1.10. Goals
 - 1.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
 - 1.10.2. Market Impact
 - 1.10.3. Project Details

“*A program designed to quickly realize the potential from those ideas that you want to bring to life”*

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.





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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.

“

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.



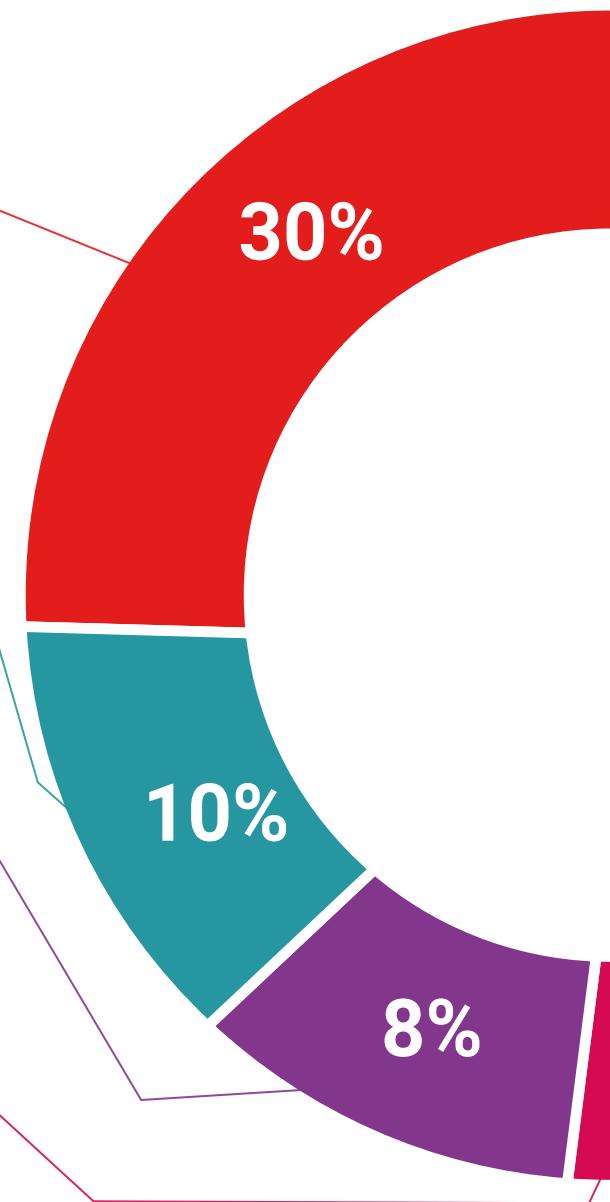
Practising Skills and Abilities

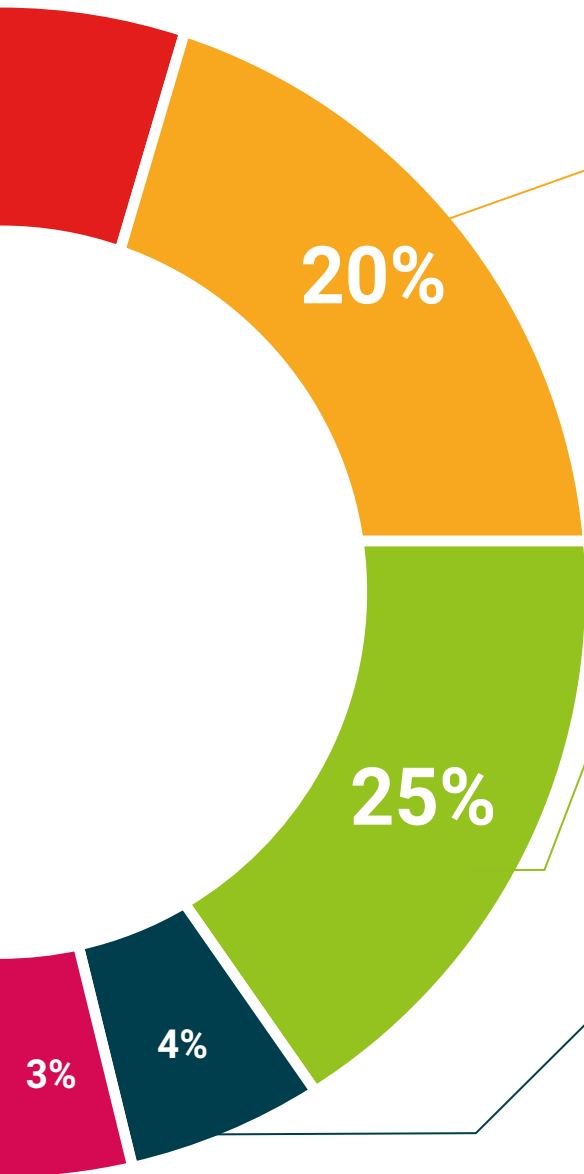
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Metaverse 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 university qualification
without having to travel or fill out
laborious paperwork”*

This **Postgraduate Certificate in Metaverse** 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 Metaverse**

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
development language
virtual classroom



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