Postgraduate Certificate
NFT and Gamified Economies

tech technological university

Postgraduate Certificate
NFT and Gamified Economies

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

Website: **www.techtitute.com/us/videogames-design/postgraduate-certificate/nft-gamified-economies**

Index

01
Introduction

Non-fungible tokens, better known as NFTs, have reached levels of popularity and profitability that were unimaginable for many just a few years ago. The simplification of a small transaction on the web is currently the most innovative and booming technology. In this program, taught by specialized professionals, students will learn in detail how to design NFTs focused on the use of gaming, keys such as merge and burn to manage the economy of the project you want to undertake, the benefits or the breadth of possibilities in the digital field. All this based on real and practical cases that will bring the student closer to the transformation that the digital space is undergoing with NFTs.

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Thanks to this Program, you will be able to get the most out of NFTs in the video game industry"

This Postgraduate Certificate in NFT and Gamified Economies takes a journey through the evolution of non-fungible tokens and shows their great potential in the digital field. In this program, students will be able to acquire the necessary skills to develop with ease in an emerging sector with great possibilities for the creation of projects in different fields.

The video game professional will not only deepen in this area, but will acquire the necessary knowledge to undertake and create their own NFT, in addition to knowing the objective utilities of the tokens in a space that often has led to speculation. Moving with agility in this area requires knowledge and up-to-date information, therefore, the students will be taught by specialized teaching staff.

During the course of this online training course, students will examine alternative of initiatives in the field of NFT focused on gamified economies. Based on real-life examples utilized to show the benefits after decentralization and cross-connection of completely different games on the market.

A 100% online Postgraduate Certificate that facilitates learning and gives students the freedom to acquire the knowledge when and where they want. Students will only must have a device with internet access to take their career one step further. A modality in line with the current times with all the guarantees to improve in digital abilities.

This **Postgraduate Certificate in NFT and Gamified Economies** 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 its 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 assignments
- Content that is accessible from any fixed or portable device with an Internet connection

Specialize in a booming field and with multiple possibilities in the digital universe"

Acquire the necessary skills to develop viable strategies with NFT in the world of video games"

Become an expert digital professional in a field in constant transformation.

Get the necessary learning to manage your digital projects in the gaming area.

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.

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 education programmed to learn 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 students will be assisted by an innovative interactive video system created by renowned and experienced experts.

02
Objectives

The program design of this Postgraduate degree will allow students to know the main characteristics and operation of non-fungible tokens, understand their link with the Blockchain and the strategies to be used to generate profits. It will develop your potential thanks to the global understanding of gamified economies and its multiple possibilities of expansion. The knowledge acquired throughout the program will propel the professional in this sector. To achieve this, TECH a series of general and specific objectives.

> *The goal of TECH is you: become a true NFT professional expert"*

General Objectives

- Identify systematically and in detail of its various components the functioning of Blockchain technology, developing how its advantages and disadvantages are linked to the way in which its architecture functions
- 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
- Analyze the relationship and ways of implementing non-fungible Tokens with gamified economies
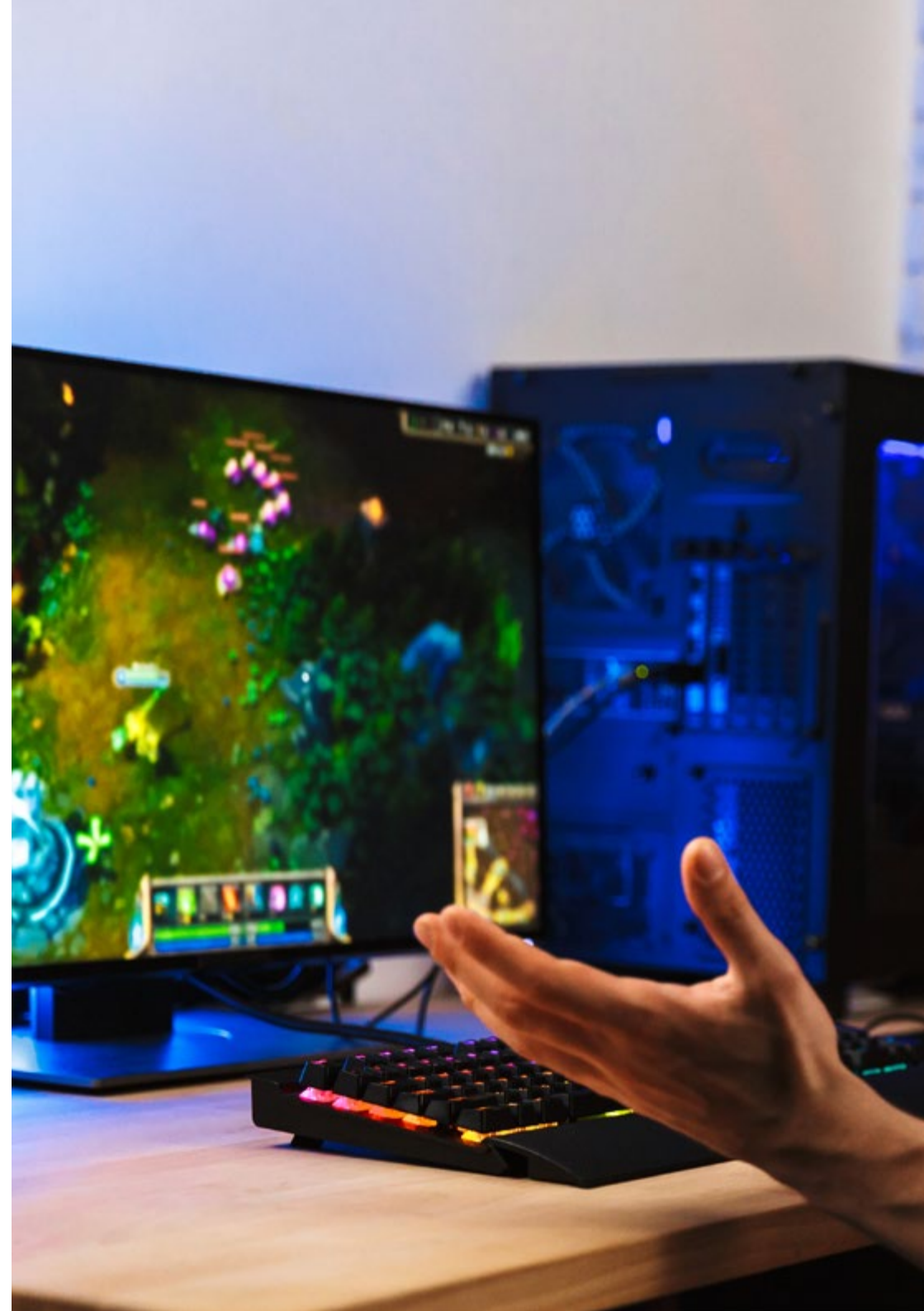
Specific Objectives

- Mining New NFTs
- Determine the properties of NFT
- Generate innovation strategies based on NFT technology
- Introducing NFT in gamified economies
- Understand the functioning of the NFT mining system in gamified economies
- Identify the value of an NFT in the marketplace
- Employing NFT valorization strategies

You will gain the knowledge you need to boost your professional career thanks to the best tools and a specialized teaching team"

03

Course Management

With the objective of offering an elite education for all, TECH's programs are staffed by renowned professionals capable of ensuring that students acquire the necessary competencies to perform in their professional area. Therefore, in the program, the teachers who will teach the subject are highly qualified and have extensive experience in the sector. Their knowledge will allow the professional to achieve the objectives set in this learning, providing all the tools and multimedia resources available.

The best professionals will guide you to acquire the competencies you need to generate NFT strategies"

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

Mr. 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

04
Structure and Content

The syllabus has been developed based on the requirements proposed by the teaching team of this program. Therefore, the program has been set so that it will delve into the NFT, starting from the conceptualization of this technology on the rise, the students will be able to acquire solid knowledge. hanks to the Relearning method and the quality multimedia content, the professional will acquire more easily the necessary learning to develop in this sector.

An expertly crafted curriculum with up-to-date content is the key to mastering NFTs and making the most of them in your future gamification projects"

A program designed and conceived to make a qualitative leap in your professional career"

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

20%

25%

4%

3%

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 NFT and Gamified Economies guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.

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

This **Postgraduate Certificate in NFT and Gamified Economies** 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 diploma 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 NFT and Gamified Economies**

Official Nº of Hours: **150 h.**

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Awards the following

DIPLOMA

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

NFT and Gamified Economies

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

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

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