

Postgraduate Certificate Research and Education in Video Games





Postgraduate Certificate Research and Education in Video Games

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

Website: www.techtitute.com/pk/videogames/postgraduate-certificate/research-education-video-games

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01

Introduction

The current popularity of the audiovisual field has meant that artistic disciplines such as cinema or music have been introduced into teaching and have become excellent learning tools. The same has happened with video games, since they have proven to be a very important element in the education of students of very different profiles, if applied correctly. This program offers students the knowledge required to become experts in education and research focused on video games, so that they can develop professionally in this constantly evolving field.





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*This Postgraduate Certificate will
make you a great researcher in
the field of video games"*

For decades, audiovisual products have been gaining popularity to the point of becoming part of the culture and identity of people around the world. Every day, millions of people watch TV shows, movies, videos on all kinds of social media and platforms and listen to music through streaming platforms. But the 21st century has also seen the boom in video games.

Video games existed before, but in the last 20 years, they have socially entered into all fields. People of all ages, backgrounds and nationalities play and are consumers of Gameplays and online broadcasts.

For that reason, video games represent a huge opportunity when starting research applied to education with the aim of using them in different teaching methods.

This Postgraduate Certificate in Research and Education in Video Games offers students all the tools required to become great experts in the subject, in such a way that they can start their research career in the field of video games.

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

- ◆ Practical cases presented by experts in Video Game Research
- ◆ Its graphic, schematic and practical contents, with which they are created, provide scientific and practical information on Video Games
- ◆ 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



Conduct research on video games and find the best educational solutions for the future”

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Video games are the future of education. Specialize in this subject with this Postgraduate Certificate”

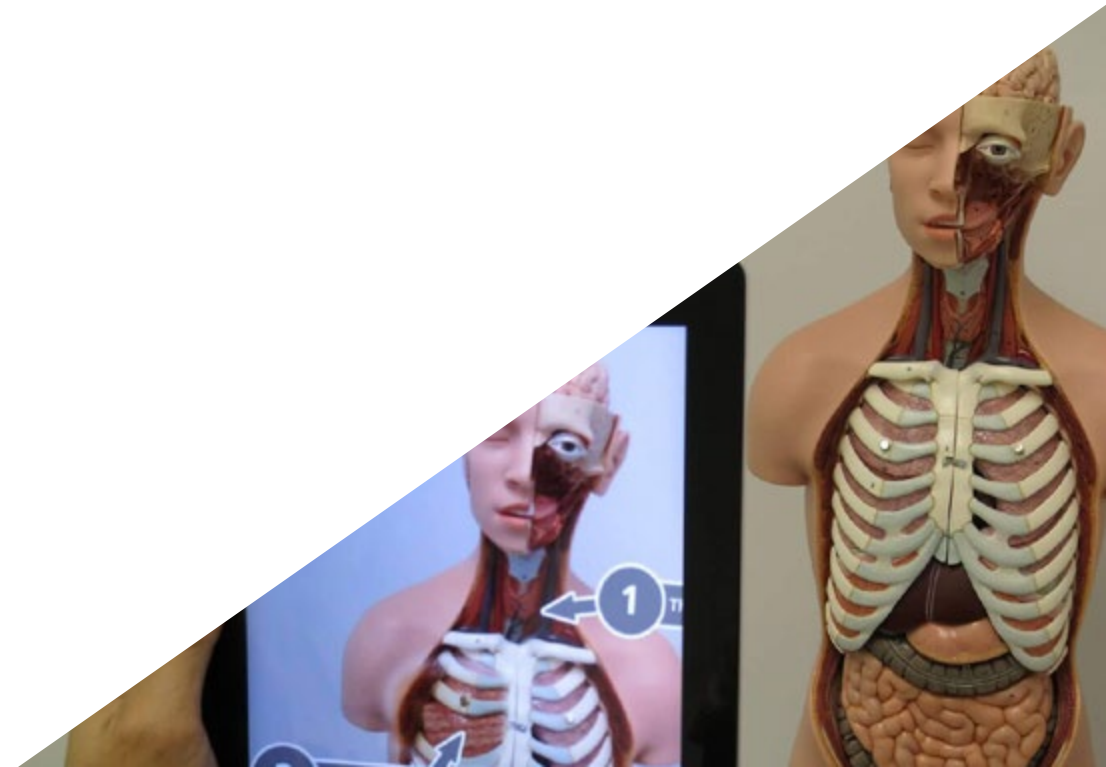
The program's teaching staff includes professionals from the sector who contribute their work experience to this program, as well as renowned specialists from leading societies and prestigious universities.

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 learning 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 throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Research focused on video games is a field full of opportunities.

Develop new educational methods through the use of video games thanks to this program.



02 Objectives

The main objective of this Postgraduate Certificate in Research and Education in Video Games is to offer students the best knowledge and specialist tools for research applied to education, using video games as a means of teaching. Therefore, throughout this program, students will acquire a series of skills focused on achieving this objective, ensuring that they can develop a career in research within this field immediately after finishing the course.





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Achieve all your goals thanks to this complete program on research in video games”



General Objectives

- ◆ Learn how to conduct rigorous research on video games
- ◆ Identify the main educational applications of video games
- ◆ Know the simulation games available
- ◆ Integrate video games into an educational process

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*This qualification will help you
become a great researcher”*





Specific Objectives

- ◆ Examine the main characteristics of representative serious games in the fields of education and research
- ◆ Understanding how video games can affect people's emotional state
- ◆ Obtain the ability to evaluate video games from different approaches

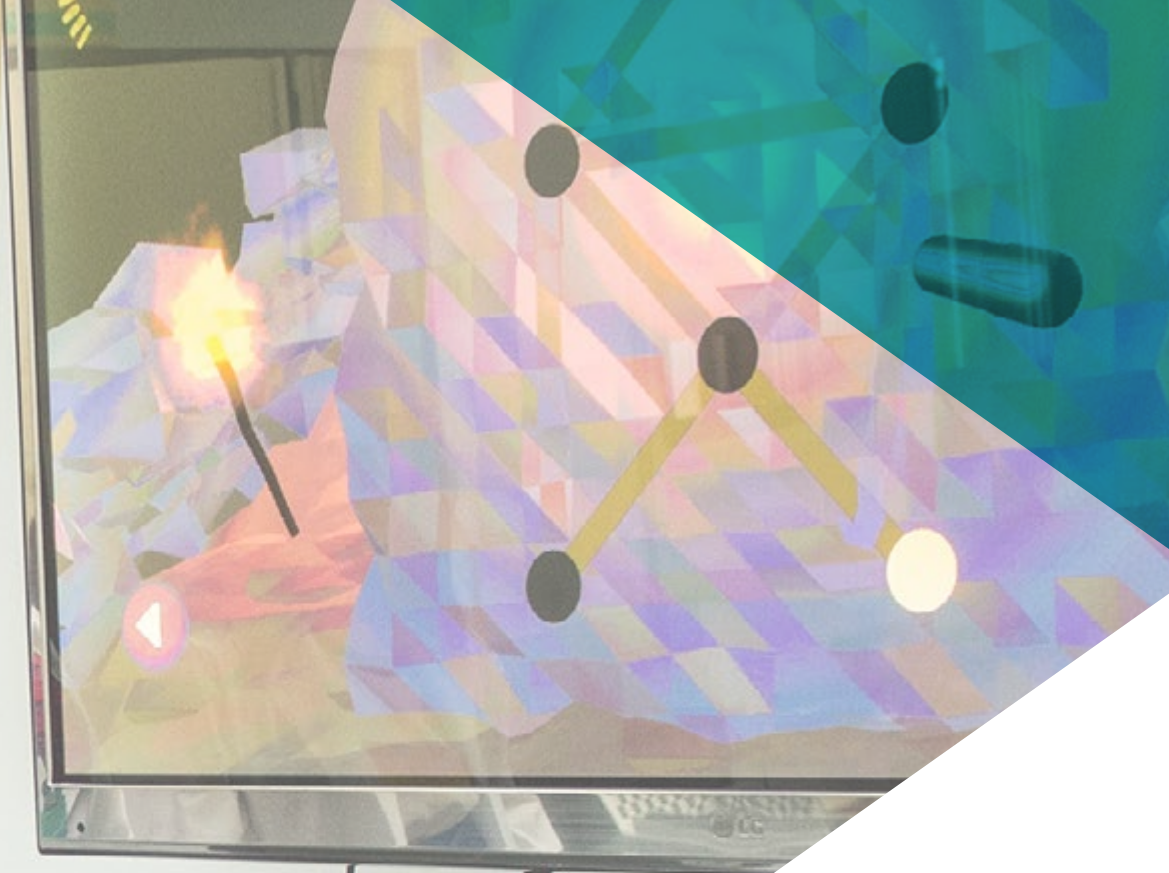


03

Structure and Content

This Postgraduate Certificate in Research and Education in Video Games has been designed by great experts in research applied to education and offers students the best content on this subject. For this reason, anyone who wants to start a career in video games research should study this program, as it will guarantee success in this field thanks to the in-depth content of its syllabus and the great scope of its teaching approach.





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The content that you are waiting for to advance in your professional career”

Module 1. Video Games and Simulation for Research and Education

- 1.1. Introduction to Serious Video Games
 - 1.1.1. What Does a Serious Game Involve?
 - 1.1.2. Features
 - 1.1.3. Highlights
 - 1.1.4. Advantages of Serious Games
- 1.2. Motivation and Objectives of Serious Games
 - 1.2.1. Creation of Serious Games
 - 1.2.2. Motivation of Serious Games
 - 1.2.3. Objectives of Serious Games
 - 1.2.4. Conclusions
- 1.3. Simulation Games
 - 1.3.1. Introduction
 - 1.3.2. Game- Simulation
 - 1.3.3. Video Games and ICT
 - 1.3.4. Games, Simulations and Management
- 1.4. Training-Oriented Design
 - 1.4.1. Gamification Model
 - 1.4.2. Rewards
 - 1.4.3. Incentives
 - 1.4.4. Gamification Applied to Work
- 1.5. How to Carry Out Effective Gamification
 - 1.5.1. The Theory of Diversion
 - 1.5.2. Gamification and Willpower
 - 1.5.3. Gamification and New Technologies
 - 1.5.4. Famous Examples
- 1.6. Learning: Game Flow and Progress
 - 1.6.1. Game Flows
 - 1.6.2. Feeling of Progress
 - 1.6.3. Feedback
 - 1.6.4. Degree of Completion





- 1.7. Learning Process: Game-Based Evaluation
 - 1.7.1. Kahoot!
 - 1.7.2. Methodology
 - 1.7.3. Results
 - 1.7.4. Conclusions Extracted
- 1.8. Fields of Study: Educational Application
 - 1.8.1. Case Study: Application of Gamification Techniques in Class
 - 1.8.2. Step 1: User and Context Analysis
 - 1.8.3. Step 2: Learning Objectives Definition
 - 1.8.4. Step 3: Designing the Experience
 - 1.8.5. Step 4: Identifying Resources
 - 1.8.6. Step 5: Application of Gamification Elements
- 1.9. Field of Study: Simulation and Mastery of Skills
 - 1.9.1. Gamification, Simulators and Orientation Towards the Entrepreneurial Attitude
 - 1.9.2. Sample
 - 1.9.3. Data Collection
 - 1.9.4. Data Analysis and Results
 - 1.9.5. Conclusions
- 1.10. Field of Study: Therapy Tools (Real Cases)
 - 1.10.1. Therapeutic Gamification: Main Objectives
 - 1.10.2. Virtual Reality Therapies
 - 1.10.3. Therapies with Adapted Peripherals
 - 1.10.4. Conclusions Extracted



This is the most complete and detailed program on video game research applied to education”

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 Research and Education in Video Games 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 Research and Education in Video Games** 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 Research and Education in Video Games**

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 language
classroom



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