Postgraduate Diploma
Blockchain, DeFi and NFT

tech *technological university*

Postgraduate Diploma
Blockchain, DeFi and NFT

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

Website: **www.techtitute.com/pk/videogames-design/postgraduate-diploma/postgraduate-diploma-blockchain-defi-nft**

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01
Introduction

The arrival of decentralization, NFT and *Blockchain* to video games is already a reality. The increasingly confident bet of many companies and even countries on cryptocurrencies has allowed an exponential development of the technologies that revolve around them, being video games one of the main sectors that can benefit from this situation. More than a few major developers have already spoken openly about the future that awaits video games with *Blockchain* technology, so it is the ideal time for professionals in this sector to specialize and begin to master everything related to NFT, *DeFi* and *Blockchain*. This program presents a compendium of contents that are up to date with the latest technological advances in this field, in a 100% flexible and online format with which to direct the professional path towards the software that will define the future of video games.

Specialize in the three pillars that will define the future of video games: Blockchain, NFTs and DeFi, studying the essential contributions of these technologies to the industry in depth"

Projects such as Decentraland or The Sandbox already show the wide possibilities of creating decentralized metaverses to develop high quality gamified environments. *Blockchain* technology has been an anthological paradigm shift in the world of video games, as it has allowed many gamers to see real possibilities to earn money while continuing to play their favorite titles.

These new-fangled technologies are still in their infancy, but show enormous potential for people who are proficient in both *Blockchain*and NFTs and *DeFi*. Therefore, this Postgraduate Diploma studies these three areas in depth thanks to the extensive experience of a faculty that is well-versed in the subject matter. The entire syllabus has a unique practical approach, with which video game professionals will perfect their work methodology in the most innovative and fastest-growing environments in the sector.

An excellent opportunity to keep up to date with the latest technological trends in *Crypto-Gaming* and acquire the necessary skills to become an outstanding professional in this sector. All of this with the advantage of being able to distribute the educational content at your convenience, since there are no on-site classes or fixed schedules of any kind. The program is completely online, which means that all content can be downloaded and studied from any device with an Internet connection.

This **Postgraduate Diploma in Blockchain, DeFi and NFT** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ 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 self-assessment can be used 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

Position yourself now as a key player in the most ambitious videogame projects of the future and lead your future career towards success"

" *You will lead the most prestigious video game and Blockchain development teams thanks to your continuous effort to keep perfecting your work thanks to programs such as this Postgraduate Diploma"*

You will have at your disposal a library of first-class multimedia resources, developed by the teaching staff to give you the necessary contextualization and in-depth study of each unit covered.

You will be able to perfectly combine this program with your most demanding professional and personal responsibilities, choosing when, where and how to take on the entire course load.

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.
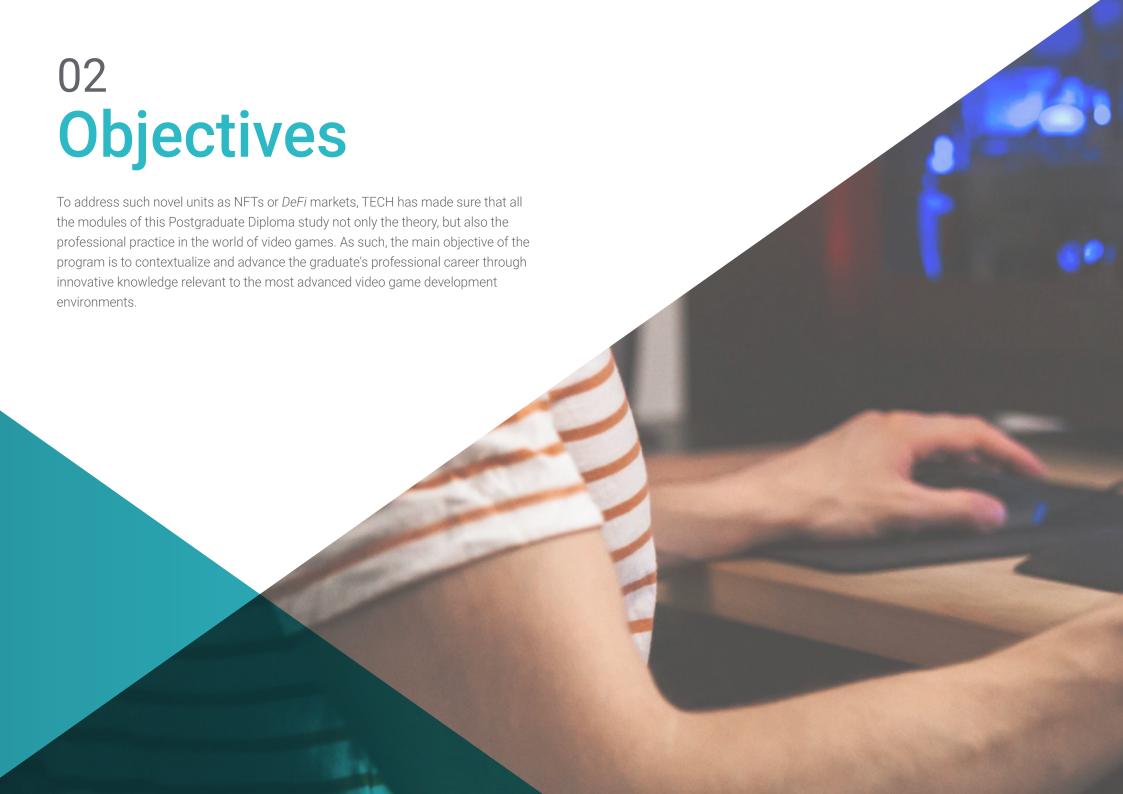
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

02
Objectives

To address such novel units as NFTs or *DeFi* markets, TECH has made sure that all the modules of this Postgraduate Diploma study not only the theory, but also the professional practice in the world of video games. As such, the main objective of the program is to contextualize and advance the graduate's professional career through innovative knowledge relevant to the most advanced video game development environments.

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"*You will achieve your most ambitious professional goals thanks to the in-depth and comprehensive study of Blockchain, DeFi and NFT in this Postgraduate Diploma*"

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
- Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been taken
- 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 linkage of NFTs to Blockchain and examine strategies for generating and extracting value from non-fungible Tokens
- Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects

You will have an outstanding competitive advantage in the world of video game development thanks to your advanced knowledge in the most important Blockchain technologies today"

Specific Objectives

Module 1. Blockchain.
- Identify the components of Blockchain Technology
- Determine the advantages of Blockchain in entrepreneurship projects
- Select ad hoc network types with the objectives proposed when planning a gamified project of the economy
- Choose and manage a Wallet (Digital Wallet)

Module 2. DeFi
- Acquire the necessary knowledge to make use of DeFi-based projects.
- Identify the advantages that decentralized finance offers to the gamified economy
- Identify the different levels of risk that can be assumed in the use of DeFi
- Describe how decentralized markets constitute applications framed in the DeFi
- Identify the layers relevant to the gamified economy sector

Module 3. NFT
- 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
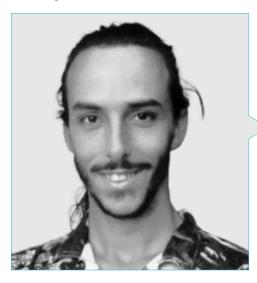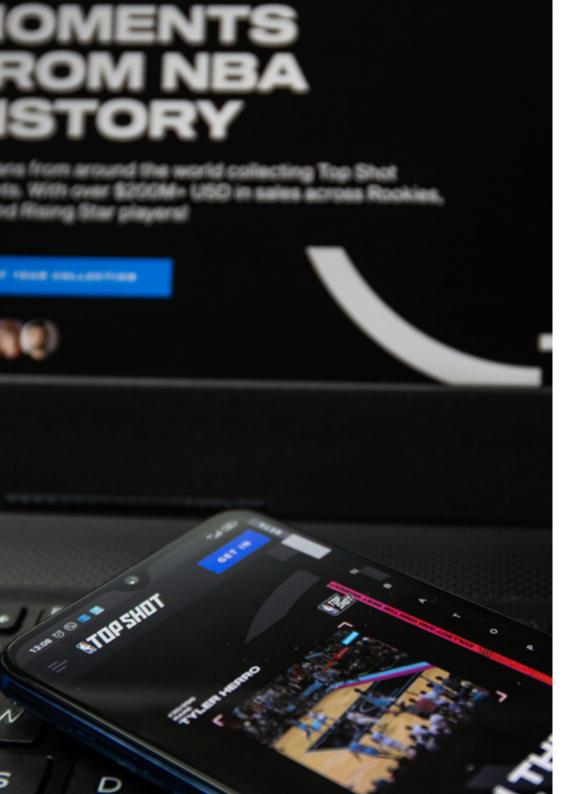- Employing NFT valuation strategies

03

Course Management

The professionals responsible for the development of all the content of this Postgraduate Diploma have been carefully selected by TECH for their knowledge and advanced management of Blockchain technologies in gamification and video game environments. Being leaders of Blockchain Gaming video game development projects, the student will gain essential practical knowledge to even be able to undertake their own projects in the sector.

"

Benefit from a teaching staff composed of professionals who have first-hand knowledge of the Crypto-Gaming sector in order to learn about the best opportunities for growth in the industry"

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
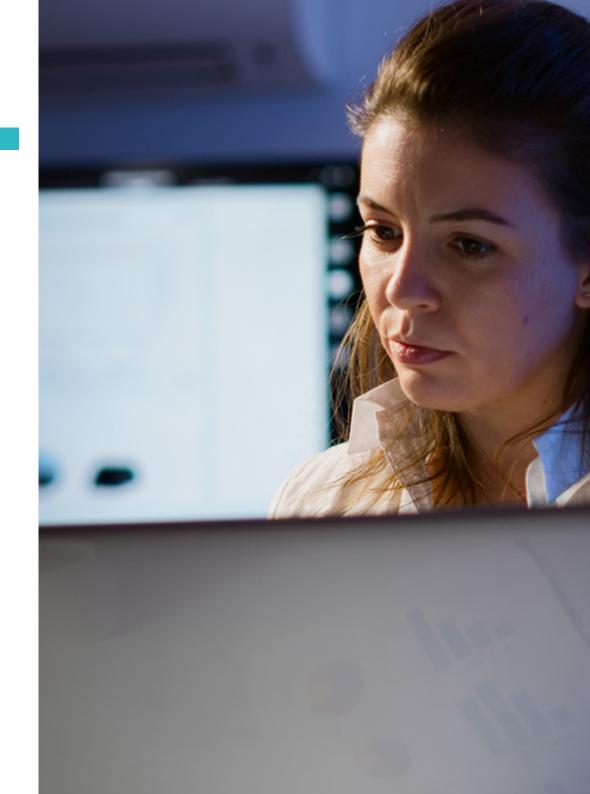- Chemical laboratory technician
- Graphic Designer

04
Structure and Content

In order to facilitate the student's study work as much as possible, TECH has ensured that the 3 modules that make up this Postgraduate Diploma are structured in the most cohesive and efficient way possible. The video game professional will have numerous multimedia resources for each unit covered, including supplemental readings, video summaries, and self-awareness activities to anchor the most advanced concepts of *Blockchain*, *DeFi* and NFT in an efficient manner.

" You will be able to download all the content, which will even serve as a high-quality reference guide when leading your own Crypto-Gaming with Blockchain projects"

Module 1. Blockchain.

1.1. Blockchain.

    1.1.1. Blockchain

    1.1.2. The New Blockchain Economy

    1.1.3. Decentralization as the Foundation of the Blockchain Economy.

1.2. Blockchain Technologies

    1.2.1. Bitcoin Blockchain

    1.2.2. Validation Process, Computational Power

    1.2.3. Hash

1.3. Types of Blockchain

    1.3.1. Public Chain

    1.3.2. Private Chain

    1.3.3. Hybrid or Federated Chain

1.4. Types of Networks

    1.4.1. Centralized Network

    1.4.2. Distributed Network

    1.4.3. Decentralized Network

1.5. Smart Contracts

    1.5.1. Smart Contracts

    1.5.2. Process of Generating a Smart Contract

    1.5.3. Examples and Applications of Smart Contract

1.6. Wallets

    1.6.1. Wallets

    1.6.2. Usefulness and Importance of a Wallet

    1.6.3. Hot & Cold Wallet

1.7. The Blockchain Economy

    1.7.1. Advantages of the Blockchain Economy

    1.7.2. Risk Level

    1.7.3. Gas Fee

Module 2. DeFi

Module 3. NFT

You will have access to a virtual classroom 24 hours a day, so you will be in charge of setting your study schedule, according to your own interests"

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.

30%

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.

10%

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.

8%

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.

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.

Certificate

The Postgraduate Diploma in Blockchain, DeFi and NFTs guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma 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 Diploma in Blockchain, DeFi and NFT** 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 Diploma** issued by **TECH Technological University** via tracked delivery*.

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

Title: **Postgraduate Diploma in Blockchain, DeFi and NFT**

N.of Official Hours: **450 h.**

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Awards the following

CERTIFICATE
to
Mr./Ms. _____, with identification number _____.
For having passed and accredited the following program

POSTGRADUATE DIPLOMA
in
Blockchain, DeFi and NFT

This is a qualification awarded by this University, equivalent to 450 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

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.   Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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.

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