

# Postgraduate Diploma Cryptocurrency and Blockchain Analysis



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## Postgraduate Diploma Cryptocurrency and Blockchain Analysis

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtute.com/us/videogames/postgraduate-diploma/postgraduate-diploma-cryptocurrency-blockchain-analysis](http://www.techtute.com/us/videogames/postgraduate-diploma/postgraduate-diploma-cryptocurrency-blockchain-analysis)

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# 01

# Introduction

The video game industry continues to transform itself to adapt to gamers who are demanding in the quality of the titles, but also in a sector eager for new products. This area is in a phase of growth with the introduction of cryptocurrencies and Blockchain. The current context opens an excellent scenario for gaming professionals seeking specialization in a field with projection. In this teaching a panel of professionals will delve into emerging sector, which requires a thorough knowledge of the financial system and networks within which to undertake a gamified project. All this with the advantage of being 100% online, and offering flexibility for the professional to acquire knowledge from anywhere in the world.







“

*Cryptocurrencies are the leaders in the Video Game Industry. Don't get left behind and specialize with this Postgraduate Diploma in a growing area”*

The revaluation of video games such as Axie Infinity, Gala or Alien Worlds in the last year demonstrates the great potential of titles that take advantage of the momentum of cryptocurrencies and the Blockchain to dominate the fastest growing market of the last decades in the gaming sector.

The gaming professional who masters with utmost skill the finances of virtual currencies and their development thanks to the Blockchain will climb in an industry that demands specialized personnel. With this scenario arises this University Postgraduate diploma that provides students with the latest developments in the sector and the analysis tools that allow to know the variations of the different cryptocurrencies, their current potential and in the future to carry out an entrepreneurship in the video game sector.

A professional teaching team with experience in Blockchain projects is part of this degree that will train students in a field with great projection. In addition, the 100% online teaching model offered by TECH gives freedom to adjust the teaching load at the pace you want. The virtual classroom and the multimedia content that enriches this degree can be accessed from any device with an Internet connection.

This **Postgraduate Diploma in Cryptocurrency and Blockchain Analysis** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ The development of practical 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 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



*Visualize the cryptocurrency market better than your competitors and prepare the best strategy for your project in the gaming sector”*

“

*Evaluate the different strategies to obtain the maximum benefits in the gamification sector using Blockchain technology and cryptocurrencies”*

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.

*The teaching team will provide you with exhaustive and updated material on the Crypto-Gaming sector, so that you can succeed in your professional career.*

*Become strong in a booming gamification sector. Specialize with this Postgraduate Diploma.*



# 02 Objectives

The constant change of cryptocurrencies and Blockchain forces the gaming professional, who wants to launch any initiative based on this technology, to be aware of the latest developments. Therefore, this degree provides not only a general knowledge about the current technological paradigm, but also allows students to discriminate between the different cryptocurrencies, wallets and the most optimal networks and their main characteristics. The practical case simulations will enable the professional to operate in gamified environments once the course has been completed.







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*Large companies are already making their Crypto-Gaming projects profitable. Specialize! “They want you on their team”*

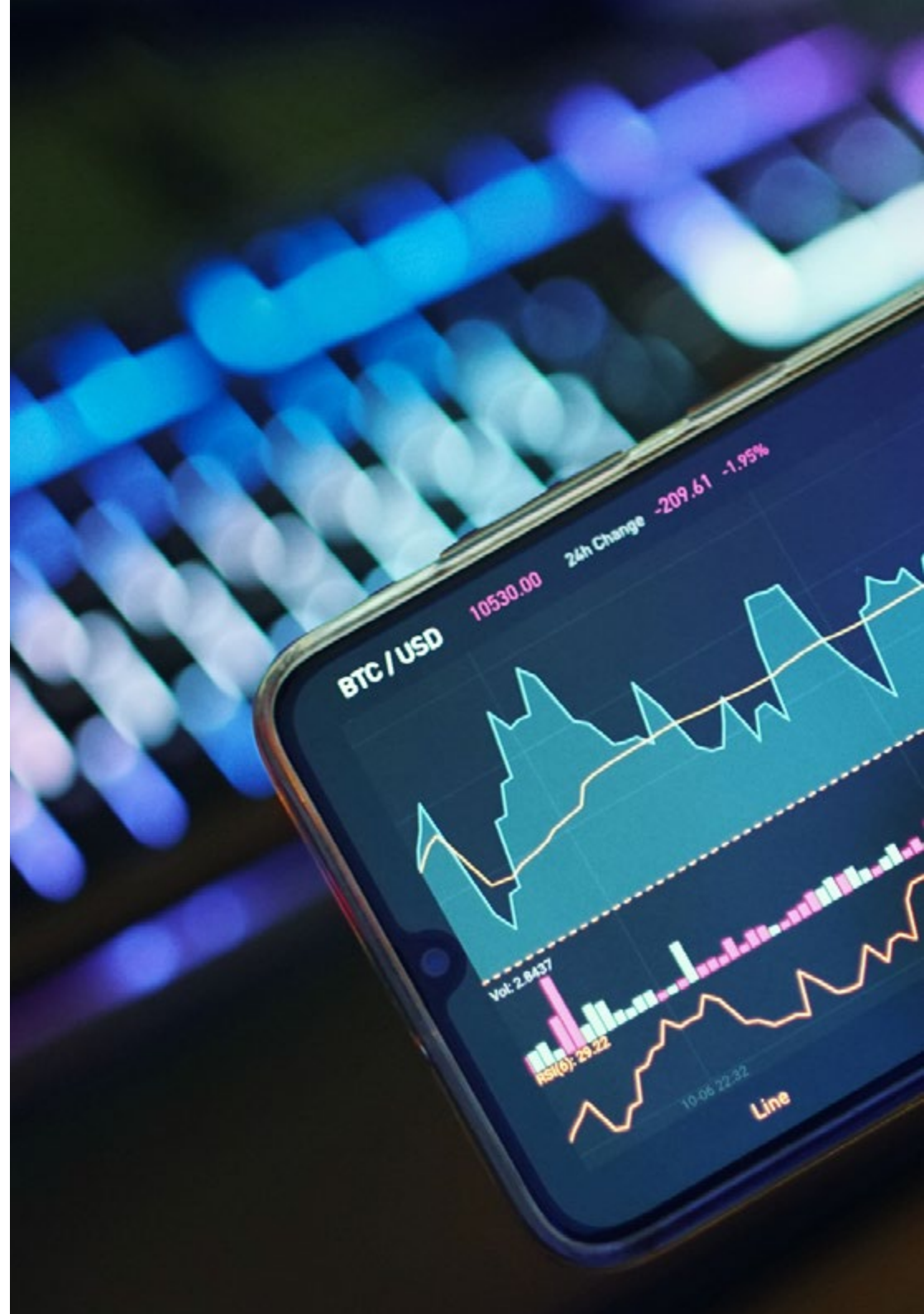


## General Objectives

- ◆ 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 link between NFTs and 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



*TECH's teaching methodology enhances content comprehension with the use of multimedia technology"*





## 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 economy project
- ◆ Choose and manage a Digital Wallet

### Module 2. Cryptocurrency Analysis

- ◆ Discriminate the cryptocurrencies that are most suitable for future ventures
- ◆ Perform behavioral estimates of cryptocurrencies
- ◆ Interpret cryptocurrency booms and busts
- ◆ Establish criteria in the selection of Stablecoins

### Module 3. Networks

- ◆ Discriminate the selection of optimal networks of the proposed purposes in a future undertaking, through the examples of use and main characteristics of each one of them
- ◆ Understand how networks work and establish a strategy based on from them
- ◆ Develop plans to improve user level accessibility from the networks



03

# Course Management

TECH offers video game professionals quality educational content that meets the demands of companies in the sector. To make it, it has relied on a teaching team with experience and multidisciplinary skills in the field of Crypto-Gaming. Therefore, students will go hand in hand with experts who work with Blockchain projects and master this subject with great precision.



Non-fungible  
token



FEET  
ungible

“

*A teaching staff with experience in the Crypto-Gaming sector will be your great ally. “With them you will reach your goals”*

## 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. Gálvez González, Danko Andrés

- ◆ Commercial advisor at Niide, a gamified economy project on Blockchain
- ◆ HTML and CCS programmer in educational learning projects
- ◆ Movistar and Virgin Mobile Sales Executive
- ◆ Bachelor's Degree in Education from the Universidad de Playa Ancha Educational Sciences

### 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

Video game professionals who want to be part of the Crypto-Gaming sector must base their projects on solid knowledge. In this University Postgraduate degree the key concepts of Blockchain technology applied to real situations are studied in depth. The apparent initial complexity disappears as this teaching takes place with the pedagogical model of TECH, where students utilize a Relearning system. This facilitates the understanding of the content through the repetition of the same. The result is a simple and practical learning for the video game professional.







*The contents based on real cases will facilitate the understanding of the topics covered in this University Postgraduate degree"*



## 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



- 1.8. Security/Safety
  - 1.8.1. Revolution in Security Systems
  - 1.8.2. Absolute Transparency
  - 1.8.3. Attacks to the Blockchain
- 1.9. Tokenization
  - 1.9.1. Tokens
  - 1.9.2. Tokenization
  - 1.9.3. Tokenized Models
- 1.10. Legal Aspects
  - 1.10.1. How Architecture Affects Regulatory Capacity
  - 1.10.2. Jurisprudence
  - 1.10.3. Current Legislation on Blockchain

## Module 2. Cryptocurrency Analysis

- 2.1. Bitcoin
  - 2.1.1. Bitcoins
  - 2.1.2. Bitcoin as a Market Indicator
  - 2.1.3. Advantages and Disadvantages for Gamified Economies
- 2.2. Altcoins
  - 2.2.1. Main Characteristics and Differences with Respect to Bitcoin
  - 2.2.2. Market Impact
  - 2.2.3. Analysis of Binding Projects
- 2.3. Ethereum
  - 2.3.1. Main Features and Operation
  - 2.3.2. Hosted Projects and Market Impact
  - 2.3.3. Advantages and Disadvantages for Gamified Economies
- 2.4. Binance Coin
  - 2.4.1. Main Features and Operation
  - 2.4.2. Hosted Projects and Market Impact
  - 2.4.3. Advantages and Disadvantages for Gamified Economies

- 2.5. Stablecoins
  - 2.5.1. Features
  - 2.5.2. Projects in Operation as of Stablecoins
  - 2.5.3. Uses of Stablecoins in Gamified Economies
- 2.6. Main Stablecoins
  - 2.6.1. USDT
  - 2.6.2. USDC
  - 2.6.3. BUSD
- 2.7. Trading
  - 2.7.1. Trading in Gamified Economies
  - 2.7.2. Balanced Portfolio
  - 2.7.3. Unbalanced Portfolio
- 2.8. Trading: DCA
  - 2.8.1. DCA
  - 2.8.2. Positional Trading
  - 2.8.3. Daytrading
- 2.9. Risk
  - 2.9.1. Price Formation
  - 2.9.2. Liquidity
  - 2.9.3. Global Economy
- 2.10. Legal Aspects
  - 2.10.1. Mining Regulation
  - 2.10.2. Consumer Rights
  - 2.10.3. Warranty and Security

## Module 3. Networks

- 3.1. The Revolution of the Smart Contract
  - 3.1.1. The Birth of the Smart Contract
  - 3.1.2. Application Hosting
  - 3.1.3. Security in IT Processes
- 3.2. Metamask
  - 3.2.1. Aspects
  - 3.2.2. Impact on Accessibility
  - 3.2.3. Asset Management at Metamask
- 3.3. Tron
  - 3.3.1. Aspects
  - 3.3.2. Hosted Applications
  - 3.3.3. Disadvantages and Benefits
- 3.4. Ripple
  - 3.4.1. Aspects
  - 3.4.2. Hosted Applications
  - 3.4.3. Disadvantages and Benefits
- 3.5. Ethereum
  - 3.5.1. Aspects
  - 3.5.2. Hosted Applications
  - 3.5.3. Disadvantages and Benefits
- 3.6. Polygon MATIC
  - 3.6.1. Aspects
  - 3.6.2. Hosted Applications
  - 3.6.3. Disadvantages and Benefits



3.7. Wax

3.7.1. Aspects

3.7.2. Hosted Applications

3.7.3. Disadvantages and Benefits

3.8. ADA Cardano

3.8.1. Aspects

3.8.2. Hosted Applications

3.8.3. Disadvantages and Benefits

3.9. Solana

3.9.1. Aspects

3.9.2. Hosted Applications

3.9.3. Disadvantages and Benefits

3.10. Projects and Migrations

3.10.1. Networks Suitable for the Project

3.10.2. Migration

3.10.3. Crosschain

“

*Ride the Crypto-Gaming wave  
with the confidence that you have  
the essential knowledge to be a  
successful entrepreneur”*

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.





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 Diploma in Cryptocurrency and Blockchain Analysis guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma 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 Diploma in Cryptocurrency and Blockchain Analysis** 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.

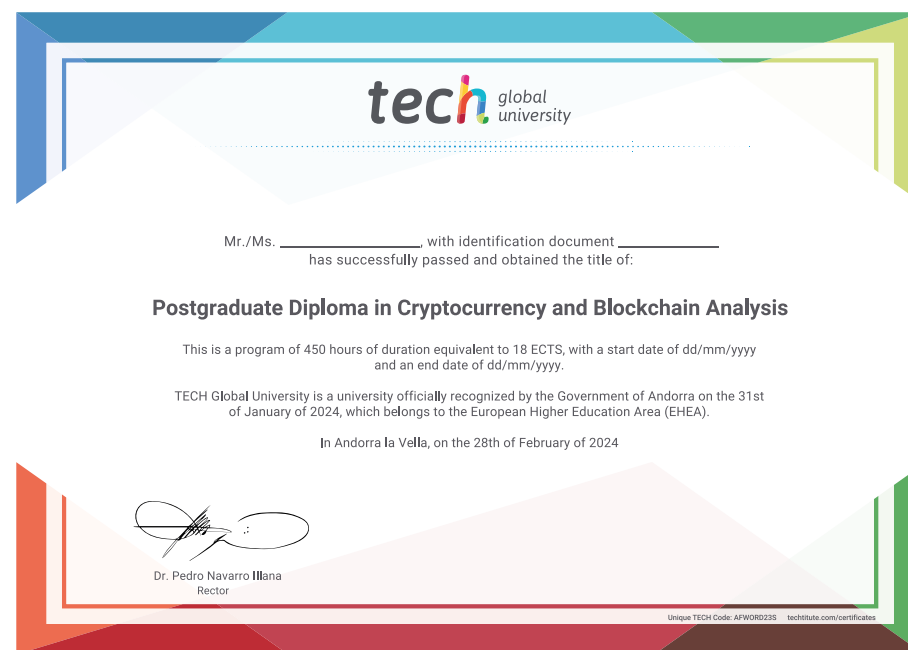
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Cryptocurrency and Blockchain Analysis**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**





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



Postgraduate Diploma  
Cryptocurrency  
and Blockchain Analysis

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