Professional Master's Degree
Gamification in Video Games

tech technological university

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Professional Master's Degree
Gamification in Video Games

- Modality: **online**
- Duration: **12 months**
- Certificate: **TECH Technological University**
- Dedication: **16h/week**
- Schedule: **at your own pace**
- Exams: **online**

Website: www.techtitute.com/pk/videogames-design/professional-master-degree/master-gamification-video-games

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01

Introduction

The video game industry has acquired millions and millions of new consumers, who want to live a unique and memorable experience. Understanding the behavior of these users is essential when developing new products. In this sense, in order to achieve player loyalty and obtain the desired objectives in each project, it is necessary to specialize. In this program the student will obtain all the necessary knowledge about Gamification in Video Games from an integral business perspective to become a highly specialized design professional.

Upon completion of this program you will be able to successfully complete the development of a gamified video game"

The design of a good video game implies the involvement of several professionals and elements to consider. To be an integral professional, capable of developing successful projects is what is desired both in the business and individual sphere. An in-depth knowledge of the gamification area and the existing problems in its development and expansion, allows the creation of attractive video games for the target audience, knowing what their motivations, behaviors and needs are.

This is where the programmatic quality of this Professional Master's Degree in Gamification in Video Games stands out; since the professional will master both the essential technical part for its development and the basic fundamentals of its good practices. It will be possible to master psychology to understand the user experience. The use of tools and techniques to generate creative ideas, in a world where everything seems to be already done, and to understand the keys to mastering the business when faced with the opportunity to present a prototype to the market.

A training that makes a difference in the student's professional experience, being able to adapt it to their current agenda with organization and little effort, since the distribution of the content is designed to provide comfort and agility in all processes. Thanks to the methodology implemented by TECH Technological University, with a modern vision and using the most advanced system.

It highlights the possibility for the professional to choose where, how and when to study, as it is a 100% online degree. It can be started from any type of device with an internet connection, but also offers the possibility of downloading all the didactic material for consultation. The students will have professional teachers who will accompany them throughout their learning process during the 12 months of programming.

This **Professional Master's Degree in Gamification in Video Games** contains the most complete and up-to-date scientific program on the market. Its most notable features are:

- The development of case studies presented by experts in video game development.
- The graphic, schematic, and eminently 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 for experts and individual reflection work
- Discussion forums, chat rooms, meeting rooms and expert community
- Content that is accessible from any fixed or portable device with an Internet connection

You will master storytelling and scripting for gamification, and you will be able to generate innovative ideas for your video games"

With this Professional Master's Degree, you will understand the importance of psychology in the development of a memorable videogame"

Designing video games that everyone wants to play is only possible by applying Gamification.

You have the desire to achieve a better future. TECH has the tools. Study in a quality, 100% online and secure environment.

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.

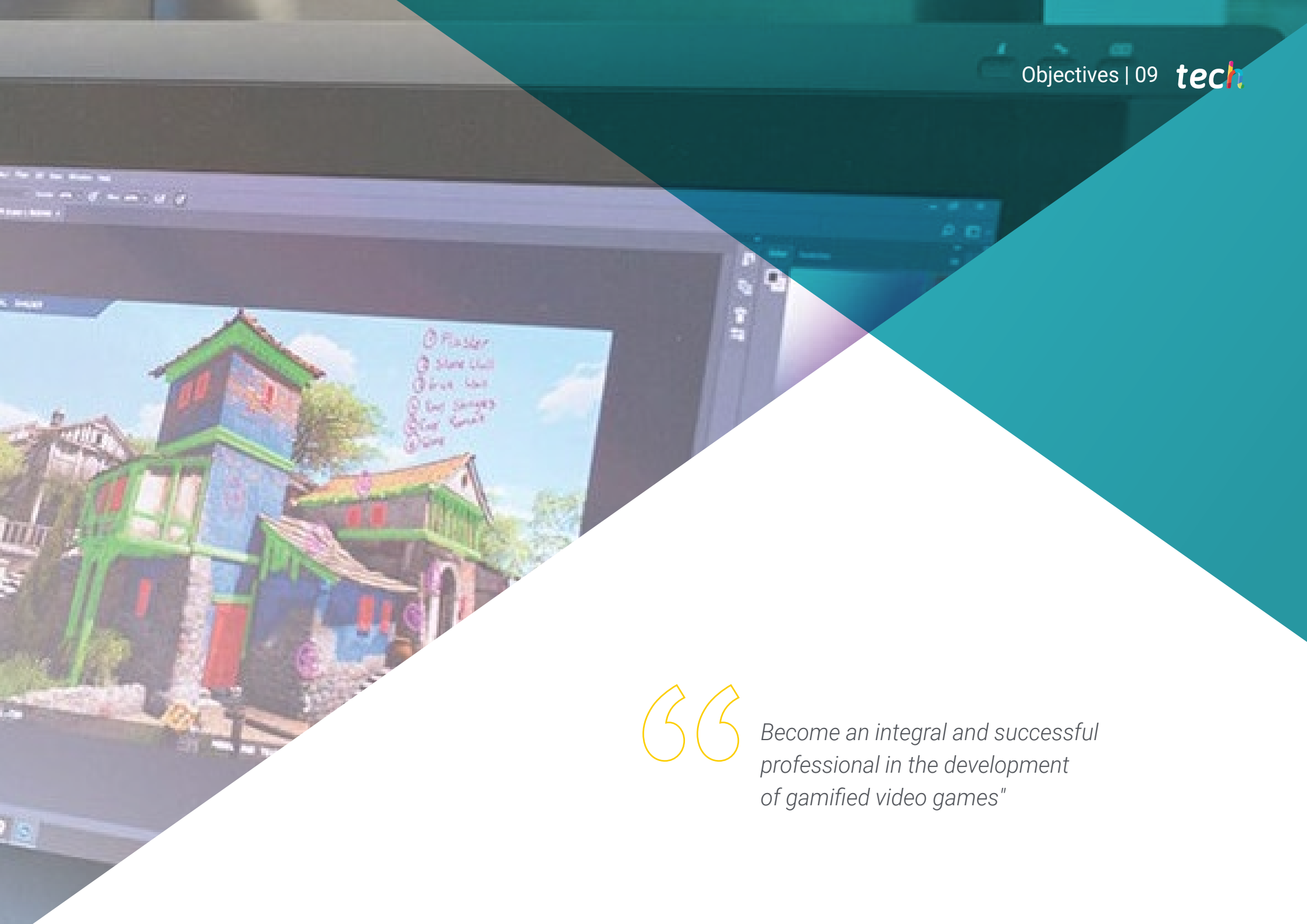
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

The design of this Program focuses on Problem-Based Learning, by means of which the professional will have to try to solve the different situations of Professional Practice, which will be posed 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

Due to the importance of technology today, the rise of digital entertainment and the evolving behavior of users, this program's main objective is to prepare highly trained professionals with differentiating qualities within the video game industry. Studying in depth Gamification as well as other necessary subjects such as psychology, efficient management of business models and sales. This completes the profile of a successful integral professional in video game development.



Become an integral and successful professional in the development of gamified video games"

General Objectives

- Master in depth the field of gamification, its development and expansion
- Analyze all the variables of video games and their industry
- Professionalize the theoretical bases of gamification applied in each field of specialization
- Achieve autonomy in the development of videogames and their specializations
- Know the construction, application and needs of board games for their extrapolation into gamified products
- Study players' behavior and their level of satisfaction within a designed product
- Enhance design skills to make video games attractive and easy to use
- Manage specialized documentation processes
- Explore the behavior of the business and sales world

Learn about other models in gamification through case studies such as Speed Camer and Amazon Pain Squad, among others"

Specific Objectives

Module 1 Gamification

- In-depth knowledge of the language of gamified game development
- Analyze the evolution of gamification and its competitors
- Problem solving within gamification professional development
- Acquire the necessary skills of a professional gamified game developer

Module 2 Gamification Applied to Video Games

- In-depth knowledge of player motivations
- Analyze user experiences to enhance the use of the gamified product
- Deepen the objectives within the game design
- Understand in detail the purposes for which gamified games work

Module 3 Gamified Game Design

- Differentiate in a professional manner interactive products and their media
- Internalize the mission, vision and values of game development and design
- Creation of a consistent design according to the theoretical basis of board game design
- Analyze product types
- Deepen in the different professional roles in the gaming industry

Module 4 *Game Design* and Gamification

- Master the tools and fundamentals of video game design
- Examine the genres and types of games available on the market
- Apply the MDA framework successfully in the development of gamified video games
- Implementing gaming rewards for market differentiation
- Interpret level and world design to optimize player experience
- Balance game economy for successful game progression

Module 5 Video Game Documentation

- Apply in a professional manner the pillars of video game design within the character, camera and control systems
- Interpret specialized documentation within the video game industry
- Document information related to the game design in an orderly and useful manner
- Master communication strategies for efficient teamwork

Module 6 Player Psychology

- Analyze player behavior for product optimization
- Discover the drivers of user behavior within the interactive environment.
- Understand the needs and motivations of a player's psychology in order to reshape them within the gamified game design
- Deepen in the different types of players according to experts

Module 7 User Experience for Gamification

- Identify the best way to include an interface within a product according to your needs
- Develop screen maps describing how the product works for good communication with the development team
- Apply the related laws within the player experience in a product
- Efficiently apply interface principles in the development of a product

Module 8 Narrative and Scripting for Gamification.

- Use methods and tools that facilitate the generation of ideas for a successful narrative
- Create worlds and characters that are believable to the human mind in an imaginary context
- Apply classic narrative structures for a complete story construction
- Develop the structure par excellence within the video game industry into new products

Module 9 Business Models and Sale of Gamified Video Games

- Knowledge of the industry's business models and its characters
- Analyze the importance of branding and its successful application
- Delve into ways to raise capital for new product development
- Identify the right prototype for each product type
- Understand the keys to selling a prototype

Module 10 Gamification Design and Other Models

- Seamlessly develop the design process within the field of gamification
- Devise new success stories based on known products and best practices
- Apply metrics and analytics to support development within a launched product
- Learn about different models and success stories in order to define your own objectives
- Successful completion of gamified product development

03

Skills

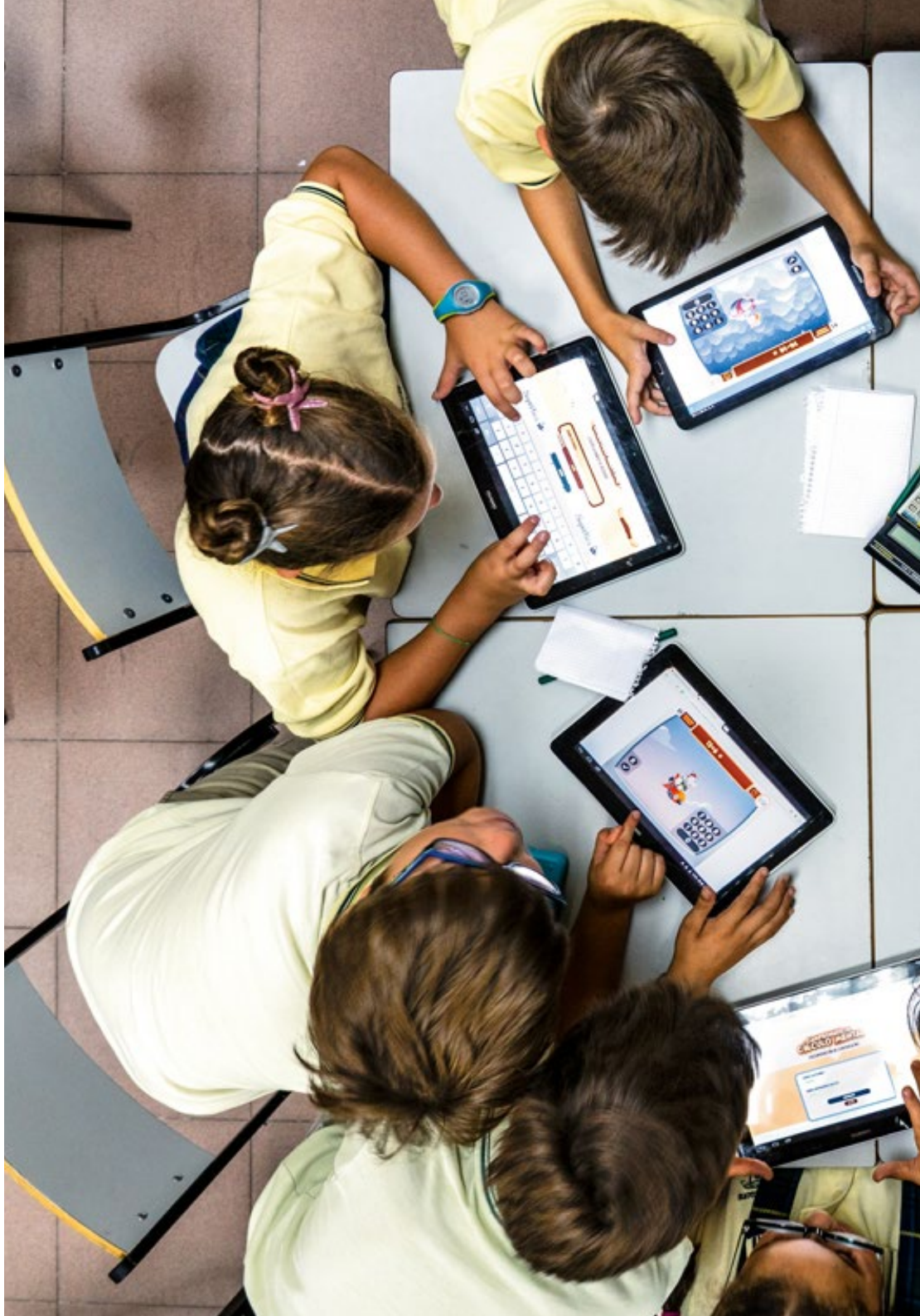
The video game and digital entertainment industry, due to its constant growth and evolution, depends on qualified personnel for its development. Not only at a theoretical level, but also at a practical level, be able to establish efficient solutions and present innovative ideas to meet the needs of the industry and even propose new ones. Thus, this program contains everything you need to specialize in video game gamification and become a highly specialized design professional.

Acquire the latest techniques and knowledge in Gamification in Video Games and stand out when developing video games"

General Skills

- Develop a gamified video game in a professional manner
- Solve common problems autonomously
- Manage specialized documentation processes
- Adapt to different types of gamification models and environments
- Apply psychology in the development of your products
- Master communication strategies
- Create narrative contexts tailored to each need

Become a professional with skills that are increasingly in demand in the marketplace"



Specific Skills

- Study the current context of gamification
- Understand the different gamification issues
- Study real cases of successful video games
- Analyze the purposes of gamified video games
- Understand the origin of board games and their mechanics
- Add interaction as an important element in the development of the game
- Understand player psychology
- Correct application of interfaces
- Create narrative contexts that fit the product's objective
- Know the business and sales models within the video game industry

04

Structure and Content

Following the quality parameters of the TECH Technological University study system and making use of the most innovative methodology, this degree stands out in its structure and content development. The way it has been designed will make the student's experience more agile. There are 10 modules within which specific topics are developed for a better organization and understanding in a maximum of 12 months. Through a virtual campus, with the possibility of downloading the material to be consulted when the student requires it.

You will have a variety of formats, both theoretical and practical, to facilitate the study experience"

Module 1 Gamification

1.1. Gamification
- 1.1.1. Gamification
- 1.1.2. Ludification
- 1.1.3. Games

1.2. Game Learning and Behaviour Design
- 1.2.1. Game-Based Learning
- 1.2.2. Human Focused Design
- 1.2.3. Behavioural Design

1.3. e-learning and Playful Learning
- 1.3.1. e-learning
- 1.3.2. Playful Learning
- 1.3.3. Edutainment

1.4. Types of Gamification
- 1.4.1. Serious Games
- 1.4.2. Entertainment Games
- 1.4.3. Transmedia Games

1.5. Social Contexts of Gamification
- 1.5.1. AED
- 1.5.2. DED
- 1.5.3. Obstacles

1.6. Professionalization of Gamification
- 1.6.1. Professional
- 1.6.2. Lack of Knowledge
- 1.6.3. Bridges

1.7. Problems in Gamification
- 1.7.1. Time
- 1.7.2. Money
- 1.7.3. Target Audience

1.8. Gamification Technologies
- 1.8.1. Technology
- 1.8.2. PBL
- 1.8.3. Rejection

1.9. Video Games, Games and Narrative
- 1.9.1. Video Games
- 1.9.2. Board Games
- 1.9.3. Narrative

1.10. Usability, Psychology and Business
- 1.10.1. Usability
- 1.10.2. Psychology
- 1.10.3. Business

Module 2 Gamification Applied to Video Games

2.1. Gamification in Video Games
- 2.1.1. Objectives
- 2.1.2. Assessments
- 2.1.3. Practices

2.2. Motivation in Video Games
- 2.2.1. Intrinsic
- 2.2.2. Extrinsic
- 2.2.3. Counterposition

2.3. Promotion of Gamification
- 2.3.1. Identity
- 2.3.2. Independence
- 2.3.3. Community

2.4. Failures and Competencies
- 2.4.1. Errors
- 2.4.2. Skills
- 2.4.3. Exploration

2.5. Maple: Motivation
- 2.5.1. Company
- 2.5.2. Power
- 2.5.3. Collaboration

2.6. Maple: Awareness
- 2.6.1. Ethics and Morals
- 2.6.2. Physical and Mental Health
- 2.6.3. Newsgames

2.7. Maple: Reality
- 2.7.1. Skills
- 2.7.2. Psychology
- 2.7.3. Difficulties

2.8. Maple: Persuasion
- 2.8.1. Product Placement
- 2.8.2. Advergaming
- 2.8.3. Ideologies and Stereotypes

2.9. Maple: Learning
- 2.9.1. Day-To-Day
- 2.9.2. Business Environment
- 2.9.3. Soft Skills

2.10. Maple: Assessment
- 2.10.1. Treatment
- 2.10.2. Educational
- 2.10.3. Self-Benefiting

Module 3 Gamified Game Design

3.1. Gamified Game Design
- 3.1.1. Games
- 3.1.2. Video Games
- 3.1.3. The Design

3.2. Profiles Involved
- 3.2.1. Programmer
- 3.2.2. Artist
- 3.2.3. Designer

3.3. Production and QA
- 3.3.1. Producer
- 3.3.2. QA
- 3.3.3. Screenwriter

3.4. Other Roles
- 3.4.1. Composer
- 3.4.2. Specialist Roles
- 3.4.3. Intermediaries

3.5. Mission
- 3.5.1. Role of the Designer
- 3.5.2. Valuable Knowledge
- 3.5.3. Solo Development

3.6. Vision
- 3.6.1. Possibilities
- 3.6.2. Ambition
- 3.6.3. Retrospective Vision

3.7. Values of Gamification
- 3.7.1. Constraints
- 3.7.2. Planning
- 3.7.3. Target

3.8. Specialities
- 3.8.1. Goals
- 3.8.2. Niche
- 3.8.3. Clone Wars

3.9. Prototyping
- 3.9.1. Paper Prototype
- 3.9.2. From Game to Video Game
- 3.9.3. Board Games

3.10. Structures
- 3.10.1. Structure and Elements
- 3.10.2. Brainstorming
- 3.10.3. The Five Questions

Module 4 Game Design and Gamification

4.1. Gameplay
- 4.1.1. Gameplay
- 4.1.2. Rules
- 4.1.3. Setting

4.2. Immersion
- 4.2.1. Coherence
- 4.2.2. Suspension of Disbelief
- 4.2.3. Dimensions

4.3. Tools and Techniques
- 4.3.1. Proof and Correction
- 4.3.2. Experience
- 4.3.3. MDA Framework

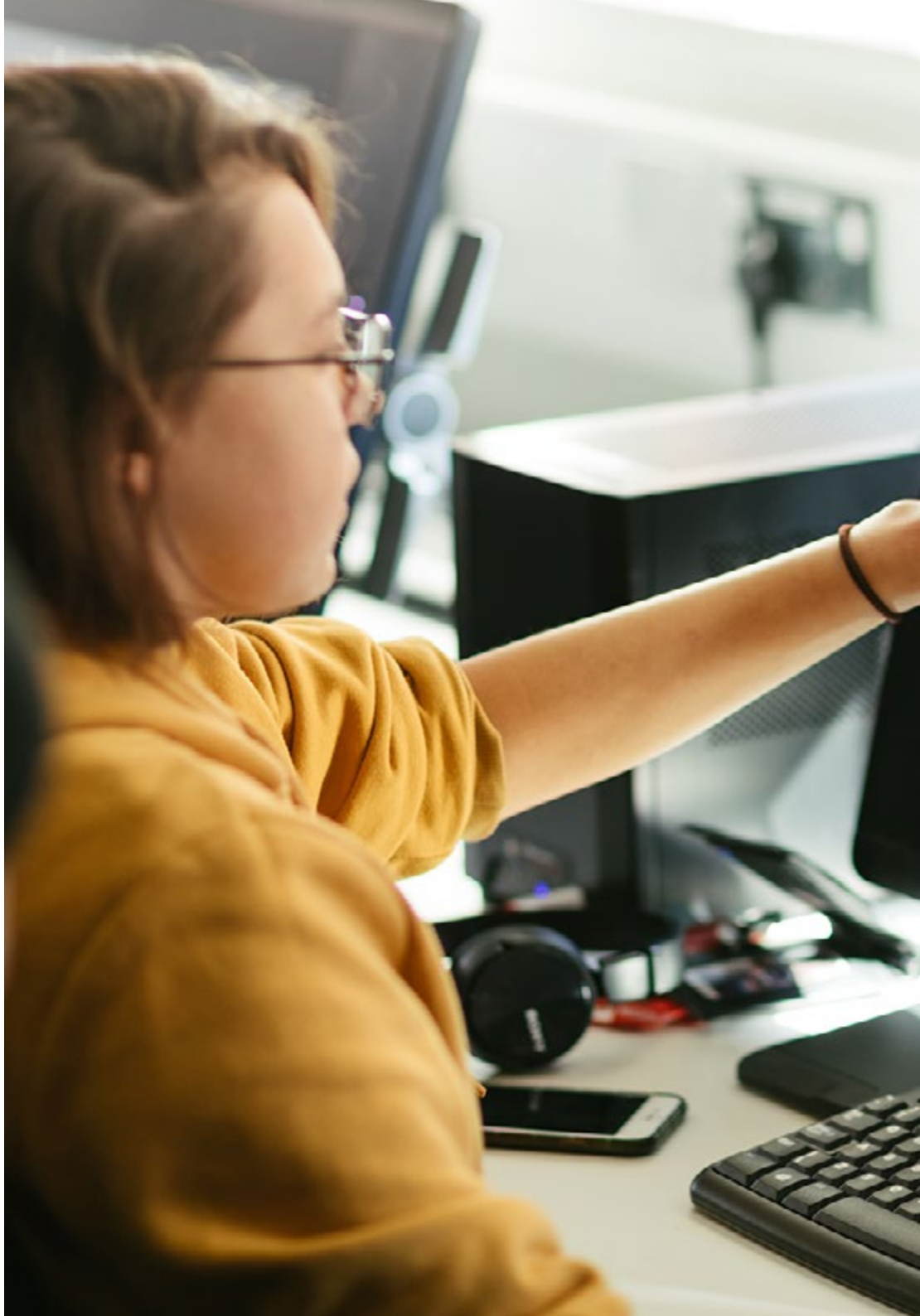
4.4. MDA Model
- 4.4.1. Mechanisms
- 4.4.2. Dynamics
- 4.4.3. Aesthetics

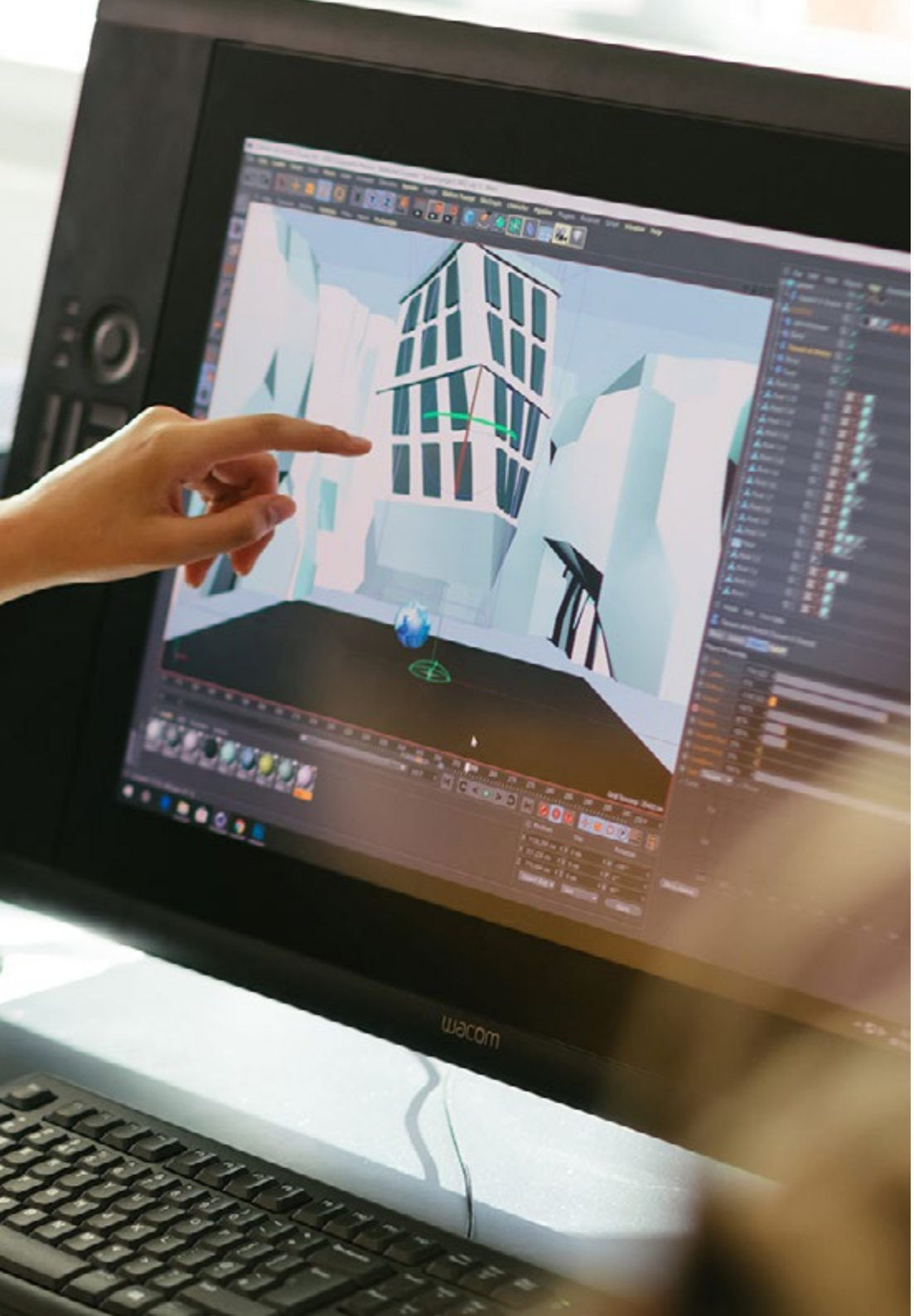
4.5. Design Elements
- 4.5.1. Genre
- 4.5.2. Game Modes
- 4.5.3. Core Dynamics

4.6. Types of Objectives
- 4.6.1. Short Term
- 4.6.2. Medium Term
- 4.6.3. Long Term

4.7. Rewards: Ludification
- 4.7.1. Play Structure
- 4.7.2. Challenges
- 4.7.3. Progression

4.8. Rewards: Stories
- 4.8.1. Stories
- 4.8.2. Secrets
- 4.8.3. System





4.9. Level Design
- 4.9.1. Paper Design
- 4.9.2. Difficulty Curve
- 4.9.3. Flow Theory

4.10. Economy
- 4.10.1. Components
- 4.10.2. Functions
- 4.10.3. Regulation

Module 5 Video Game Documentation

5.1. The Three Cs
- 5.1.1. Character
- 5.1.2. Camera
- 5.1.3. Control

5.2. Character
- 5.2.1. Physiology
- 5.2.2. Personality
- 5.2.3. Mechanisms

5.3. Camera
- 5.3.1. Viewpoints
- 5.3.2. Camera Control
- 5.3.3. Camera Guides

5.4. Control
- 5.4.1. Control Ergonomics
- 5.4.2. Related to the Character
- 5.4.3. Related to the Camera

5.5. General Documentation
- 5.5.1. Game Concept
- 5.5.2. Game Treatment
- 5.5.3. Game Document Design

5.6. Specific Documents
- 5.6.1. Design
- 5.6.2. Engineering
- 5.6.3. Drafting

5.7. Game Document Design
- 5.7.1. Documentation
- 5.7.2. Communication
- 5.7.3. General Rules

5.8. GDD: One Page
- 5.8.1. Uses
- 5.8.2. Structure
- 5.8.3. Design

5.9. GDD: Ten Pages
- 5.9.1. Uses
- 5.9.2. Structure
- 5.9.3. Design

5.10. Documentation Tools
- 5.10.1. Rule of Three
- 5.10.2. Game Progression
- 5.10.3. Victory Chart

Module 6 Player Psychology

6.1. Sociology in Video Games
- 6.1.1. Individual
- 6.1.2. Community
- 6.1.3. Society

6.2. Psychology in Video Games
- 6.2.1. Cognitive
- 6.2.2. Emotional
- 6.2.3. Behaviour

6.3. Entertainment Needs
- 6.3.1. Entertainment
- 6.3.2. Fun
- 6.3.3. Motivation

6.4. Feelings
- 6.4.1. Desire
- 6.4.2. Power
- 6.4.3. Need

6.5. Maslow's Pyramid
- 6.5.1. Survival
- 6.5.2. Existence
- 6.5.3. Assessment

6.6. Behavioral Design
- 6.6.1. Behavioral Psychology
- 6.6.2. Classical Conditioning
- 6.6.3. Operant Conditioning

6.7. Reinforcement Schedule
- 6.7.1. Instinct
- 6.7.2. Method
- 6.7.3. Intervals

6.8. Rewards Map
- 6.8.1. Rewards
- 6.8.2. Pauses
- 6.8.3. Compensators

6.9. Contrasts
- 6.9.1. Extinction
- 6.9.2. Levels
- 6.9.3. Avoidance

6.10. Players
- 6.10.1. Bartle
- 6.10.2. Ami Jo Kim
- 6.10.3. Marczewski

Module 7 User Experience for Gamification

7.1. Interface in Video Games
- 7.1.1. Usable Design Guide
- 7.1.2. UI: in the Game History
- 7.1.3. UI: in the Game World

7.2. Screen Flow
- 7.2.1. Aesthetic Appearance
- 7.2.2. Functional Aspect
- 7.2.3. Interaction

7.3. Perceptual Vision
- 7.3.1. Considerations
- 7.3.2. Gestalt Laws
- 7.3.3. Combination

7.4. Usability: Efficiency and Effectiveness
- 7.4.1. Efficiency
- 7.4.2. Efficacy
- 7.4.3. Satisfaction

7.5. Usability: Perception and Intuition
- 7.5.1. Perception
- 7.5.2. Intuition
- 7.5.3. Retention

7.6. Gameplay
- 7.6.1. Intrinsic
- 7.6.2. Mechanics
- 7.6.3. Artistic

7.7. Interactive Gameplay
- 7.7.1. Interactive
- 7.7.2. Intrapersonal
- 7.7.3. Interpersonal

7.8. UI: Consistency
- 7.8.1. Consistency
- 7.8.2. Ease of Use
- 7.8.3. User Control

7.9. UI: Positioning
- 7.9.1. Positioning
- 7.9.2. Visual Organization
- 7.9.3. Balance and Weight

7.10. UI: Points of Attention
- 7.10.1. Points of Attention
- 7.10.2. Eye Movement
- 7.10.3. Color

Module 8 Narrative and Scripting for Gamification

8.1. Ideas for Video Games
- 8.1.1. Rules
- 8.1.2. Blockages
- 8.1.3. Fun

8.2. Triangle of Rarity
- 8.2.1. Character
- 8.2.2. World
- 8.2.3. Activities

8.3. Characters
- 8.3.1. Types
- 8.3.2. Secondary
- 8.3.3. Jung's Archetypes

8.4. Worlds
- 8.4.1. World as a Character
- 8.4.2. Maps
- 8.4.3. Historical Line

8.5. Narratives
- 8.5.1. Narration and Narrative
- 8.5.2. Viewpoints
- 8.5.3. Voices and Dialogues

8.6. Times
- 8.6.1. Analepsis
- 8.6.2. Prolepsis
- 8.6.3. Paralipsis

8.7. Classic Structure
- 8.7.1. Structure
- 8.7.2. Pivot Points
- 8.7.3. The Playbill

8.8. The Hero's Path: Structure
- 8.8.1. Game Start
- 8.8.2. Initiation
- 8.8.3. Return

8.9. The Hero's Path: Tools
- 8.9.1. Character Arc
- 8.9.2. Monomite
- 8.9.3. Tools

8.10. Non-Linear Script

Module 9 Business Models and Sale of Gamified Video Games

9.1. Communication
- 9.1.1. Developers
- 9.1.2. Companies
- 9.1.3. Publishers

9.2. Promotion
- 9.2.1. Crowdfunding
- 9.2.2. Events
- 9.2.3. Incubators

9.3. Investors
- 9.3.1. Venture Capital
- 9.3.2. Seed Money
- 9.3.3. Angel Investor

9.4. Brand: Identification
- 9.4.1. Logo
- 9.4.2. Conceptual Art
- 9.4.3. Personal Cards

9.5. Brand: Exposure
- 9.5.1. Web Presence
- 9.5.2. Merchandising
- 9.5.3. Presskit

9.6. Marketing
- 9.6.1. Own
- 9.6.2. Delegate
- 9.6.3. Public

9.7. Sales Arguments
- 9.7.1. Numbers
- 9.7.2. Statistics
- 9.7.3. USP

9.8. Prototypes: Mechanics
- 9.8.1. Mechanics
- 9.8.2. Aesthetics
- 9.8.3. Technology

9.9. Other Prototypes
- 9.9.1. Emerging
- 9.9.2. Vertical
- 9.9.3. Horizontal

9.10. Pitch
- 9.10.1. Structure
- 9.10.2. Sales
- 9.10.3. Press

Module 10 Gamification Design and Other Models

10.1. Tools
- 10.1.1. Analysis
- 10.1.2. Metrics
- 10.1.3. Actors

10.2. Ggdd
- 10.2.1. Objective
- 10.2.2. Behaviour
- 10.2.3. Players

10.3. Ggdd: Motivators and Implications
- 10.3.1. Motivators
- 10.3.2. Implications
- 10.3.3. MDA

10.4. Ggdd: Entertainment
- 10.4.1. Fun
- 10.4.2. Tools
- 10.4.3. AAI

10.5. Study Cases
- 10.5.1. Speed Camera
- 10.5.2. Amazon
- 10.5.3. Pain Squad

10.6. Serious Games
- 10.6.1. Uses
- 10.6.2. Obstacles
- 10.6.3. Study Case

10.7. Social Games
- 10.7.1. Connections
- 10.7.2. Viralization
- 10.7.3. Study Case

10.8. Educational Games
- 10.8.1. Problems
- 10.8.2. Learning as a Means
- 10.8.3. Study Case

10.9. Advertising Games
- 10.9.1. Differences
- 10.9.2. Advantages
- 10.9.3. Study Case

10.10. Transmedia Games
- 10.10.1. Inclusion
- 10.10.2. Creation
- 10.10.3. Cases

Don't miss the opportunity to evolve in your professional field. Enroll now in this Professional Master's Degree in Gamification in Video Games"

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

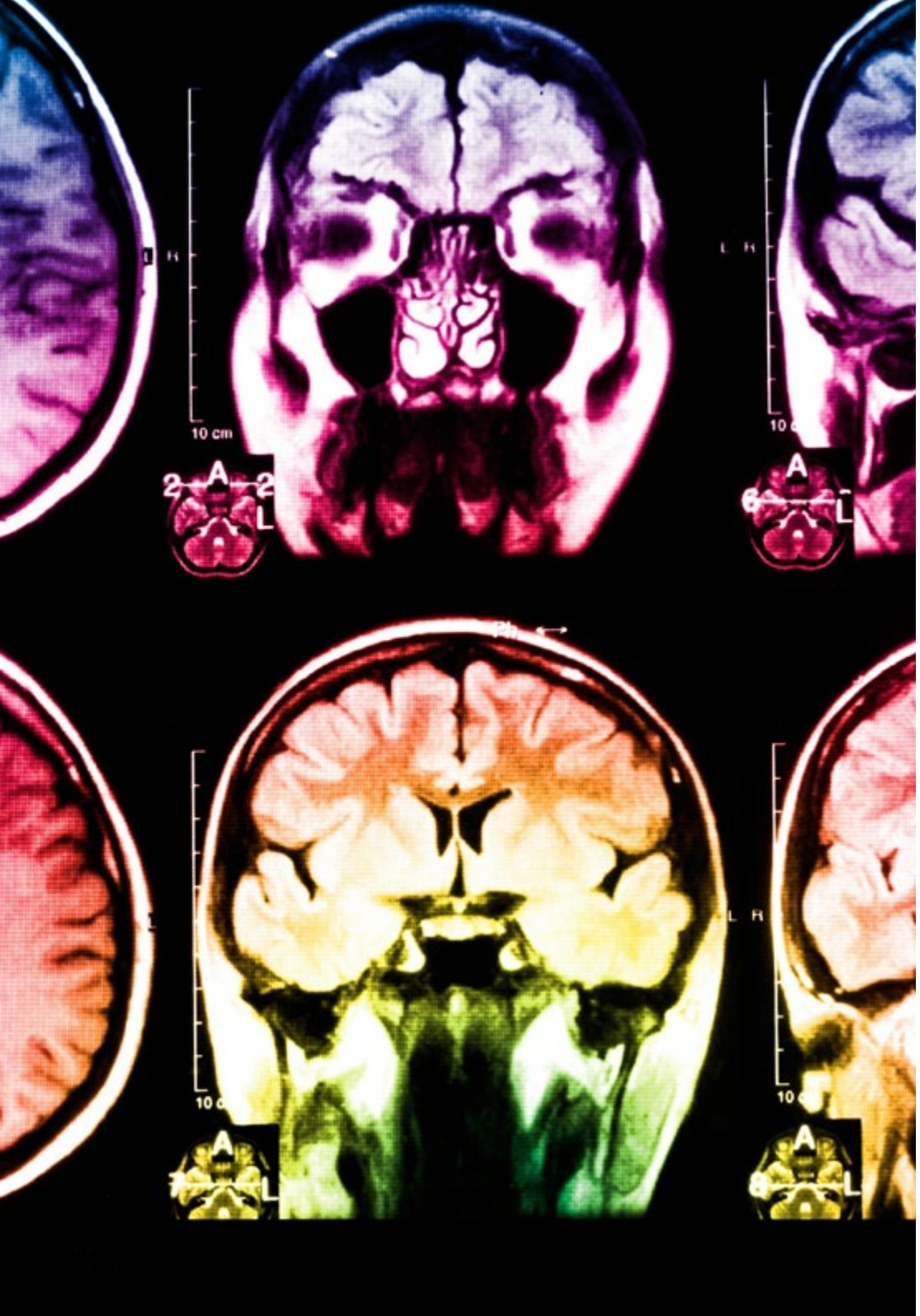
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.

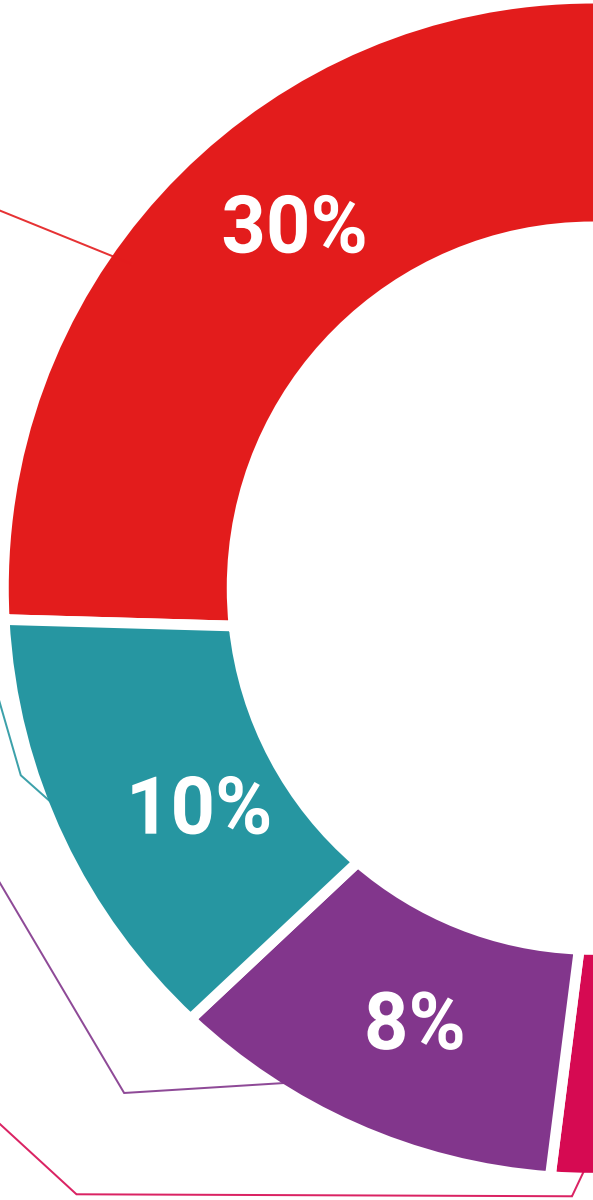
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

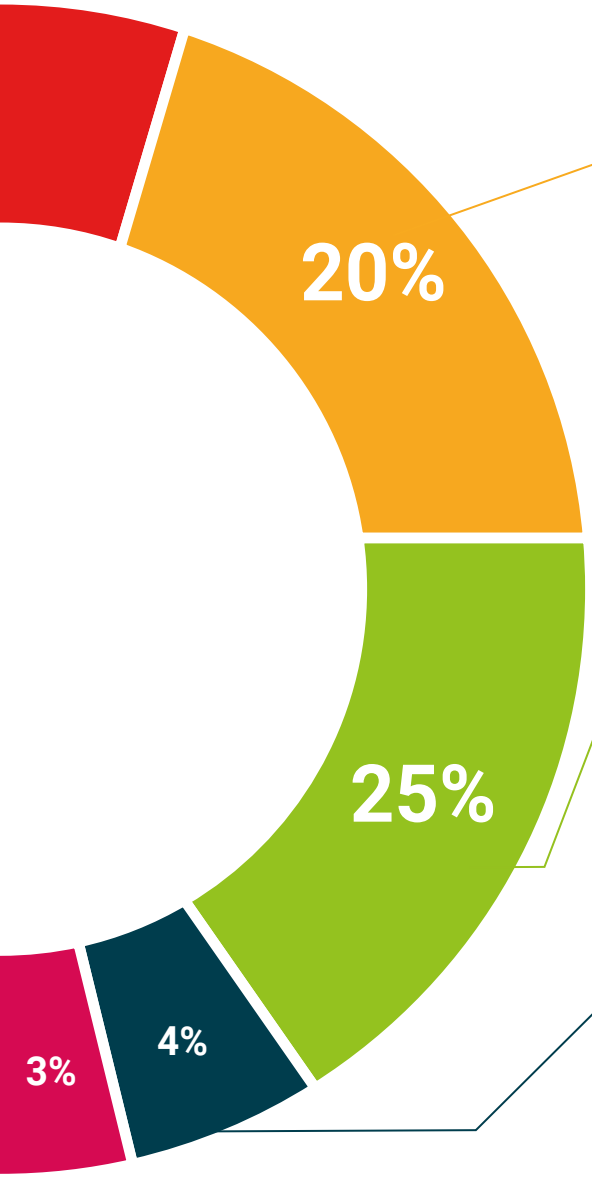
Practising Skills and Abilities

They will carry out activities to develop specific competencies and skills in each thematic 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 Professional Master's Degree in Gamification in Video Games guarantees, in addition to the most rigorous and up-to-date training, access to a certificate issued by TECH Technological University.

Successfully complete this training program and receive your university certificate without travel or laborious paperwork"

This **Professional Master's Degree in Gamification in Video Games** contains the most complete and up-to-date scientific program on the market.

After the student has passed the assessments, they will receive their corresponding **Professional Master's Degree diploma** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Professional Master's Degree, and meets the requirements commonly demanded by job exchanges, competitive examinations and professional career evaluation committees.

Title: **Professional Master's Degree in Gamification in Video Games**

Official Nº of Hours: **1,500 h.**

tech technological university

Awards the following

CERTIFICATE

to

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

For having successfully passed and accredited the following program

PROFESSIONAL MASTER'S DEGREE

in

Gamification in Video Games

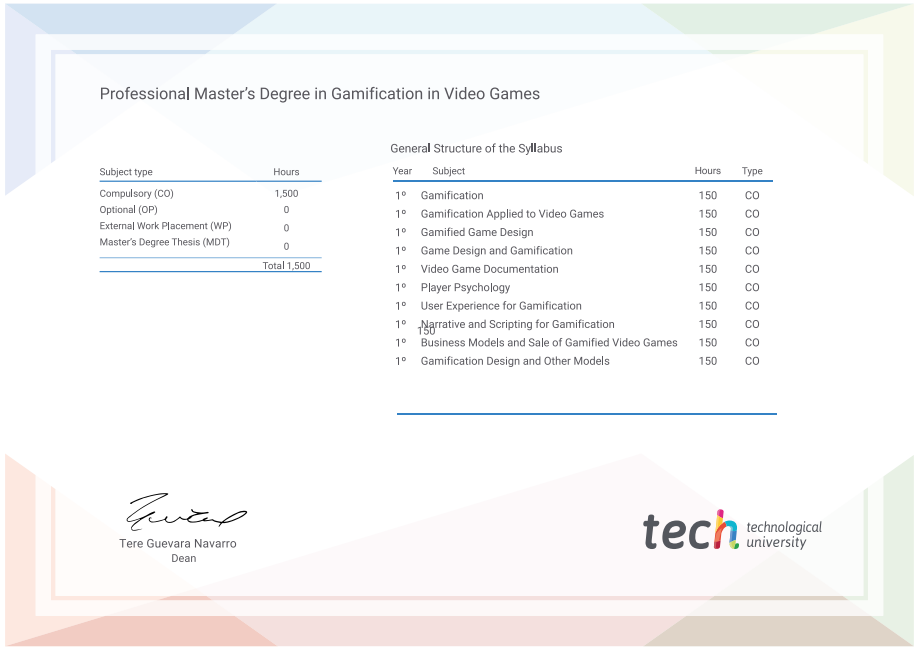
This is a qualification awarded by this University, equivalent to 1,500 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

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


Professional Master's Degree in Gamification in Video Games

Subject type	Hours
Compulsory (CO)	1,500
Optional (OP)	0
External Work Placement (WP)	0
Master's Degree Thesis (MDT)	0
	Total 1,500

General Structure of the Syllabus

Year	Subject	Hours	Type
1º	Gamification	150	CO
1º	Gamification Applied to Video Games	150	CO
1º	Gamified Game Design	150	CO
1º	Game Design and Gamification	150	CO
1º	Video Game Documentation	150	CO
1º	Player Psychology	150	CO
1º	User Experience for Gamification	150	CO
1º	Narrative and Scripting for Gamification	150	CO
1º	Business Models and Sale of Gamified Video Games	150	CO
1º	Gamification Design and Other Models	150	CO

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*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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Professional Master's Degree
Gamification in Video Games

- Modality: **online**
- Duration: **12 months**
- Certificate: **TECH Technological University**
- Dedication: **16h/week**
- Schedule: **at your own pace**
- Exams: **online**

Professional Master's Degree
Gamification in Video Games

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