

Postgraduate Diploma

Flipped Classroom and Gamification





Postgraduate Diploma Flipped Classroom and Gamification

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

Website: www.techtitude.com/us/education/postgraduate-diploma/postgraduate-diploma-flipped-classroom-gamification

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01

Introduction

The Flipped Classroom model is a fantastic opportunity for innovation both inside and outside the classroom, as it combines pedagogy and technology. And all of this is achieved without compromising problem-solving, student creativity, talent discovery, fostering cooperation, and promoting inclusion.





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This Postgraduate Diploma in Flipped Classroom and Gamification will provide a sense of confidence in the performance of your profession, helping you grow both personally and professionally”

This Postgraduate Diploma will help you discover and work with one of the most powerful alternatives to traditional teaching, along with other active learning methodologies. Its possibilities and the results achieved, along with the use of ICT and student-centered teaching, make this model an innovative future-oriented approach, as it increases classroom working time and its effectiveness, with the student becoming the protagonist of their own learning.

Therefore, this Postgraduate Diploma is intended to be a starting point for all educators who believe that a different type of school and a different way of teaching is possible.

Teachers will not only be qualified for professional performance in the classroom, but will also be able to propose educational innovations to improve the quality of teaching, increasing student motivation.

This is an advance over the eminently pedagogical programs, focused on teaching, which do not address in depth the educational context and the characteristics of students as central axes, without forgetting the role of teaching innovation.

This vision allows a better understanding of the functioning of the technology center from different areas so that the professional can have different options for its application in their job according to their interest.

This **Postgraduate Diploma in Flipped Classroom and Gamification** contains the most complete and up-to-date educational program on the market.

The most important features include:

- ♦ Development of practical cases presented by experts in Flipped Classroom and Gamification. The graphic, schematic, and practical contents with which they are created provide scientific and practical information on the disciplines that are essential for professional practice
- ♦ Latest developments on Flipped Classroom and Gamification
- ♦ It contains practical exercises where the self-evaluation process can be carried out to improve learning
- ♦ With special emphasis on innovative methodologies in flipped classroom and gamification
- ♦ All this will be complemented by 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



*Update your knowledge through the
Postgraduate Diploma in Flipped
Classroom and Gamification"*

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This Postgraduate Diploma could be the best investment you make in choosing an update program for two reasons: in addition to updating your knowledge in flipped classroom and gamification, you will receive a diploma for the Postgraduate Diploma issued by TECH Global University”

Increase your decision-making confidence by updating your knowledge through this specialist course.

Make the most of this opportunity to discover the latest advancements in Flipped Classroom and Gamification, and improve your students' education.

It includes experts in the field of Flipped Classroom and Gamification, who share their practical experience in this training, along with renowned specialists from reference societies and prestigious universities.

Thanks to its multimedia content, developed with the latest educational technology, professionals will benefit from situated and contextual learning—simulated environments designed to provide immersive learning experiences that prepare them for real-life situations.

The design of this program is based on problem-based learning, whereby the teacher must try to solve the different professional practice situations that arise during the course. To support this, the educator will have the help of an innovative interactive video system developed by recognized experts in the field of Flipped Classroom and Gamification, with extensive teaching experience.



02 Objectives

The Postgraduate Diploma in Flipped Classroom and Gamification is designed to support the work of professionals in the field.





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This Postgraduate Diploma is aimed at helping you update your knowledge in Flipped Classroom and Gamification, using the latest educational technology to contribute with quality and confidence to decision-making and monitoring your students”



General Objectives

- Change the concept of time and space in the classroom
- Discover the new role of the teacher and their attitude towards methodological change
- Incorporate new methodologies focused on cooperation, innovation, and problem-solving
- Learn tools and their application in a teaching sequence
- Evaluate, co-evaluate, and self-assess using digital tools and rubrics
- Design a Flipped Classroom
- Understand the importance of active learning methodologies in the Flipped Classroom and how it improves other methodologies
- Learn what the Flipped Classroom model is
- Understand its integration in the methodological change in education
- Analyze the strengths of the model, potential difficulties, and how to solve them
- Learn tools and their use for creating videos and materials for the Flipped Classroom
- Discover the game and gamification as a form of learning linked to the Flipped Classroom





Specific Objectives

- Understand the principles of Flipped Classroom
- Comprehend the importance of the new role of the teacher within the classroom
- Understand the role of students and families within the Flipped Classroom model
- Discover the benefits of Flipped Classroom with classroom diversities
- Identify the differences between traditional teaching and Flipped Classroom
- Explore the connection between the Flipped Classroom model and Bloom's Taxonomy
- Learn the most important characteristics for creating your own videos
- Familiarize yourself with digital tools for creating and editing your own videos
- Learn how to implement Flipped Classroom with minimal technology
- Discover tools for external materials
- Understand the origins of gamification
- Discover the basic elements used in gamification
- Identify the mechanics of gamification
- Use digital tools in gamification
- Integrate gamification into the classroom and content
- Find games and video games for gamification in learning
- Build gamifications and games



Make the most of this opportunity and update your knowledge on the latest developments in Flipped Classroom and Gamification"

03

Course Management

The program includes experts in flipped classroom and gamification who contribute their professional experience to this training. In addition, other experts of renowned prestige participate in its design and planning completing the program in an interdisciplinary manner.



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Learn from leading professionals the latest advances in procedures in the field of flipped classroom and gamification”

Management



Mr. Azorín López, Miguel Ángel

- ♦ Teacher specialized in Physical Education
- ♦ Expert in the Flipped Classroom (level I Flipped Learning and level I Trainer Flipped Learning, TOP-100 Flipped Learning Worldwide Teachers)

Teachers

Ms. Payá López, Miriam

- ♦ Teacher specialized in English as a Foreign Language, ICT expert

Mr. Asencio Ferrández, Aarón

- ♦ Teacher specialized in Primary Education, Level I Flipped Learning



04

Structure and Content

The structure of the contents has been designed by a team of professionals from the best educational institutions and universities in the country, who are aware of the relevance of up-to-date, innovative education and are committed to quality teaching using new educational technologies.



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This Postgraduate Diploma in Flipped Classroom and Gamification contains the most complete and up-to-date scientific program on the market”

Module 1. What Is the Flipped Classroom Model?

- 1.1. The Flipped Classroom Model
 - 1.1.1. Concept
 - 1.1.2. History
 - 1.1.3. What it is and How it Works
- 1.2. The New Role of the Teacher in the Flipped Classroom Model
 - 1.2.1. The New Role of the Teacher
 - 1.2.2. Work in the Classroom
- 1.3. The Role of Students in the Flipped Classroom Model
 - 1.3.1. New Learning for Students
 - 1.3.2. Tasks in Class, Lessons at Home
- 1.4. Involvement of Families in the Flipped Classroom Model
 - 1.4.1. Family Participation
 - 1.4.2. Communication with Parents
- 1.5. Differences Between Traditional Teaching and the Flipped Classroom Model
 - 1.5.1. Traditional Class vs. Flipped Classroom
 - 1.5.2. Work Time
- 1.6. Personalization of Teaching
 - 1.6.1. What Is Personalized Learning?
 - 1.6.2. How to Personalize Learning
 - 1.6.3. Examples of Personalized Learning
- 1.7. Diversity Attention in the Flipped Classroom Model
 - 1.7.1. What Is Attention to Diversity?
 - 1.7.2. How Does the Flipped Classroom Model Help Implement Attention to Diversity?
- 1.8. Benefits of the Flipped Classroom Model
 - 1.8.1. Student Flexibility in Learning
 - 1.8.2. Advance Content
 - 1.8.3. Learning Environment Around Students
 - 1.8.4. Collaboration Between Students
 - 1.8.5. Extra Time Outside the Classroom
 - 1.8.6. More Personalized Attention to Students

- 1.9. The Relationship Between Bloom's Taxonomy and the Flipped Classroom Model
 - 1.9.1. What Is a Taxonomy?
 - 1.9.2. History
 - 1.9.3. Levels and Examples
 - 1.9.4. Verb Table

Module 2. Creation of Own Content, Flipped Classroom Tools

- 2.1. Introduction
 - 2.1.1. Your Own Content
 - 2.1.2. External Content
 - 2.1.3. Tools and Apps
- 2.2. Tips For Creating Effective Videos
 - 2.2.1. Importance of Good Digital Design
 - 2.2.2. Duration
 - 2.2.3. Types of Shots
 - 2.2.4. Voice, Intonation
 - 2.2.5. Enhancing Videos
 - 2.2.6. Conciseness in the Video
- 2.3. Video Creation with Mobile, Tablet
 - 2.3.1. How to Create Videos?
 - 2.3.2. Editing Videos
- 2.4. Creating Video With Screen Capture
 - 2.4.1. How to Create Videos?
 - 2.4.2. Editing Videos
- 2.5. Creating Video with Chroma
 - 2.5.1. Tools to Use
 - 2.5.2. Editing
- 2.6. Digital Infrastructure and Gadgets
 - 2.6.1. Versatility
 - 2.6.2. Ease of Use
 - 2.6.3. Costs

- 2.7. Other Important Elements in Video Creation and Editing
 - 2.7.1. Instruments
 - 2.7.2. Hardware
- 2.8. Doing Flipped Classroom with Little Technology
 - 2.8.1. How To Do It With Minimal Technology?

Module 3. Gamification as an Active Methodology. Flipped + Gamification

- 3.1. History, Definition and Concepts
 - 3.1.1. History and Context
 - 3.1.2. Definition
 - 3.1.3. Initial Concepts
- 3.2. Elements
 - 3.2.1. Classifications
 - 3.2.2. Badges and Diplomas
 - 3.2.3. Collectibles
 - 3.2.4. Currency
 - 3.2.5. Keys
 - 3.2.6. Awards
- 3.3. Mechanisms
 - 3.3.1. Structural Gamifications
 - 3.3.2. Content Gamifications
- 3.4. Digital Tools
 - 3.4.1. Management Tools
 - 3.4.2. Productivity Tools
 - 3.4.2.1. Badges
 - 3.4.2.2. Cards
 - 3.4.2.3. Others
- 3.5. Gamification and Serious Games
 - 3.5.1. Games in the Classroom
 - 3.5.2. Typology of Games

- 3.6. Catalog of Commercial Games
 - 3.6.1. Games to Develop Competencies
 - 3.6.2. Games to Develop Content
- 3.7. Video Games and Apps
 - 3.7.1. Games to Develop Competencies
 - 3.7.2. Games to Develop Content
- 3.8. Designing a Gamification
 - 3.8.1. Planning, Objectives
 - 3.8.2. Integration into the Curriculum
 - 3.8.3. History
 - 3.8.4. Aesthetics
 - 3.8.5. Evaluation
- 3.9. Designing Games
 - 3.9.1. Planning, Objectives
 - 3.9.2. Integration into the Curriculum
 - 3.9.3. History
 - 3.9.4. Aesthetics
 - 3.9.5. Evaluation



A unique, essential and decisive learning experience to boost your professional development"

05

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



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TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

“

*At TECH you will NOT have live classes
(which you might not be able to attend)”*



The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

“*TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want*”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule"

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

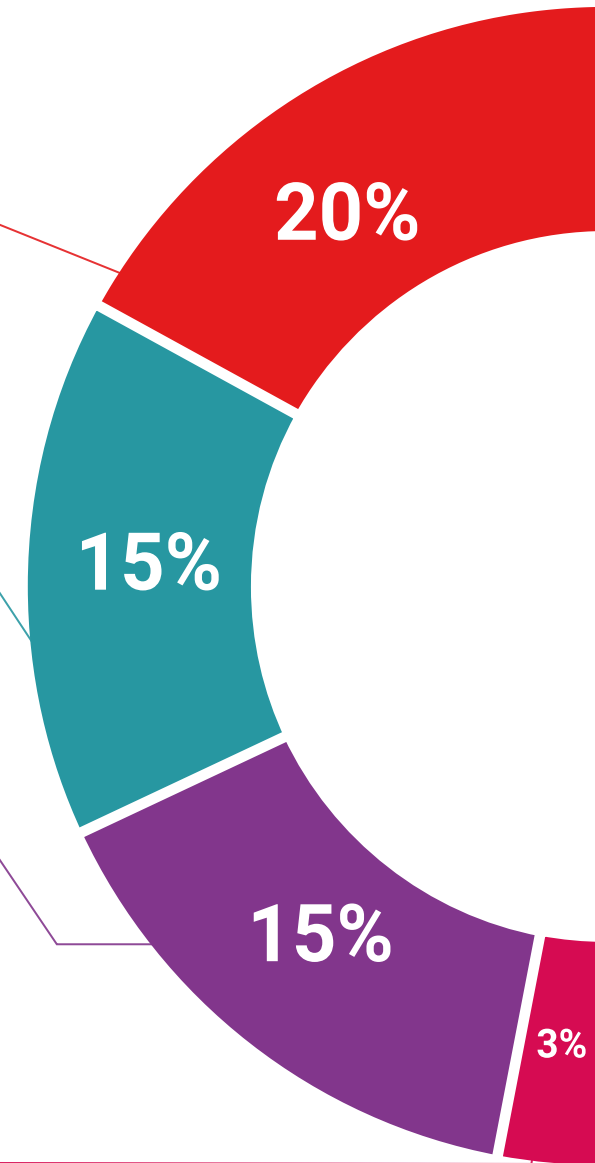
We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

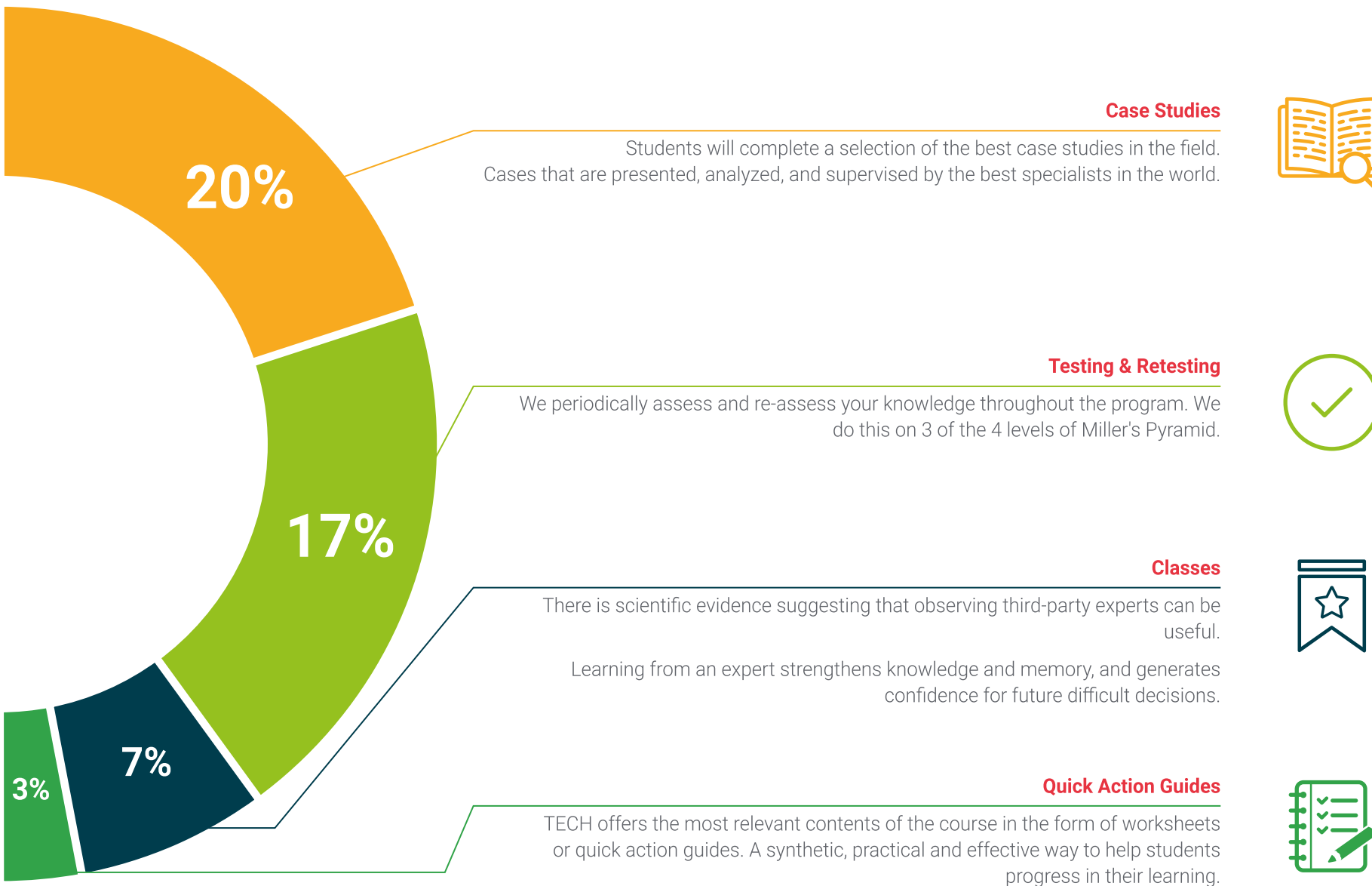
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





06

Certificate

The Postgraduate Diploma in Flipped Classroom and Gamification guarantees students, in addition to the most rigorous and up-to-date education, access to a diploma for the 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 private qualification will allow you to obtain a diploma for the **Postgraduate Diploma in Flipped Classroom and Gamification** 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.

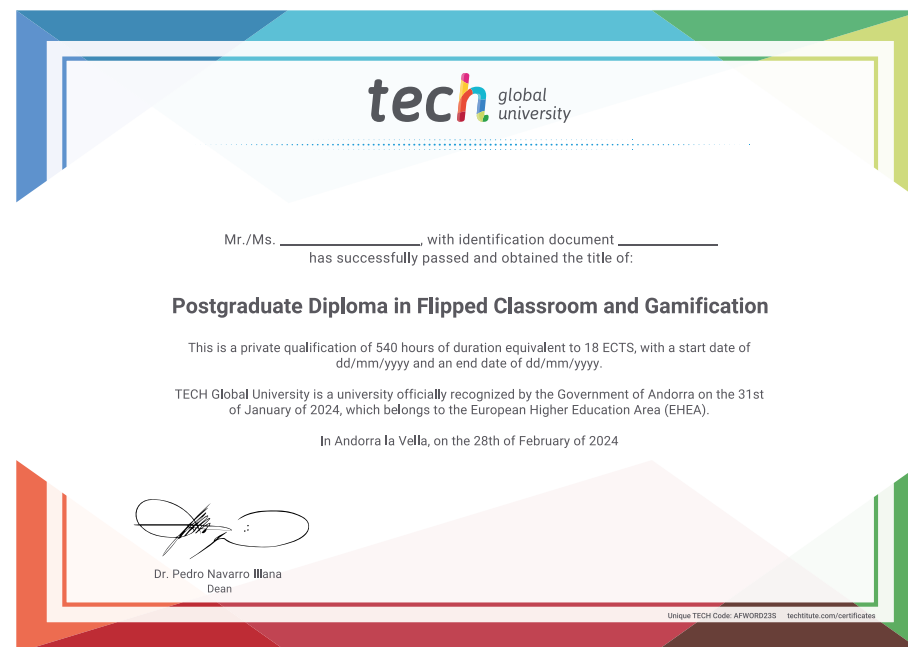
This **TECH Global University** private qualification, is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Flipped Classroom and Gamification**

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