

# Internship Program

## Gamification and Digital Resources





Internship Program  
Gamification and Digital Resources

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# 01

## Introduction to the Program

Gamification and the integration of digital resources have revolutionized education, providing innovative tools that enrich the teaching-learning process. According to an article in a global newspaper, gamification introduces elements of games, such as points and rewards, in the educational environment, which increases the motivation and commitment of students, facilitating the understanding of complex concepts and promoting skills such as collaboration and critical thinking. In this way, TECH has designed a training in which, during 3 weeks, the specialist will integrate a team of professionals to put into practice in a comprehensive and efficient way their knowledge and skills in Gamification and Digital Resources.

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*With this Internship Program, you will develop skills to create interactive and motivating experiences, using advanced digital tools that improve participation and performance”*





Gamification and Digital Resources are transforming education, providing effective tools to increase motivation and optimize student learning. In fact, the use of digital technologies, such as interactive platforms and personalized applications, allows teachers to adjust the learning process to the particular needs of each student, encouraging their autonomy. And since the most effective way to develop these skills is through practice, TECH has created a program that includes a 120-hour experience in an educational center.

Therefore, during 3 weeks, the graduate will be part of a team of highly qualified experts, with whom they will work actively in Gamification and Digital Resources programs, interacting with the students in the classroom. In this environment, you will participate in a program designed to develop your teaching potential, improving your ability to create interactive learning experiences that foster student motivation and engagement. In addition, the specialist will have the support of an assigned tutor, who will be responsible for ensuring that all the objectives set for this Internship Program are achieved.

In addition, the specialist will be supported by an assigned tutor, who will be responsible for ensuring that all the objectives set for this Internship Program are achieved. This will allow the professional to work with total confidence and security, using advanced technological platforms and managing digital resources in educational contexts.

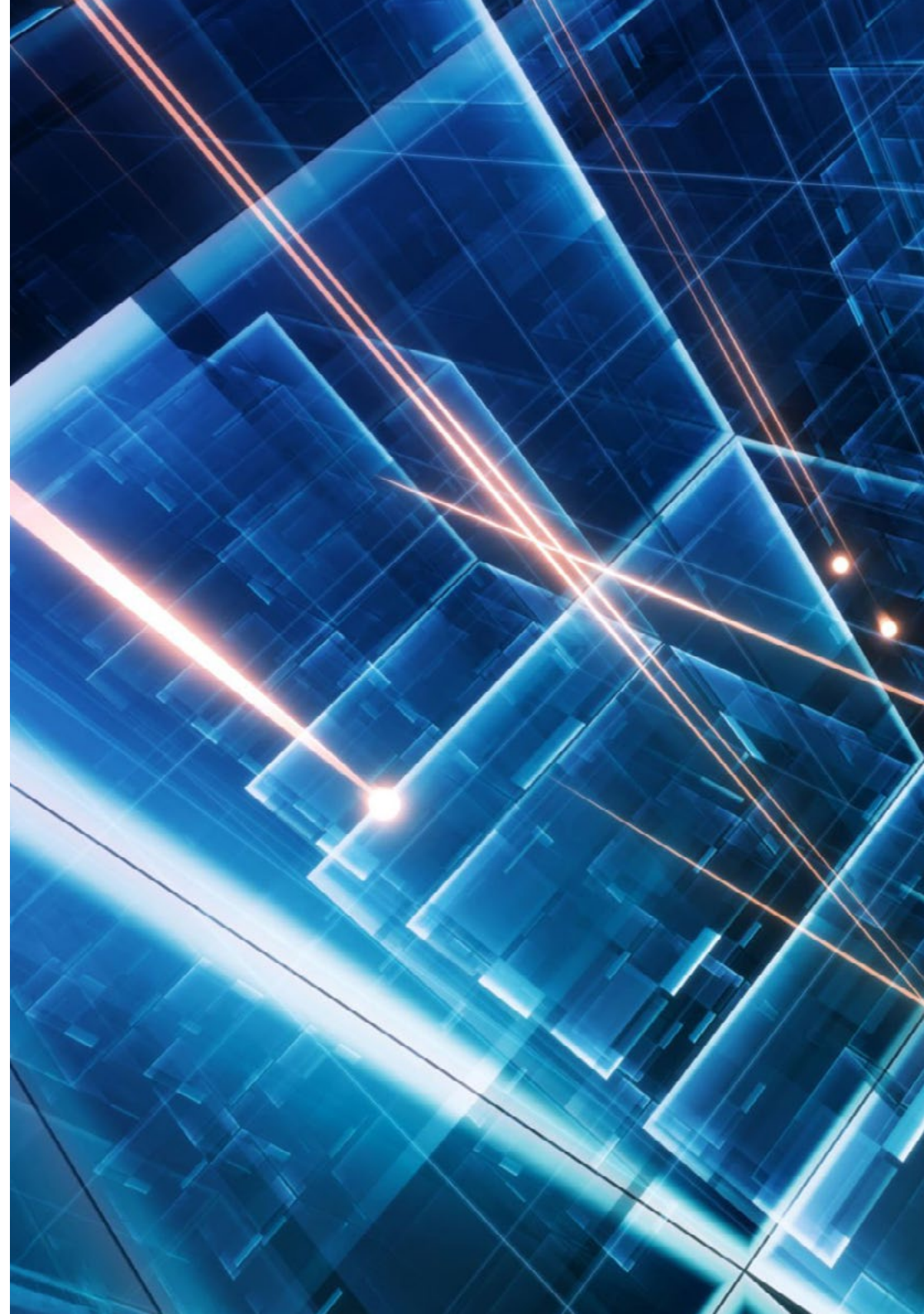
# 02

## Why Study at TECH?

TECH is the world's largest online university. With an impressive catalog of more than 14,000 university programs, available in 11 languages, it is positioned as a leader in employability, with a 99% job placement rate. In addition, it has a huge faculty of more than 6,000 professors of the highest international prestige.

“

*TECH combines Relearning and the Case Method in all its university programs to guarantee excellent theoretical and practical learning by studying when you want and from wherever you want”*





“

*Study at the largest online university in the world and ensure your professional success. The future begins at TECH”*

### The world's best online university, according to FORBES

The prestigious Forbes magazine, specialized in business and finance, has highlighted TECH as "the best online university in the world" This is what they have recently stated in an article in their digital edition in which they echo the success story of this institution, "thanks to the academic offer it provides, the selection of its teaching staff, and an innovative learning method oriented to form the professionals of the future".

### The best top international faculty

TECH's faculty is made up of more than 6,000 professors of the highest international prestige. Professors, researchers and top executives of multinational companies, including Isaiah Covington, performance coach of the Boston Celtics; Magda Romanska, principal investigator at Harvard MetaLAB; Ignacio Wistumba, chairman of the department of translational molecular pathology at MD Anderson Cancer Center; and D.W. Pine, creative director of TIME magazine, among others.

### The world's largest online university

TECH is the world's largest online university. We are the largest educational institution, with the best and widest digital educational catalog, one hundred percent online and covering most areas of knowledge. We offer the largest selection of our own degrees and accredited online undergraduate and postgraduate degrees. In total, more than 14,000 university programs, in ten different languages, making us the largest educational institution in the world.



### The most complete syllabuses on the university scene

TECH offers the most complete syllabuses on the university scene, with programs that cover fundamental concepts and, at the same time, the main scientific advances in their specific scientific areas. In addition, these programs are continuously updated to guarantee students the academic vanguard and the most demanded professional skills. and the most in-demand professional competencies. In this way, the university's qualifications provide its graduates with a significant advantage to propel their careers to success.

### A unique learning method

TECH is the first university to use Relearning in all its programs. This is the best online learning methodology, accredited with international teaching quality certifications, provided by prestigious educational agencies. In addition, this innovative academic model is complemented by the "Case Method", thereby configuring a unique online teaching strategy. Innovative teaching resources are also implemented, including detailed videos, infographics and interactive summaries.



**The official online university of the NBA**

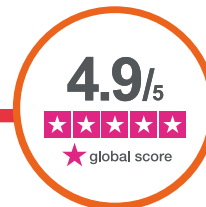
TECH is the official online university of the NBA. Thanks to our agreement with the biggest league in basketball, we offer our students exclusive university programs, as well as a wide variety of educational resources focused on the business of the league and other areas of the sports industry. Each program is made up of a uniquely designed syllabus and features exceptional guest hosts: professionals with a distinguished sports background who will offer their expertise on the most relevant topics.

**Leaders in employability**

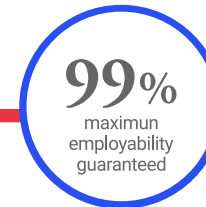
TECH has become the leading university in employability. Ninety-nine percent of its students obtain jobs in the academic field they have studied within one year of completing any of the university's programs. A similar number achieve immediate career enhancement. All this thanks to a study methodology that bases its effectiveness on the acquisition of practical skills, which are absolutely necessary for professional development.

**Google Premier Partner**

The American technology giant has awarded TECH the Google Premier Partner badge. This award, which is only available to 3% of the world's companies, highlights the efficient, flexible and tailored experience that this university provides to students. The recognition not only accredits the maximum rigor, performance and investment in TECH's digital infrastructures, but also places this university as one of the world's leading technology companies.

**The top-rated university by its students**

Students have positioned TECH as the world's top-rated university on the main review websites, with a highest rating of 4.9 out of 5, obtained from more than 1,000 reviews. These results consolidate TECH as the benchmark university institution at an international level, reflecting the excellence and positive impact of its educational model.



# 03

## Teaching Objectives

The objectives will be to provide teachers with the necessary tools to integrate gamified methodologies and advanced digital resources in their educational practice, improving the motivation and learning of their students. In addition, they will be able to design and implement interactive learning experiences, use technological platforms in educational environments and manage digital resources effectively. They will also be given the opportunity to work in multidisciplinary teams and collaborate in the creation of innovative solutions to transform their classrooms and adapt them to the needs of the new educational paradigm.

- ♦ Adapt classrooms to the new digital educational paradigm, providing the necessary tools to transform classrooms, adapting them to the demands of the 21<sup>st</sup> century and the digitization of education
- ♦ Evaluate the impact of innovative methodologies, analyzing the effectiveness of gamified strategies and digital resources in the teaching-learning process, and making adjustments as needed



### General Objectives

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- ♦ Develop skills to implement gamified methodologies, training in the design and application of gamification dynamics to improve motivation and engagement
- ♦ Master the use of advanced digital resources, integrating cutting-edge technological tools in the classroom, optimizing the teaching-learning process
- ♦ Encourage the creation of interactive learning experiences, designing educational experiences that foster participation and critical thinking
- ♦ Promote teamwork and multidisciplinary collaboration, offering teachers the opportunity to work alongside other professionals in educational and business environments, learning from different perspectives and approaches



*You will work in real environments with students and multidisciplinary teams, updating you in new technologies and pedagogical approaches”*



## Specific Objectives

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- ♦ Apply gamified methodologies in the classroom
- ♦ Design game dynamics adapted to educational objectives
- ♦ Use advanced digital tools to enrich the teaching process
- ♦ Create interactive learning experiences that encourage participation
- ♦ Develop customized digital resources for different learner needs
- ♦ Integrate technology platforms into the educational environment
- ♦ Manage the use of emerging technologies in the classroom
- ♦ Implement strategies to enhance student motivation through gamification
- ♦ Collaborate with multidisciplinary teams in the creation of innovative educational solutions
- ♦ Evaluate the effectiveness of gamified methodologies on student achievement
- ♦ Develop and manage gamified projects in educational and business environments
- ♦ Encourage teamwork and collaboration among students using gamified techniques
- ♦ Design and implement interactive assessments using digital tools
- ♦ Reflect on the impact of digital technologies on learning
- ♦ Create multimedia content to enrich the educational experience
- ♦ Adapt and modify the dynamics of gamification according to the results obtained in the classroom



# 04 Internship

The Internship Program will take place during 3 weeks in a renowned educational center, from Monday to Friday, with 8 hours of practical work per day, always under the supervision of a specialist. During this period, teachers will be able to interact with real students, work with a team of highly trained professionals, apply innovative pedagogical methodologies and develop state-of-the-art technologies.

Likewise, this fully practical training will focus on developing and perfecting the essential skills to design and optimize Gamification and other Digital Resources pedagogical resources, a field that demands in-depth specialization. As such, the internship will be structured to offer advanced preparation in the exercise of these tasks, in a safe environment for students and with a high standard of professional excellence.

The practical part will be carried out with the active participation of the student performing the activities and procedures of each area of competence (learning to learn and learning to do), with the accompaniment and guidance of teachers and other fellow trainees that facilitate teamwork and multidisciplinary integration as transversal competencies for educational praxis (learning to be and learning to relate).

The procedures described below will be the basis of the practical part of the training, and its realization will be subject to the center's own availability and workload, being the proposed activities the following:





Module	Practical Activity
Design and Implementation of Gamified Strategies	Apply gamification methodologies in educational and business environments
	Design dynamics and game mechanics adapted to different audiences
	Develop games and interactive learning experiences
	Evaluate the impact of gamification on student performance and motivation
Use of Digital Resources in the Classroom	Create and manage virtual classrooms through educational platforms
	Use digital tools for multimedia content production
	Implement Flipped Classroom strategies with interactive resources
	Integrate video games and applications in the teaching-learning process
Team Management and Educational Leadership	Encourage collaboration through gamified dynamics
	Apply motivation strategies in work groups and educational teams
	Coordinate learning activities based on board games and video games
	Develop skills in the management of learning communities
Learning Assessment and Monitoring	Design gamified assessment tools to measure student progress
	Implement reward and feedback systems in educational environments
	Analyze learning data obtained through digital tools
	Apply customized tracking methodologies to improve academic performance
Innovation and Digital Transformation	Lead digitization projects in educational institutions
	Develop innovative proposals for game-based education
	Create content for online learning platforms and educational social networks
	Adapt gamified strategies to different levels and training contexts



# 05

## Internship Centers

These centers will offer teachers the possibility of implementing gamified strategies in real contexts, working in collaboration with multidisciplinary teams and using cutting-edge technologies to improve the educational process. In addition, the practices will be carried out under the guidance of experts in Digital Education, allowing the improvement of skills in the design of interactive experiences and the management of technological resources. In this way, thanks to the connection with prestigious institutions, graduates will acquire high-level practical experience that will enable them to lead the transformation in their own educational centers.

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*The internship centers linked to this training will be renowned educational and corporate organizations committed to innovation and digitization in learning processes”*







The student will be able to do this program at the following centers:



Education

**Instituto Rambla Barcelona**

Country	City
Spain	Barcelona

Address: Rambla de Catalunya,  
16, 08007 Barcelona

Rambla Instituto offers a wide variety of high quality of high  
quality training programs in a variety in a variety of areas  
of study

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**Related internship programs:**  
- Digital Education, E-Learning and Social Media



Education

### Instituto Rambla Madrid

Country  
Spain

City  
Madrid

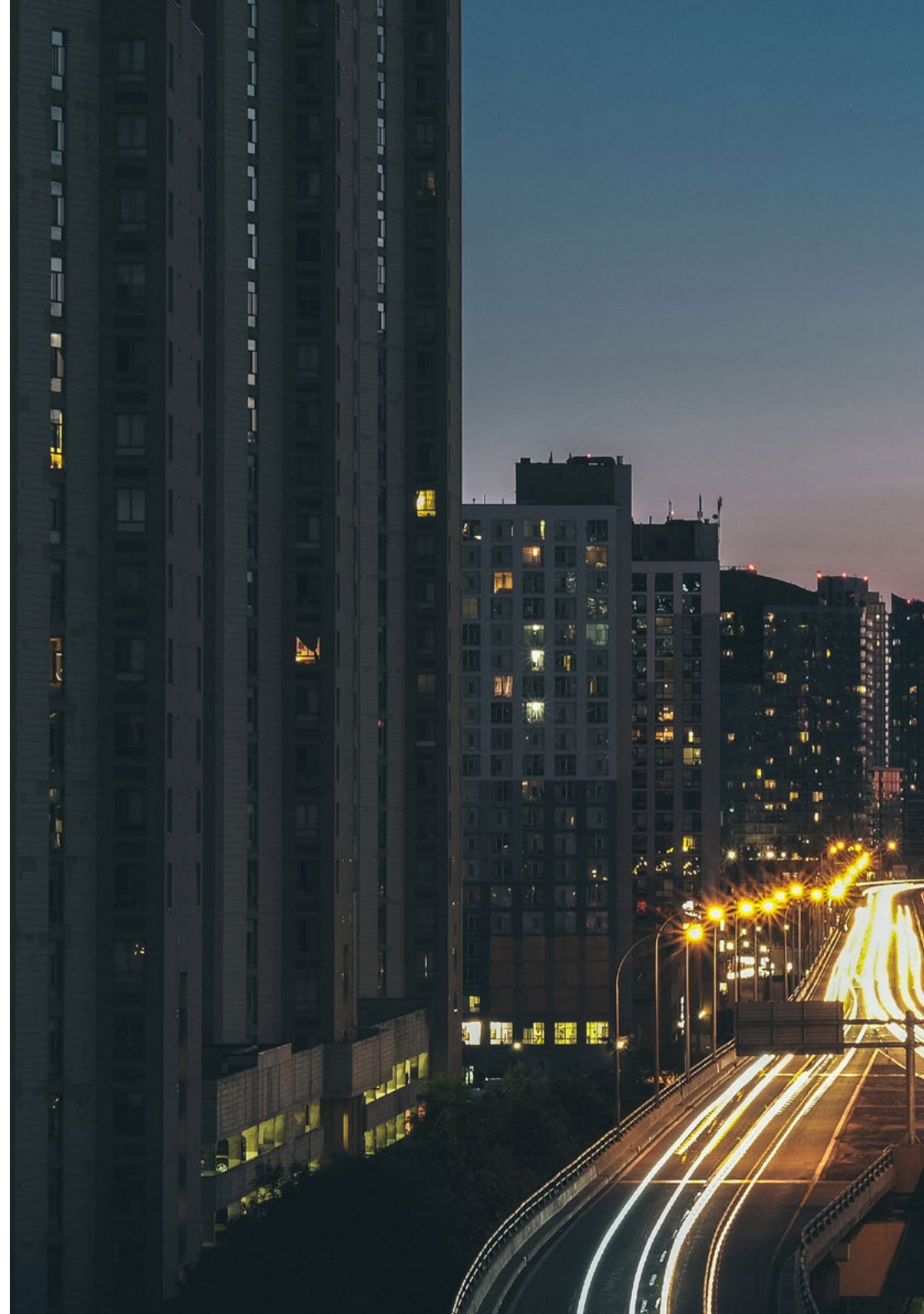
Address: C/ Gran Vía, 59, 10A, 28013 Madrid

Rambla Instituto offers a wide variety of high quality of high quality training programs in a variety in a variety of areas of study

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#### Related internship programs:

- Digital Education, E-Learning and Social Media







### Instituto Rambla Valencia

Country	City
Spain	Valencia

Address: Carrer de Jorge Juan, 17, 46004  
València, Valencia

Rambla Instituto offers a wide variety of high quality of high  
quality training programs in a variety in a variety of areas  
of study

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#### Related internship programs:

- Digital Education, E-Learning and Social Media



# 06

## General Conditions

### Civil Liability Insurance

The university's main concern is to guarantee the safety of the interns, other collaborating professionals involved in the internship process at the center. Among the measures dedicated to achieve this is the response to any incident that may occur during the entire teaching-learning process.

To this end, the university commits to purchasing a civil liability insurance policy to cover any eventuality that may arise during the stay at the internship center.

This liability policy for interns will have broad coverage and will be taken out prior to the start of the Internship Program period. That way professionals will not have to worry in case of having to face an unexpected situation and will be covered until the end of the internship program at the center.



## General Conditions of the Internship Program

The general terms and conditions of the internship program agreement shall be as follows:

**1. TUTOR:** During the Internship Program, students will be assigned with two tutors who will accompany them throughout the process, answering any doubts and questions that may arise. On the one hand, there will be a professional tutor belonging to the internship center who will have the purpose of guiding and supporting the student at all times. On the other hand, they will also be assigned with an academic tutor, whose mission will be to coordinate and help the students during the whole process, solving doubts and facilitating everything they may need. In this way, the student will be accompanied and will be able to discuss any doubts that may arise, both clinical and academic.

**2. DURATION:** The internship program will have a duration of three continuous weeks, in 8-hour days, 5 days a week. The days of attendance and the schedule will be the responsibility of the center and the professional will be informed well in advance so that they can make the appropriate arrangements.

**3. ABSENCE:** If the students does not show up on the start date of the Internship Program, they will lose the right to it, without the possibility of reimbursement or change of dates. Absence for more than two days from the internship, without justification or a medical reason, will result in the professional's withdrawal from the internship, therefore, automatic termination of the internship. Any problems that may arise during the course of the internship must be urgently reported to the academic tutor.

**4. CERTIFICATION:** Professionals who pass the Internship Program will receive a certificate accrediting their stay at the center.

**5. EMPLOYMENT RELATIONSHIP:** The Internship Program shall not constitute an employment relationship of any kind.

**6. PRIOR EDUCATION:** Some centers may require a certificate of prior education for the Internship Program. In these cases, it will be necessary to submit it to the TECH internship department so that the assignment of the chosen center can be confirmed.

**7. DOES NOT INCLUDE:** The Internship Program will not include any element not described in the present conditions. Therefore, it does not include accommodation, transportation to the city where the internship takes place, visas or any other items not listed.

However, students may consult with their academic tutor for any questions or recommendations in this regard. The academic tutor will provide the student with all the necessary information to facilitate the procedures in any case.

# 07 Certificate

This private qualification will allow you to obtain a diploma for the **Internship Program in Gamification and Digital Resources** 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: **Internship Program in Gamification and Digital Resources**

Duration: **3 weeks**

Attendance: **Monday to Friday, 8-hour consecutive shifts**

Credits: **4 ECTS**





future  
health confidence people  
education information tutors  
guarantee accreditation teaching  
institutions technology learning  
community commitment  
personalized service innovation  
knowledge present quality  
online training  
development languages  
classroom



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Gamification and Digital Resources

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## Gamification and Digital Resources