

Master's Degree Educational Technology and Digital Competencies

Accreditation/Membership



tech global
university



Master's Degree Educational Technology and Digital Competencies

- » Modality: Online
- » Duration: 12 months.
- » Certificate: TECH Global University
- » Accreditation: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techitute.com/us/education/master-degree/master-educational-technology-digital-competencies

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01

Introduction to the Program

Educational technology has radically transformed teaching, allowing for personalized learning and the optimization of pedagogical processes. UNESCO reports that the use of digital tools in education has increased by 60% over the past decade, driving the need for educators highly skilled in digital competencies. In this context, TECH offers a cutting-edge academic opportunity designed to turn education professionals into experts in Technology applied to teaching. With educational resources that cover everything from the design of digital experiences to the use of artificial intelligence and interactive platforms, all with a practical and innovative approach. Furthermore, the program is 100% online and supported by top-tier experts.



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A comprehensive and 100% online program, exclusive to TECH, with an international perspective backed by our membership in the Association for Teacher Education in Europe"

Digital transformation has redefined the educational landscape, driving the need for educators prepared to integrate new technologies into their pedagogical practice. In this regard, over 90% of educational systems have adopted digital tools in recent years, highlighting the urgency of training professionals in advanced digital competencies.

In this context, TECH aims to provide a unique and high-level specialization with this Postgraduate Master's Degree in Educational Technology and Digital Competencies. Through a program structured around the latest trends in digital education, graduates will delve into the design of virtual environments, artificial intelligence applied to teaching, and the use of gamified methodologies to optimize the learning experience. In this way, students of this academic experience will develop skills to implement innovative solutions in teaching, ensuring more efficient, interactive education aligned with current demands.

Moreover, the 100% online methodology offers complete flexibility, allowing education professionals to balance their specialization with their work and personal responsibilities. As an added value, the program will include the participation of a renowned International Guest Director, who will deliver 10 rigorous Masterclasses on the latest advancements in digital education and technology applied to learning.

Furthermore, thanks to TECH's membership in the **Association for Teacher Education in Europe (ATEE)**, professionals will have access to specialized academic journals and discounts on publications. They will also be able to attend webinars or conferences at no cost and receive linguistic support. Additionally, they will be included in the ATEE consultancy database, thereby expanding their professional network and gaining access to new opportunities.

This **Master's Degree in Educational Technology and Digital Competencies** contains the most complete and up-to-date university program on the market. Its most notable features are:

- ♦ The development of practical cases presented by experts in Educational Technology and Digital Competencies
- ♦ 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
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Special emphasis on innovative methodologies in Educational Technology and Digital Competencies
- ♦ 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



A renowned International Guest Director will deliver 10 Masterclasses on the latest advancements in Educational Technology”

“

You will integrate principles of accessibility and innovation into digital education, designing strategies that foster more inclusive and dynamic learning environments”

The faculty includes professionals from the field of Educational Technology and Digital Competencies, who bring their practical experience to the program, along with recognized specialists from leading societies and prestigious universities.

Its multimedia content, developed with the latest educational technology, will allow professionals to engage in situated and contextualized learning, meaning a simulated environment that provides an immersive study experience designed to train for real-world situations.

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

With TECH's didactic methodology, you will learn to transform digital resources and technological innovations into effective and measurable educational solutions.

With the Relearning system you will not have to invest a great amount of study hours and you will focus on the most relevant concepts.



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.



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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".

Forbes

The best online university in the world

The most complete **syllabus**

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.

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.

TOP
international faculty



The most effective methodology

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 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.

World's No.1
The World's largest online university

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.



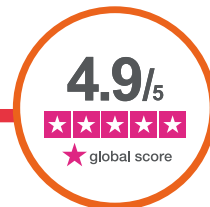
Google Premier Partner

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 official online university of the NBA

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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.



Leaders in employability

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03

Syllabus

This university qualification allows professionals to specialize in the use of digital tools for teaching. Through an innovative syllabus, they will develop skills to apply active methodologies such as gamification and the flipped classroom model. Additionally, they will manage educational platforms like Alexia and enhance their digital identity on social media and blogs. All of this while delving into current technological environments and exploring the incorporation of artificial intelligence in learning, optimizing education based on the latest trends.



“

You will delve into the use of technological environments, exploring their impact on teaching and creating top-level educational experiences”

Module 1. Principles of Digital Learning

- 1.1. The Definition of Learning
- 1.2. The Psychological Processes Involved in Learning
- 1.3. Types of Learning
- 1.4. Context in Learning
- 1.5. Teachers' Technological Skills
- 1.6. Students' Technological Skills
- 1.7. Traditional Teaching with Educational Technology
- 1.8. Distance Learning
- 1.9. *Blended learning*
- 1.10. E-Learning

Module 2. Incursion of Technology in Teaching

- 2.1. Technology in Education
- 2.2. Internet in Schools
- 2.3. Devices for Teachers and Students
- 2.4. Adaptation of School Materials and Costs
- 2.5. Technological Student Management
- 2.6. Online Tutoring
- 2.7. Parents as Digital Migrants
- 2.8. Responsible Use of New Technologies
- 2.9. Addictions and Pathologies
- 2.10. *Cyberbullying*

Module 3. Digital Identity and Digital Branding

- 3.1. Digital Identity
- 3.2. Blogs
- 3.3. Roles in Digital Identity
- 3.4. *Branding*
- 3.5. How to Position Yourself in Digital Teaching
- 3.6. Online Reputation
- 3.7. Digital Communication
- 3.8. Communication Tools
- 3.9. Teacher-Student Communication

Module 4. Social Networks and Blogs in Teaching

- 4.1. Social Media
- 4.2. Facebook
- 4.3. Twitter
- 4.4. LinkedIn
- 4.5. YouTube
- 4.6. Instagram
- 4.7. Multimedia Contents
- 4.8. Blogging and Social Media Management
- 4.9. Analytical Tools
- 4.10. Communication and Reputation

Module 5. Technological Innovation in Education

- 5.1. Advantages and Disadvantages of the Use of Technology in Education
- 5.2. Educational Neurotechnology
- 5.3. Programming in Education
- 5.4. Introduction to the Flipped Classroom
- 5.5. Introduction to Gamification
- 5.6. Introduction to Robotics
- 5.7. Tips and Examples of Use in the Classroom
- 5.8. Introduction to Augmented Reality
- 5.9. How to Develop Your Own Apps in AR
- 5.10. Samsung: Virtual School Suitcase

Module 6. Gamification as an Active Methodology

- 6.1. History, Definition and Concepts
- 6.2. Elements
- 6.3. Mechanisms
- 6.4. Digital Tools
- 6.5. Gamification and Serious Games
- 6.6. Commercial Games Catalog

- 6.7. Video Games and Apps
- 6.8. Gamification Design
- 6.9. Game Design
- 6.10. Case Studies

Module 7. What Is the Flipped Classroom Model?

- 7.1. The *Flipped Classroom* Model
- 7.2. The New Role of the Teacher in the Flipped Classroom Model
- 7.3. The Role of Students in the Flipped Classroom Model
- 7.4. Involvement of Families in the Flipped Classroom Model
- 7.5. Differences between the Traditional Model and the Flipped Classroom Model
- 7.6. Personalization of Education
- 7.7. Attention to Diversity in the Flipped Classroom Model
- 7.8. Benefits of the Flipped Classroom Model
- 7.9. The Relationship of Bloom's Taxonomy to the Flipped Classroom Model

Module 8. The Apple Environment in Education

- 8.1. Mobile Devices in Education
- 8.2. Why Choose an iPad for the Classroom?
- 8.3. What Does My Center Need?
- 8.4. Designing Our Own Model
- 8.5. Apple's Educational Ecosystem
- 8.6. Other Critical Development Factors
- 8.7. The Classroom in the Teacher's Hands
- 8.8. The Treasure Map
- 8.9. Apple and Emerging Methodologies
- 8.10. Everyone Can Program

Module 9. Google G Suite for Education

- 9.1. History of Google
- 9.2. Google and Education
- 9.3. Google Applications
- 9.4. Introduction to G Suite for Education
- 9.5. Application Procedures at Your Center

- 9.6. Console Configuration
- 9.7. Licence Configuration
- 9.8. Google Classroom for Teachers and Students
- 9.9. Typical Classroom Uses and Tips
- 9.10. Google Chromebook

Module 10. Center Management Platform, Alexia

- 10.1. Introduction to Management Platform
- 10.2. Common Characteristics of Management Platforms
- 10.3. Typical Uses of Management Platforms
- 10.4. Introduction to Alexia
- 10.5. Parameterization of Alexia
- 10.6. Permits in Alexia
- 10.7. The Agenda at Alexia
- 10.8. Teacher Education
- 10.9. Training for Students and Parents
- 10.10. Training for Administration Employees



You will explore the impact of technology on teaching while acquiring key competencies to create top-level educational experiences”

04

Teaching Objectives

Education or pedagogy professionals will develop an advanced understanding of Educational Technology and Digital Competencies, integrating innovative tools to optimize teaching. They will master active methodologies such as gamification and the management of digital platforms for education. They will also be capable of enhancing their digital identity and using social media and blogs as pedagogical resources. Thanks to this university program, graduates will integrate advanced technological skills into their teaching practice, adapting to the new demands of digital learning and strengthening their professional profile in the educational field.





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You will design learning experiences mediated by digital technologies, focused on the needs of the student”



General Objectives

- ♦ Introduce students to the world of teaching, from a global perspective in order to prepare them for their future employment.
- ♦ Get to know the new tools and technologies applied to teaching.
- ♦ Explore digital competencies in depth
- ♦ Show the different options and ways the teacher can work in their position.
- ♦ Promote the acquisition of communication and knowledge transmission skills and abilities
- ♦ Encourage continuous student learning and foster interest in teaching innovation



You will master active methodologies and manage digital educational platforms, successfully adapting to the new demands of digital learning”





Specific Objectives

Module 1. Principles of Digital Learning

- ♦ Differentiate between formal and informal learning
- ♦ Explain the defining characteristics of Blended Learning

Module 2. Incursion of Technology in Teaching

- ♦ Explain the characteristics of the 4.0 School
- ♦ Differentiate between digital immigrant and digital native

Module 3. Digital Identity and Digital Branding

- ♦ Explain the advantages and disadvantages of e-learning over traditional teaching
- ♦ Describe the new trends in digital communication

Module 4. Social Networks and Blogs in Teaching

- ♦ Explain the evolution of Twitter, how to create and manage a profile, how to use Twitter as a search engine and its use as a teaching tool
- ♦ Understand the evolution of YouTube, how to create and manage a profile, how to use YouTube as a search engine and its use as a teaching tool

Module 5. Technological Innovation in Education

- ♦ Distinguish between mobile and wifi networks
- ♦ Discover the increase of the use of tablets in the classroom
- ♦ Learn about the electronic whiteboard

Module 6. Gamification as an Active Methodology

- ♦ Set *Sleep Texting*
- ♦ Identify FOMO

Module 7. What Is the Flipped Classroom Model?

- ♦ Know the main apps to develop a flipped classroom and gamification strategies, as well as to value these emerging methodologies as learning motivators
- ♦ Explain the role of students and families within the flipped classroom model

Module 8. The Apple Environment in Education

- ♦ Identify all critical factors specific to the Apple environment in the development of our implementation model
- ♦ Identify and estimate the pedagogical possibilities of Apple's proprietary apps for the management, creation of content and evaluation

Module 9. Google G Suite for Education

- ♦ Describe and learn about the tools provided by this platform
- ♦ Visualize live classes

Module 10. Center Management Platform, Alexia

- ♦ Know the different types of management platforms
- ♦ Identify technological difficulties in adults

05

Career Opportunities

Upon completing this Postgraduate Master's Degree, the experts will stand out for their comprehensive understanding of Educational Technology and Digital Competencies. In this regard, professionals will manage the most modern tools to lead digital transformation processes in any academic environment. They will also incorporate the most innovative active methodologies into their daily practice to foster student participation and engage them in their own learning processes. Additionally, they will use the main Information and Communication Technologies (ICT) with precision to enrich the classroom experience, providing constructive feedback.





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You will be highly prepared to lead the digital transformation of any educational institution, integrating modern technological tools to enhance the classroom experience”

Graduate Profile

Through this university qualification, graduates will acquire advanced competencies for integrating sophisticated technologies into the educational field. As such, education professionals will manage digital tools, active methodologies, and advanced learning management platforms. Thanks to this, teachers will implement innovative pedagogical strategies and promote educational models such as the flipped classroom, adapting to the needs of the digital environment. In this way, they will not only enrich the classroom experience but also drive the innovation and long-term sustainability of educational institutions.

You will enhance your professional profile by developing digital competencies, being able to integrate interactive tools and educational platforms with an effective didactic approach.

- ♦ **Integration of Technology in the Classroom:** Ability to implement digital tools and active methodologies in educational settings, optimizing teaching and learning.
- ♦ **Management of Virtual Environments:** Mastery of educational platforms, learning management systems, and digital resources for lesson planning and evaluation.
- ♦ **Gamification and Active Learning:** Application of innovative strategies such as gamification and the flipped classroom model to enhance student motivation and participation.
- ♦ **Digital Identity and Educational Communication:** Development of a professional presence in the digital environment, using social media, blogs, and educational branding to improve the dissemination of knowledge.





After completing the university program, you will be able to apply your knowledge and skills in the following positions:

- 1. Coordinator of Educational Digital Transformation:** Responsible for designing and implementing technological strategies in educational institutions to optimize teaching and learning processes.
- 2. Educational Technology Administrator:** A professional responsible for advising and training teachers on the use of digital tools and innovative methodologies for teaching.
- 3. Educational Innovation Projects Technician:** Leader in planning and executing projects that incorporate advanced technology to improve education.
- 4. Virtual Learning Platform Manager:** Administrator of digital teaching environments, optimizing the usability and integration of educational tools.
- 5. Educational Digital Content Manager:** Creator of multimedia materials, interactive resources, and digital strategies for teaching at various educational levels.
- 6. Consultant in Digital Education Strategies:** Advisor to academic institutions on implementing technology-based educational models and personalized learning.



You will have a solid understanding of data protection in the educational environment, ensuring its confidentiality and integrity at all times”

06

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

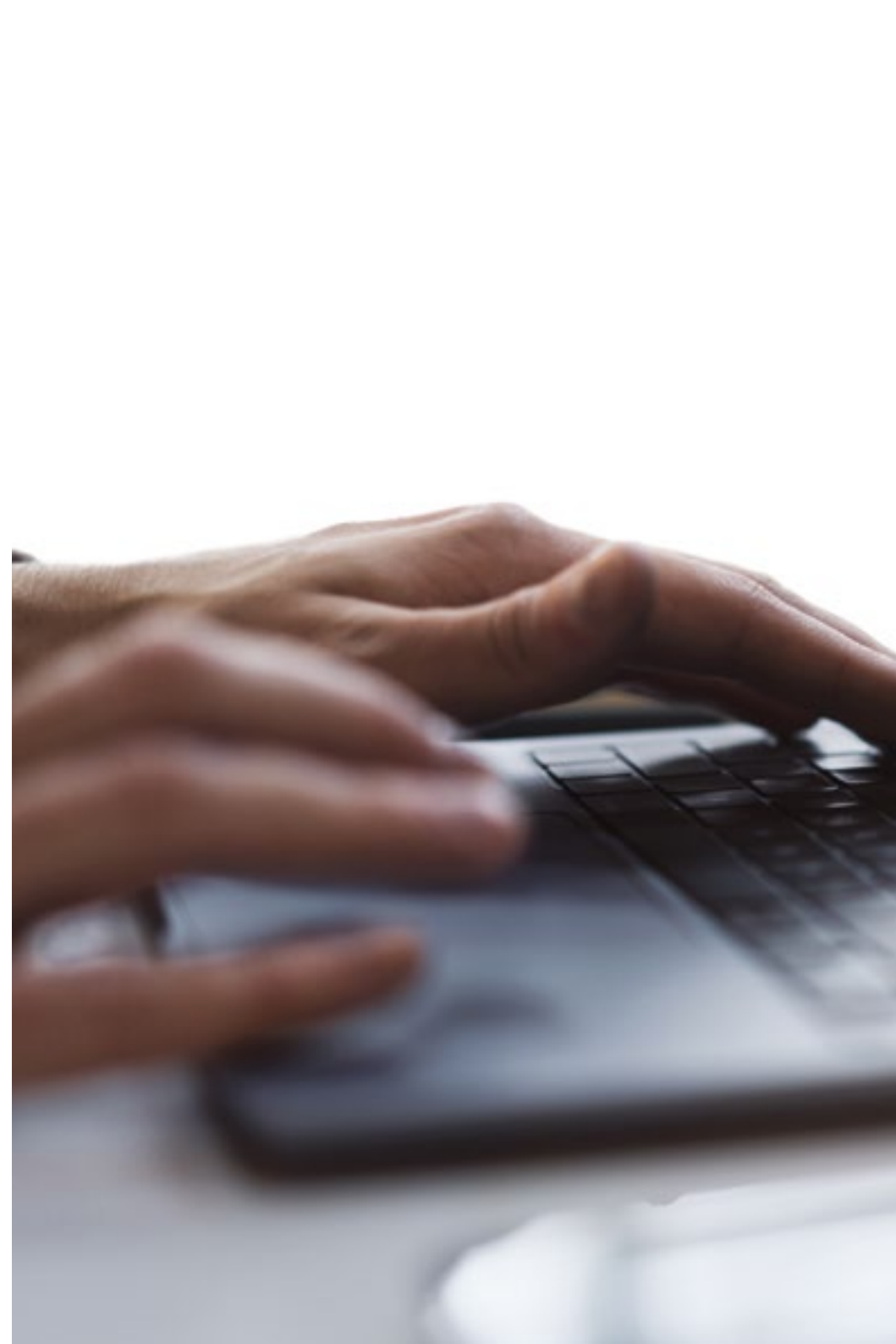
In TECH's study methodology, the student is the main protagonist.

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.

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*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

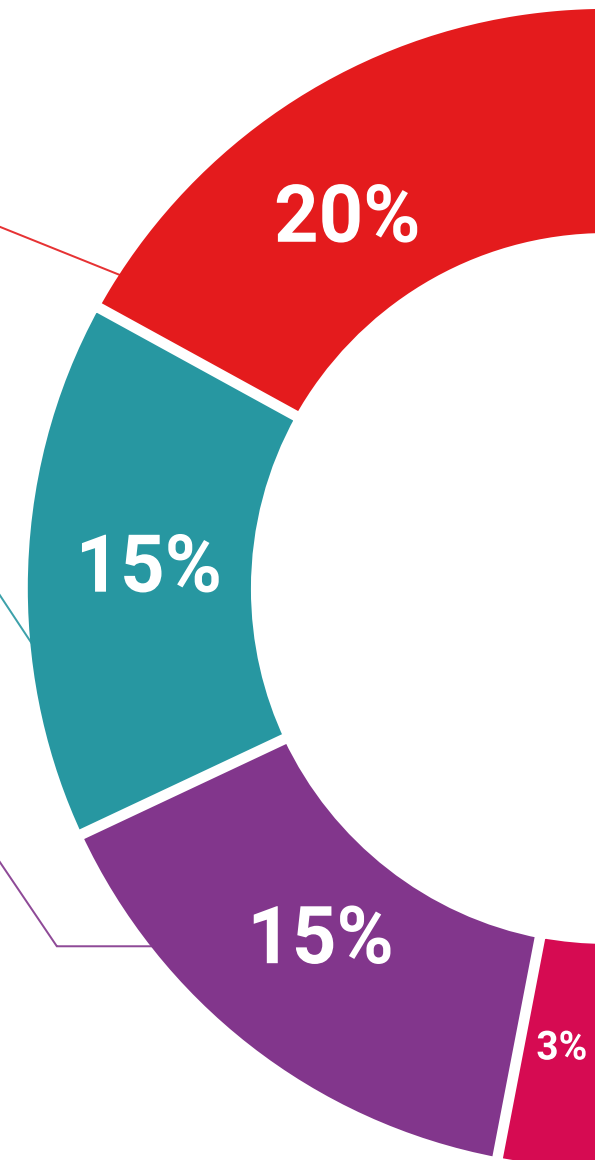
We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

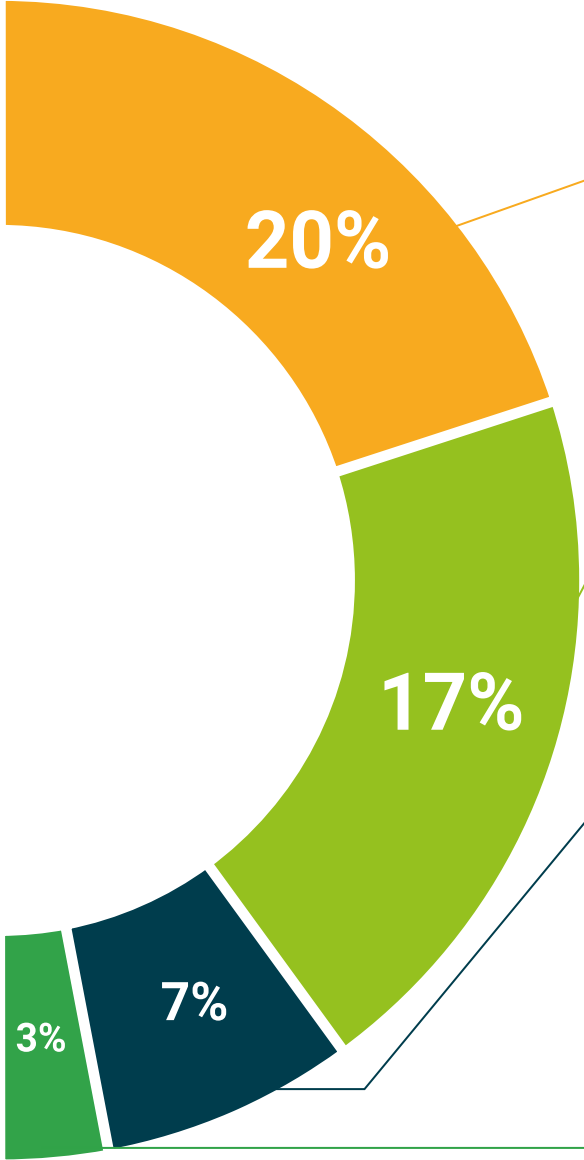
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

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





Case Studies

Students will complete a selection of the best case studies in the field. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



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 for future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.



07

Teaching Staff

The faculty of this Master's Degree is made up of experts in Educational Technology and Digital Competencies, with a solid background in pedagogical innovation. Professionals with experience in the development and implementation of active methodologies, virtual learning environments, and digital tools applied to teaching. Their up-to-date knowledge will allow graduates to gain a practical and strategic perspective on the integration of technology in the educational field. Through their guidance, graduates will be able to optimize their digital skills, adapt to new teaching models, and lead transformation processes at various levels.





“

Guided by specialists in Education and Digital Competencies, you will develop effective strategies to optimize teaching in both virtual and in-person environments”

International Guest Director

Considered as a pioneer in the implementation of **Competency-Based Learning Models**, Dr. John Cano is a prestigious **engineer** specialized in **Educational Technology**. In this sense, he has devoted most of his professional career to implement innovative digital tools to improve both the quality of teaching and the classroom experience.

In this way, he has contributed to the adoption by numerous academic institutions of advanced technological tools such as **online learning systems**, **automated assessment** equipment or **digital collaboration** devices. Thanks to this, teachers have been able to offer **immersive experiences** that have improved the assimilation of complex terms in areas such as Mathematical Sciences, Physics or Chemistry. At the same time, it has provided numerous **open educational resources** and **digital libraries** to boost academic research.

Another of his main achievements is to have led the *"School Kids Investigating Language in Life and Society"* program. Through this initiative, he has been able to engage students in the analysis of language within their communities. This has enabled students to become more aware of the impact of communication on civic life, while acquiring **cross-cutting skills** such as critical thinking.

He has also balanced this work with his role as a **researcher**. In fact, he has published a variety of articles on subjects such as **virtual learning activities**, **intercultural dialogue** or children's **gaming experience** with Nintendo Labo. As such, he has developed several **cutting-edge pedagogical** approaches that have optimized access to a variety of free teaching resources. In the same vein, it has created different **hybrid environments** that have significantly improved interaction between teachers and students. Committed to educational excellence, he has participated in multiple conferences to facilitate the implementation of **Information and Communication Technologies**.



Dr. Cano, John

- ♦ Director of University-Community Liaisons at the University of California, Berkeley, United States
- ♦ Coordinator of Instructional Technology at Gervirtz Graduate School of Education, Santa Barbara
- ♦ Instructional Content Developer at Instructional Design Intern, Santa Barbara
- ♦ Instructional Designer at UCSB Collaborate Student Support Center, California
- ♦ Instructional Designer at the American University Corporation, Colombia
- ♦ Doctor of Philosophy with a major in Education, University of California, Santa Barbara
- ♦ Master of Arts in Education, University of California, Santa Barbara
- ♦ Master's Degree in Technology Education from the University of the North
- ♦ B.S. in Engineering with a major in Computer Science from the University of the North

“

Thanks to TECH, you will be able to learn with the best professionals in the world"

Management



Mr. Gris Ramos, Alejandro

- ♦ Technical Engineer in Computer Management
- ♦ CEO & Founder from Club de Talentos
- ♦ CEO Persatrace, Online Marketing Agency
- ♦ Business Development Director at Alenda Golf
- ♦ Director of the PI Study Center
- ♦ Director of Web Application Engineering Department at Brilogic
- ♦ Web programmer at Grupo Ibergest
- ♦ Software/web programmer at Reebok Spain
- ♦ Technical Engineer in Computer Management
- ♦ Master's Degree in Digital Teaching and Learning , TECH Global University
- ♦ Master's Degree in High Abilities and Inclusive Education
- ♦ Master' s Degree in E-Commerce
- ♦ Specialist in the latest technologies applied to teaching, digital marketing, web application development and Internet business



Teachers

Dr. Cabezuelo Doblaré, Álvaro

- ♦ Psychologist expert in Digital Identity
- ♦ Teacher of Graphic Design, Digital Marketing and Social Networks at Granada Art School.
- ♦ Associate Professor in the Higher Cycle of Marketing and Advertising at the Queen Elizabeth International Training Center
- ♦ Teaching Staff at Terceto Comunicación
- ♦ Social Media at Making Known, Comunicación Estratégica
- ♦ Social Media and Psychologist at the StopHaters Association
- ♦ Social Media at HENDRIX Agency
- ♦ Social Media Manager at Doctor Trece
- ♦ Teaching staff of Social Networks for Business at the Granada Chamber of Commerce.
- ♦ Teacher of Digital Identity and Social Media Manager in a Communication Agency.
- ♦ Teacher at Aula Salud
- ♦ Degree in Psychology from the University of Granada
- ♦ Master's Degree in Social Media, Community Manager and Audiovisual Communication at Complutense University of Madrid
- ♦ Master's Degree in Adult Clinical Psychology, Clinical Psychology from the Aaron Beck Center for Psychology. Aaron Beck Center for Psychology

Mr. Azorín López, Miguel Ángel

- ♦ Teacher specialized from Physical Education Primary
- ♦ Primary School Teacher at Colegio Padre Dehon. Novelda, Spain
- ♦ Creator of the Flipped Primary App
- ♦ Collaborating teacher at Ineverycrea
- ♦ Genially Ambassador
- ♦ Google Trainer
- ♦ Edpuzzle Coach
- ♦ Teaching Degree with Specialization in Physical Education from the University of Alicante
- ♦ Expert in Flipped, Level I Flipped Learning and Level I Instructor Flipped Learning
- ♦ Candidato Top 100 Flipped Learning Profesores del mundo

Mr. Albiol Martín, Antonio

- ♦ ICT Coordinator at JABY School
- ♦ Head of the Department of Spanish Language and Humanities
- ♦ Professor of Spanish Language and Literature
- ♦ Bachelor's Degree in Philosophy from the Complutense University of Madrid
- ♦ Master's Degree in Literary Studies. Complutense University of Madrid
- ♦ Master's Degree in Education and ICT, Specialty in E-Learning. Open University of Catalonia





Dr. De la Serna, Juan Moisés

- ♦ Psychologist and Expert Writer in Neurosciences
- ♦ Writer specialized in Psychology and Neurosciences
- ♦ Author of the Open Chair of Psychology and Neurosciences
- ♦ Scientific Disseminator
- ♦ Doctorate in Psychology
- ♦ Bachelor's Degree in Psychology. University of Seville
- ♦ Master's Degree in Neurosciences and Behavioral Biology. Pablo de Olavide University, Seville
- ♦ Expert in Teaching Methodology. La Salle University
- ♦ University Specialist in Clinical Hypnosis, Hypnotherapy. National University of Distance Education - UNED.
- ♦ Diploma in Social Graduate, Human Resources Management, Personnel Administration. University of Seville
- ♦ Expert in Project Management, Administration and Business Management. Federation of Services U.G.T
- ♦ Trainer of Trainers. Official College of Psychologists of Andalusia

“

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

08

Certificate

The Master's Degree in Educational Technology and Digital Competencies guarantees students, in addition to the most rigorous and up-to-date education, access to a diploma for the Master's Degree issued by TECH Global University.





“

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 **Master's Degree in Educational Technology and Digital Competencies** 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.

TECH is a member of the prestigious **Association for Teacher Education in Europe (ATEE)**, the leading international association dedicated to teacher training. This partnership highlights its commitment to academic advancement and quality.

Accreditation/Membership

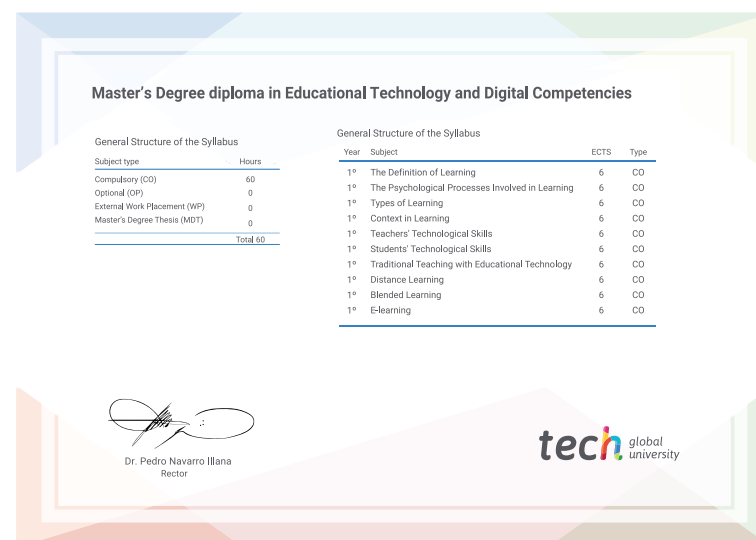


Title: **Master's Degree in Educational Technology and Digital Competencies**

Modality: **online**

Duration: **12 months.**

Accreditation: **60 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.



Master's Degree
Educational Technology
and Digital Competencies

- » Modality: Online
- » Duration: 12 months.
- » Certificate: TECH Global University
- » Accreditation: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Master's Degree Educational Technology and Digital Competencies

Accreditation/Membership



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