

Postgraduate Certificate

Gamification and Game-Based Learning





Postgraduate Certificate Gamification and Game-Based Learning

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/education/postgraduate-certificate/gamification-game-based-learning

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 18

05

Methodology

p. 22

06

Certificate

p. 30

01

Introduction

Learning is a task whose progress is quite heterogeneous. In this sense, the teachers will find in their daily activity with students with great abilities and ease of concentration who easily achieve the proposed objectives. However, they will also have to deal with many other students with greater difficulties and prone to distraction, showing less involvement in the educational process. Therefore, it is relevant to introduce in the classroom techniques that break the routine and encourage fun while learning. This is what this program provides, focused on the implementation of gamification in the classroom so that students acquire knowledge through game mechanics. A necessary program that educators can take completely online.





“

Gamification will transform your teaching methodology so that all your students are rowing in the same direction"

The distraction of students in class may be due to a variety of causes. Some show a clear lack of motivation due to the lack of incentives in the current educational system. Others, however, are susceptible to loss of concentration due to overstimulation: the state in which a young person experiences more sensations, noises or stimuli than they should, so they tend to be overly restless.

Whatever the case may be, it has been proven that traditional methods of recapturing their attention are becoming less and less effective. This undoubtedly poses a challenge for the teacher, who also sees how the academic progress of other students is interrupted, causing a general disruption to the class.

In this context, it is essential to stimulate students with innovative strategies, being the gamification strategies the ones that, today, bring the solution. The Postgraduate Certificate in Gamification and Game-Based Learning contains everything necessary for educators to master these cutting-edge techniques. They will increase their professional background with the development of game mechanics that will involve the whole class, while encouraging interaction among peers.

In this way, the program is aligned with the elements required by today's professors, putting them on a platter through a 100% online format in which students only have to provide one thing: an Internet connection. With it, they will 'travel' to success in their field thanks to an extensive Virtual Campus with interactive outlines, video summaries, specialized readings and much more.

This **Postgraduate Certificate in Gamification and Game-Based Learning** contains the most complete and up-to-date program on the market. The most important features include:

- ♦ The development of case studies presented by experts in Gamification
- ♦ The graphic, schematic, and 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 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



Become the solution that many parents crave for by boosting student interest and involvement"

“

Enroll now to deepen your knowledge of cutting-edge educational techniques to apply in your classroom"

The program's teaching staff includes professionals from sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

Its multimedia content, developed with the latest educational technology, will provide the professionals with situated and contextual learning, i.e., a simulated environment that will provide an immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professionals must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the students will be assisted by an innovative interactive video system created by renowned experts.

Update your knowledge with the largest virtual campus on this subject.

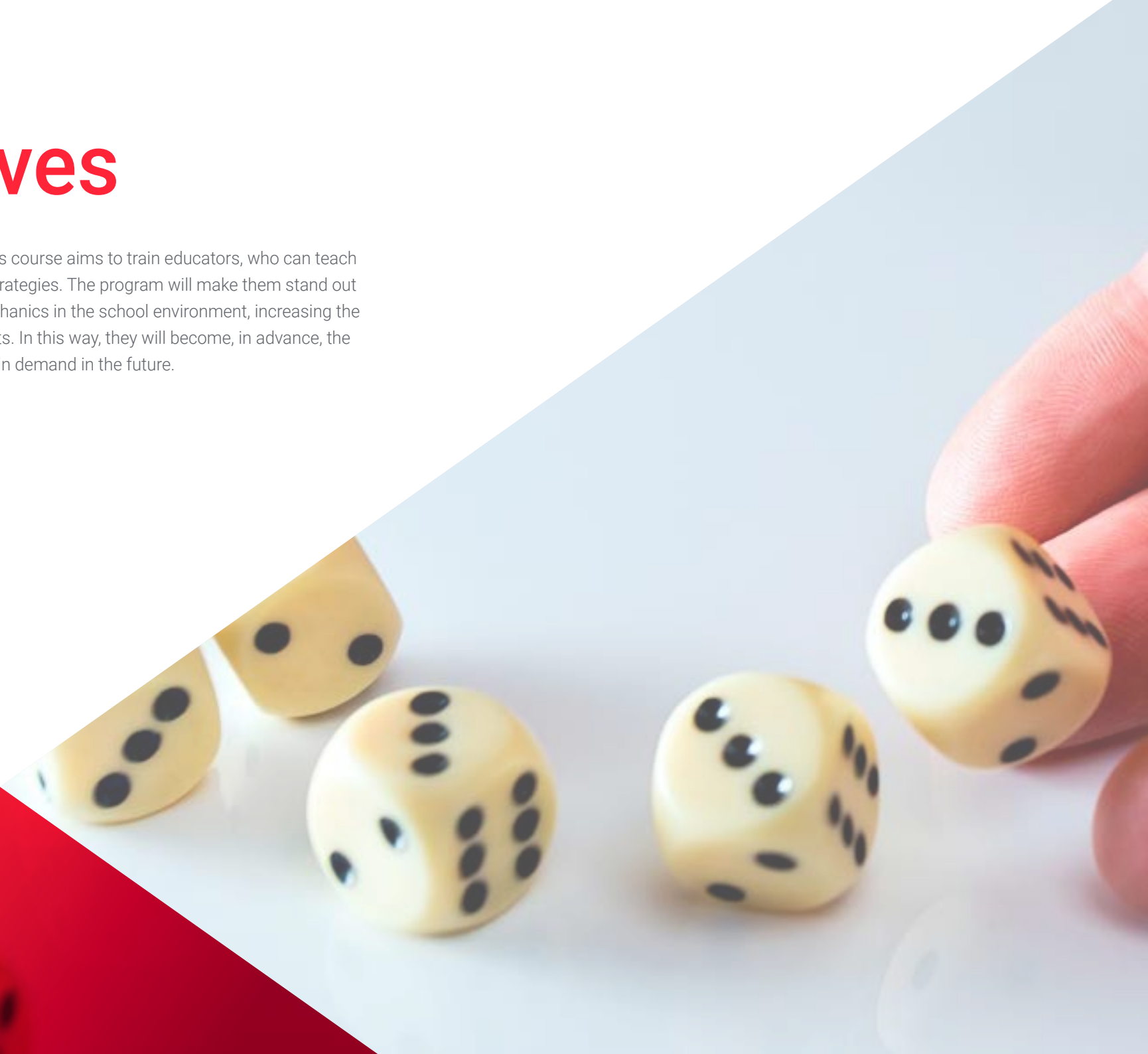
Analyze a large number of games that you can develop with your students, from 'Backgammon' to 'The Game of Life'.



02

Objectives

With an innovative methodology, this course aims to train educators, who can teach children or adults, in gamification strategies. The program will make them stand out in the implementation of game mechanics in the school environment, increasing the educational performance of students. In this way, they will become, in advance, the teacher profile that will certainly be in demand in the future.



“

During 150 hours, you will immerse yourself in the future of Education to become the reference educator demanded by today's society"



General Objectives

- ♦ Identify the psycho-pedagogical assumptions of innovations in gamification and digital resources
- ♦ Design your own gamifications and games, both at a private and commercial level
- ♦ Select the games that can be used in GBL according to needs and objectives
- ♦ Apply Gamification strategies in business environments
- ♦ Apply Gamification strategies in academic environments
- ♦ Managing teams through gamification
- ♦ Leading the digital transition in centers
- ♦ Identify the elements of the new digital school
- ♦ Transform classes to adapt to the new educational paradigm
- ♦ Complete a portfolio of innovations in gamification, ABJ and digital resources





Specific Objectives

- Evaluate applying GBL for the most common boards games
- Elaborate tables of competencies of the same
- Manage tasks in a gamified way
- Define strategies and tools for action monitoring
- Acquire strategies to foster team cohesion

“

Deepen your knowledge in managing competitions and contests between groups of students. They'll do their homework almost without noticing!"

03

Course Management

The introduction of game mechanics in the classroom can cause educational performance problems if not implemented correctly. For this reason, TECH has incorporated reference educators in this field to this Postgraduate Certificate. Thanks to their expertise in the use of Information and Communication Technologies (ICT), they have developed numerous gamification and gamification techniques in schools, which have proven to be successful.



“

*Succeed with experts who
have successfully implemented
gamification techniques in large
school institutions"*

Management



Mr. Morilla Ordóñez, Javier

- ♦ Contemporary History and ICT Specialist Teacher
- ♦ Head of Studies at JABY School
- ♦ Apple Distinguished Educator
- ♦ Professor at the Complutense University and the University of Alcalá
- ♦ Degree in Philosophy, Letters and History from the University of Alcalá
- ♦ Specialist in Gamification, Flipped Classroom and Digital Transition
- ♦ Author of the History content in the Geniox Project for Oxford University Press



Mr. Albiol Martín, Antonio

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

Professors

Mr. Herrero Gonzalez, Jesús

- ♦ Psychologist Diploma in Games and Gamification
- ♦ DEVIR Specialist
- ♦ Specialist in the chain of Hobby and Toy Stores Poly
- ♦ Psychology Graduate
- ♦ Professional Master's Degree in Education
- ♦ Postgraduate Diploma in Games and Gamification

Ms. López Gómez, Virginia

- ♦ Expert Trainer in Active Methodologies and Digital Tools
- ♦ Creator of Serendipia Educativa, a research and education group
- ♦ Co-founder of the Talent Team, specializing in Training on Teaching and Learning Activities with Digital Resources
- ♦ Teacher trainer for the Community of Madrid and the Junta de Andalucía in PBL courses
- ♦ Creation of DRRD Gamification or ICT
- ♦ Degree in Documentation from the Complutense University of Madrid
- ♦ Certificate in Pedagogical Aptitudes
- ♦ Postgraduate in Gamification in the Classroom: Learning Through Play, Cum Laude
- ♦ Postgraduate Diploma in e-Learning by the Spanish Confederation of Education Centres
- ♦ Course in Multiple Intelligences and Cooperative Learning, Nebrija University
- ♦ Diploma in Library Science from the Complutense University of Madrid

Mr. Martín Centeno, Óscar

- ♦ Writer and Lecturer
- ♦ President of the Council of Directors of Early Childhood, Primary and Special Education in the Community of Madrid
- ♦ Director of the Santo Domingo Infant, Primary and Secondary Education Center in Algete. Madrid
- ♦ Director of documentaries, multimedia educational proposals and video art pieces for the Reina Sofía National Museum, the Thyssen-Bornemisza National Museum and Malaga City Council
- ♦ Trainer of teachers in the Community of Madrid in courses on ICT in the Classroom, Digital Resources and Encouraging Reading in the Digital Age
- ♦ Professional Master's Degree in Leadership and Management of Educational Centers
- ♦ Degree in History and Science of Music
- ♦ Postgraduate Certificate in Music Teaching
- ♦ Florentino Pérez-Embid International Award from the Real Academia Sevillana de Buenas Letras for his first book Espejos enfrentados (Confronted Mirrors)
- ♦ Nicolás del Hierro Poetry Prize for his second book Las Cántigas del Diablo (The Devil's Canticles)
- ♦ International Paul Beckett Award for his third book Sucio tango del alma by the Valparaíso Foundation

Dr. Fuster García, Carlos

- ♦ PhD in Social Sciences Didactics
- ♦ PhD in Specific Didactics, specializing in Social Sciences
- ♦ Teacher of Secondary and University Education in different institutions in Spain
- ♦ Internship tutor for the Teacher Training Degree
- ♦ Collaborator of the GEA-CLÍO research group
- ♦ Degree in History, University of Valencia
- ♦ University Master's Degree in Secondary Education Teaching
- ♦ Professional Master's Degree in Specific Didactics Research
- ♦ Professional Master's Degree in in Comics and Education

Mr. Arcusa, Raúl

- ♦ Business Coaching in Gesem HR. Resources
- ♦ Speaker at several international congresses
- ♦ Degree in Business Administration, specialization in Financial Management by UCM
- ♦ Law Degree
- ♦ Degree in Psychology





Dr. De la Serna, Juan Moisés

- ♦ Writer specializing in Psychology and Neurosciences
- ♦ Author of the Open Chair in Psychology and Neurosciences
- ♦ Scientific disseminator
- ♦ PhD in Psychology
- ♦ Degree in Psychology. University of Seville
- ♦ Professional Master's Degree in Neurosciences and Behavioral Biology Pablo de Olavide University, Seville
- ♦ Postgraduate Diploma 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, Business Administration and Management, Federación de Servicios U.G.T. (U.G.T. Services Federation)
- ♦ Trainer of Trainers. Official College of Psychologists of Andalusia

04

Structure and Content

The agenda of the Postgraduate Certificate in Gamification and Game-Based Learning deals with the keys of gamification in current times. First, students will examine the differences between this concept and gamification, and then analyze the elements and objectives of these mechanics and delve into the wide variety of games that can be applied in the classroom. With the practical methodology of *Relearning*, the learning cycle will be truly natural and students will assimilate the ideas with ease.



“

An expertly crafted syllabus with all the keys you need to excel in gamification"

Module 1. Gamification and Game-Based Learning (GBL)

- 1.1. Do You Know What We're Playing?
 - 1.1.1. Differences between Ludification and Gamification
 - 1.1.2. Gamification and Games
 - 1.1.3. History of Games
- 1.2. What Do You Want to Play?
 - 1.2.1. By Their Objectives
 - 1.2.1.1. Competitive Games
 - 1.2.1.2. Collaborative Games
 - 1.2.2. Game Elements
 - 1.2.2.1. Board Games
 - 1.2.2.2. Card Games
 - 1.2.2.3. Dice Games
 - 1.2.2.4. Pencil and Paper (Role)
- 1.3. Our Forefather's Board Games
 - 1.3.1. First Civilizations, First Games
 - 1.3.1.1. Senet
 - 1.3.1.2. Real Ur Game
 - 1.3.2. Mancala
 - 1.3.3. Chess
 - 1.3.4. Backgammon
 - 1.3.5. Parcheesi
 - 1.3.6. Goose Game
- 1.4. Who Wants to Be a Millionaire?
 - 1.4.1. The Game of Life
 - 1.4.1.1. The Mansion of Happiness
 - 1.4.1.2. The Checkered Game of Life
 - 1.4.1.3. The Game of Life
 - 1.4.1.4. What Do We Learn from The Game of Life about Values



- 1.4.2. Monopoly
 - 1.4.2.1. The Landlord's Game
 - 1.4.2.2. Finance and Others
 - 1.4.2.3. Darrow's Monopoly
 - 1.4.2.4. Patents, Designs and What to Consider in Ludification
- 1.4.3. Scrabble
- 1.5. A Successful Game Has Been Written
 - 1.5.1. Risk
 - 1.5.2. Clue
 - 1.5.3. Trivial Pursuit
 - 1.5.4. Pictionary
- 1.6. War Games and Simulating History
 - 1.6.1. Origin: Avalon Hill
 - 1.6.2. The Maturity of Wargames
 - 1.6.3. The CDG Revolution
 - 1.6.4. Latest Trends in Wargaming
 - 1.6.5. Wargames Miniatures
 - 1.6.6. Strategy Games in Spain
- 1.7. Ring, Pencil and Paper Company
 - 1.7.1. The Beginning
 - 1.7.2. The Golden Age and First Controversies
 - 1.7.3. The Narrative Role
 - 1.7.4. Role Playing Games in the 21st Century
 - 1.7.5. Role Playing Games in Spain
- 1.8. Once upon a time in America, Magic the TCGs and Ameritrash
 - 1.8.1. Magic and the TCG
 - 1.8.1.1. Magic, The Gathering
 - 1.8.1.2. Other TCG
 - 1.8.1.3. LCGs
 - 1.8.2. Ameritrash
 - 1.8.2.1. Concept
 - 1.8.2.2. Development
 - 1.8.3. Mixing Hybrid Games
- 1.9. Beyond Cars and Sausages The Board Game Revolution in Germany
 - 1.9.1. Germany Changes the Rules
 - 1.9.1.1. The German Toy Industry
 - 1.9.1.2. Social Consideration of Games in Germany
 - 1.9.1.3. A Different Type of Game
 - 1.9.2. Eurogames
 - 1.9.2.1. Prehistory
 - 1.9.2.2. The Settlers of Catan (aka Catan or Settlers)
 - 1.9.2.3. Germans Conquering the World
 - 1.9.2.4. The Golden Age of Eurogames
 - 1.9.2.5. Eurogames and Education
- 1.10. Going Shopping Analysis of the Main Commercial Offer in Spain
 - 1.10.1. Wargames
 - 1.10.2. Role-playing Games
 - 1.10.3. Eurogames
 - 1.10.4. Hybrid
 - 1.10.5. Children's Games



Delve into real success stories of educational institutions that have implemented gamification so that you can replicate their results"

05

Methodology

This training program offers 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"

At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.



It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.

“

Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”

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

1. Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
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.



Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.



Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. 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 specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

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.

The overall score obtained by our learning system is 8.01, according to the highest international standards.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really 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.



Educational Techniques and Procedures on Video

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



Interactive Summaries

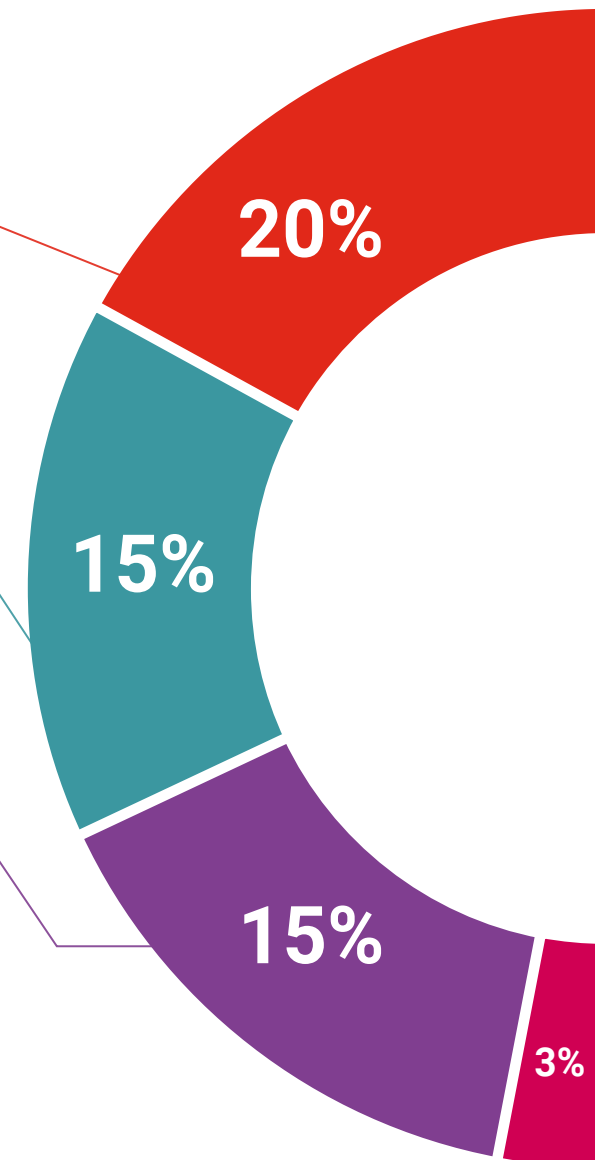
The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

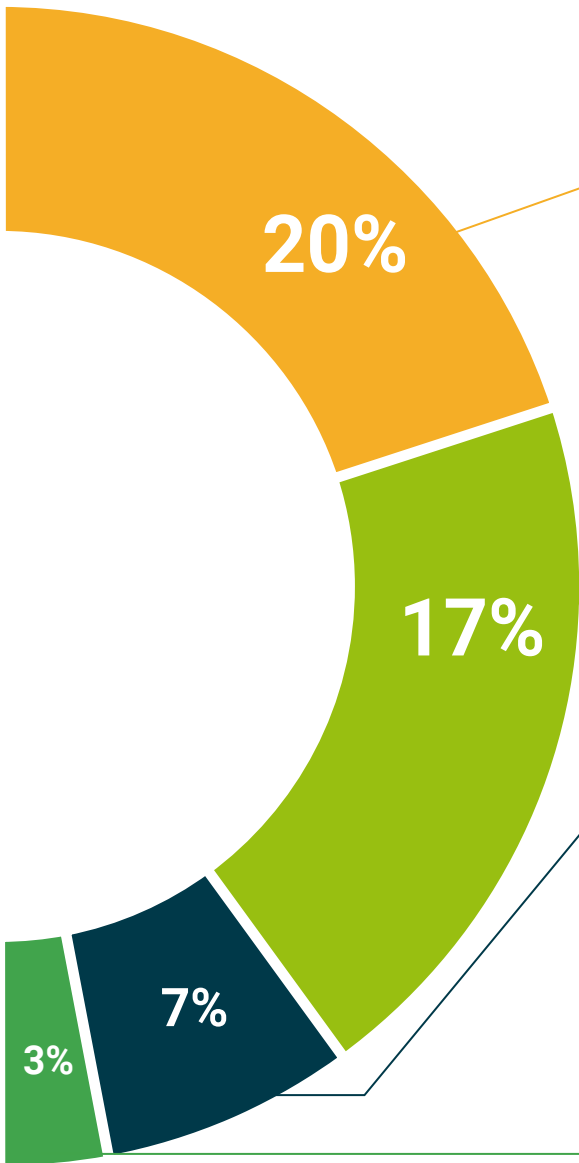
This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



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.





Expert-Led Case Studies and Case Analysis

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



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 your goals.



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.



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.



06

Certificate

The Postgraduate Certificate in Gamification and Game-Based Learning guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



“

Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This **Postgraduate Certificate in Gamification and Game-Based Learning** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Gamification and Game-Based Learning**

Official N° of Hours: **150 h.**



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

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

tech technological
university

Postgraduate Certificate Gamification and Game-Based Learning

- › Modality: online
- › Duration: 6 weeks
- › Certificate: TECH Technological University
- › Dedication: 16h/week
- › Schedule: at your own pace
- › Exams: online

Postgraduate Certificate

Gamification and Game-Based Learning