

Master's Degree

Crypto-Gaming and Blockchain Economics for Video Games



Master's Degree

Crypto-Gaming and Blockchain Economics for Video Games

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

Website: www.techtitude.com/us/information-technology/master-degree/master-crypto-gaming-blockchain-economics-video-games

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Skills

p. 14

04

Course Management

p. 18

05

Structure and Content

p. 24

06

Methodology

p. 34

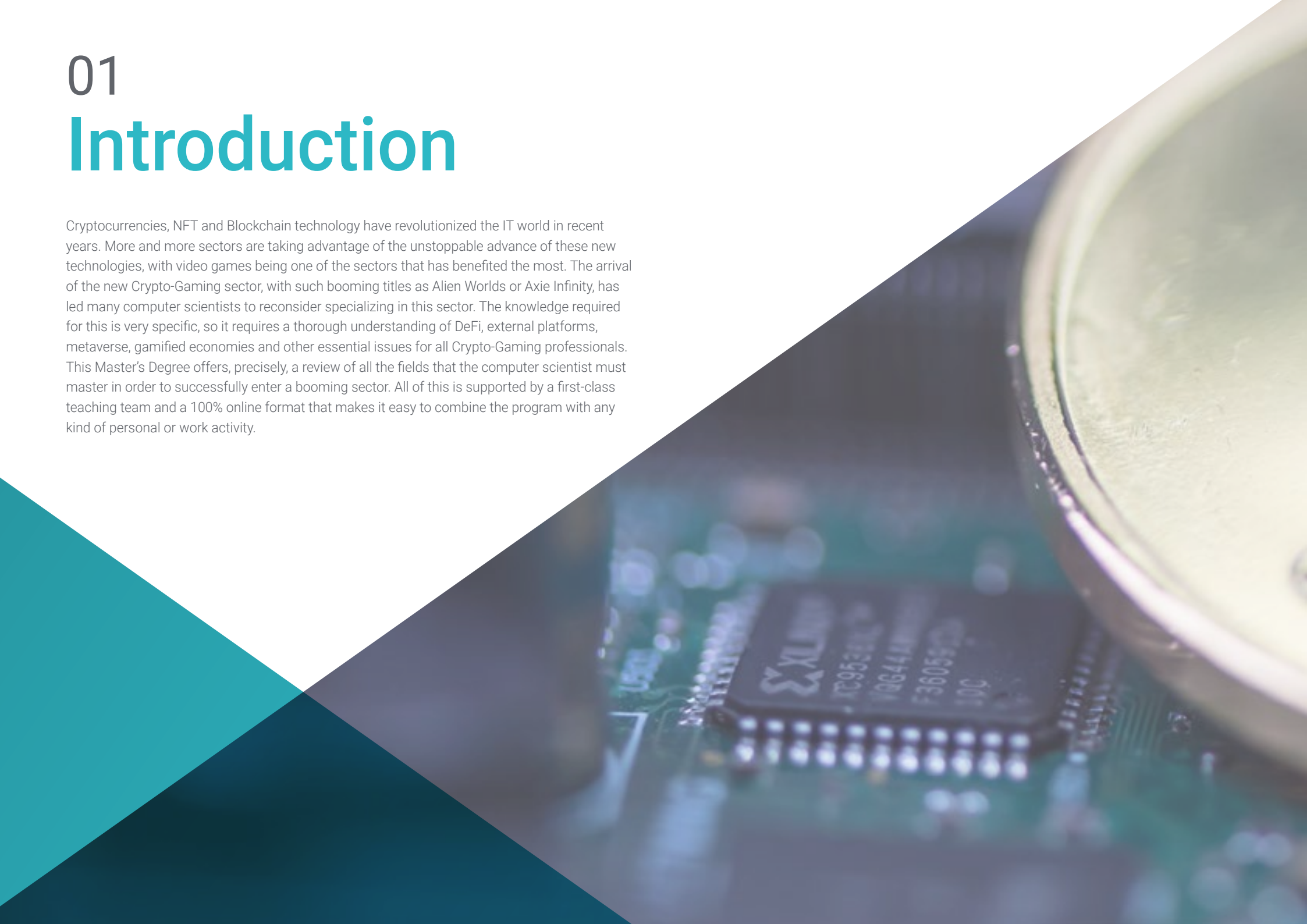
07

Certificate

p. 42

01 Introduction

Cryptocurrencies, NFT and Blockchain technology have revolutionized the IT world in recent years. More and more sectors are taking advantage of the unstoppable advance of these new technologies, with video games being one of the sectors that has benefited the most. The arrival of the new Crypto-Gaming sector, with such booming titles as Alien Worlds or Axie Infinity, has led many computer scientists to reconsider specializing in this sector. The knowledge required for this is very specific, so it requires a thorough understanding of DeFi, external platforms, metaverse, gamified economies and other essential issues for all Crypto-Gaming professionals. This Master's Degree offers, precisely, a review of all the fields that the computer scientist must master in order to successfully enter a booming sector. All of this is supported by a first-class teaching team and a 100% online format that makes it easy to combine the program with any kind of personal or work activity.



“

Position yourself with an advantage in a sector in full growth, where your IT skills and your specialization in Crypto-Gaming will make you an essential part of any development team”

With major companies such as Microsoft making moves into the metaverse or Facebook's new corporate identity, Meta, it is becoming clear that the future of computing will undoubtedly go through Blockchain technologies. The video game industry, which is constantly growing, is no stranger to these changes. Currently, Crypto-Gaming is postulated as one of the great options for the future for developers and computer scientists around the world.

The options are endless. With established successes such as Axie Infinity or R-Planet, computer scientists specialized in Crypto-Gaming and gamified economies will have a significant advantage in leading the projects of the future. Ubisoft or Square Enix, giants of the industry, are already investing large amounts of money in this sector, so it is an important opportunity to make a qualitative leap at a professional level.

This Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games has been created, precisely, to offer the computer scientist the necessary knowledge and deepening bases with which to lead video game projects with gamified economies of all kinds. Throughout the syllabus, the main cryptocurrencies, such as Bitcoin or Ethereum, will be reviewed, as well as all the crucial concepts to master all the branches of the Blockchain.

The content, based on the most successful case studies, will propel the computer scientist's career into the Crypto-Gaming studios with the greatest impact. The pedagogical methodology and the completely online format give the program the necessary flexibility to eliminate face-to-face classes and fixed schedules. Thus, it is the student who decides where, how and when to assume the entire course load.

This **Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games** contains the most complete and up-to-date program on the market. The most important features include:

- ♦ Case studies presented by experts in cryptocurrencies, Blockchain and video games
- ♦ 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



Include in your CV a Master's Degree that will propel your career to the best of success in the crypto landscape"

“

Access a library of multimedia content rich in variety, being able to delve deeper into those topics that interest you most through complementary reading material and videos”

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.

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

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

Enroll in this Master's Degree and discover all the secrets of Crypto-Gaming to create successful and attractive gamified economies for players around the world.

Don't miss the opportunity to take a leap towards the technologies of the future and get ahead of the rest by specializing in Crypto-Gaming.



02 Objectives

Since the Crypto-Gaming sector is in full growth, the main objective of this program is to provide the computer scientist with all the necessary tools, strategies and knowledge to be able to stand out quickly in this industry. Thus, the teaching includes modules dedicated to all the most relevant topics in this field, always based on the most successful cases, analyzing them in detail to be able to understand and reproduce them even in their own projects.



“

You will achieve the goals proposed in this program before you even finish it thanks to TECH's innovative teaching methodology”



General Objectives

- ◆ Identify systematically and in detail of its various components the functioning of Blockchain technology, developing how its advantages and disadvantages are linked to the way in which its architecture functions
- ◆ Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been taken
- ◆ Analyze the main features of decentralized finance in the context of the Blockchain economy
- ◆ Establish the fundamental characteristics of non-fungible tokens, their operation and deployment from their emergence to the present day
- ◆ Understand the link between NFTs with Blockchain and examine strategies for generating and extracting value from non-fungible tokens
- ◆ Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects



You will be accompanied at all times by a highly qualified technical and teaching team committed to your personal and professional improvement"





Specific Objectives

Module 1. Blockchain

- ◆ Identify the components of Blockchain Technology
- ◆ Determine the advantages of Blockchain in entrepreneurship projects
- ◆ Select types of networks to be used with the proposed objectives when planning a gamified economy project
- ◆ Choose and manage a Wallet (Digital Wallet)

Module 2. DeFi

- ◆ Acquire the necessary knowledge to make use of DeFi-based projects
- ◆ Identify the advantages that decentralized finance offers to the gamified economy
- ◆ Identify the different levels of risk that can be assumed in the use of DeFi
- ◆ Describe how decentralized markets constitute applications framed in the DeFi
- ◆ Identify the layers relevant to the gamified economy sector

Module 3. NFT

- ◆ Mining New NFTs
- ◆ Determine the properties of NFT
- ◆ Generate innovation strategies based on NFT technology
- ◆ Introducing NFT in gamified economies
- ◆ Understand the functioning of the NFT mining system in gamified economies
- ◆ Identify the value of an NFT in the marketplace
- ◆ Employing NFT valorization strategies

Module 4. Cryptocurrency Analysis

- ♦ Discriminate the cryptocurrencies that are most suitable for future ventures
- ♦ Perform behavioral estimates of cryptocurrencies
- ♦ Interpreting cryptocurrency booms and busts
- ♦ Establish criteria in the selection of Stablecoins

Module 5. Networks

- ♦ Discriminate the selection of optimal networks of the proposed purposes in a future undertaking, through the examples of use and main characteristics of each one of them
- ♦ Understand how networks work and establish a strategy based on them
- ♦ Develop plans to improve user level accessibility from the networks

Module 6. Metaverse

- ♦ Analyze the immersion form of your game through the analysis of costs, technological resources and objectives of future ventures
- ♦ Categorize spaces within a Metaverse according to their place in the economic system
- ♦ Formulate jobs related to the economic system of the Metaverse
- ♦ Managing Landing systems within a Metaverse

Module 7. External Platforms

- ♦ Know the tools of the main platforms that offer services related to cryptocurrencies, Blockchain, decentralized economies and NFT
- ♦ Using external platforms to increase value generation within a Blockchain gaming project
- ♦ Understanding how DEX works





Module 8. Analysis of Variables in Gamified Economies

- ◆ Categorize elements within a game in relation to their incidence within the final economy of the game
- ◆ Identify the degrees to which economy variables within a game fall within their category
- ◆ Understand the proportional and inverse proportional relationships between two or more economic variables

Module 9. Gamified Economic Systems

- ◆ Building a game economy
- ◆ Developing a long-term sustainable economic environment
- ◆ Describe the critical points of the Blockchain economy in a venture project
- ◆ Identify how the network of elements that make up the economic system of a Blockchain game behaves
- ◆ Orienting the economics of a game to the proposed profitability goals

Module 10. Blockchain Video Game Analysis

- ◆ Discern which economic strategies have shown the greatest stability and profitability in current market projects
- ◆ Identify stability and profitability margins in gamified economy projects
- ◆ Master the market trends in Blockchain gaming from its participation, stability and profitability

03

Skills

The skills that computer scientists need to develop in order to successfully enter the crypto-video game industry are diverse. It is not only about theoretical or practical knowledge, but also about transversal competences that are fundamental nowadays in any growing industry. Therefore, throughout the program, students will be encouraged to self-manage their time, solve complex problems, analyze and think critically, as well as learn actively. With all this, the computer scientist's arguments to access the best Crypto-Gaming projects will be greatly strengthened.



“

Benefit from all the advantages TECH offers you to study this Master's Degree at your own pace, giving you the keys to take your skills to the highest level”

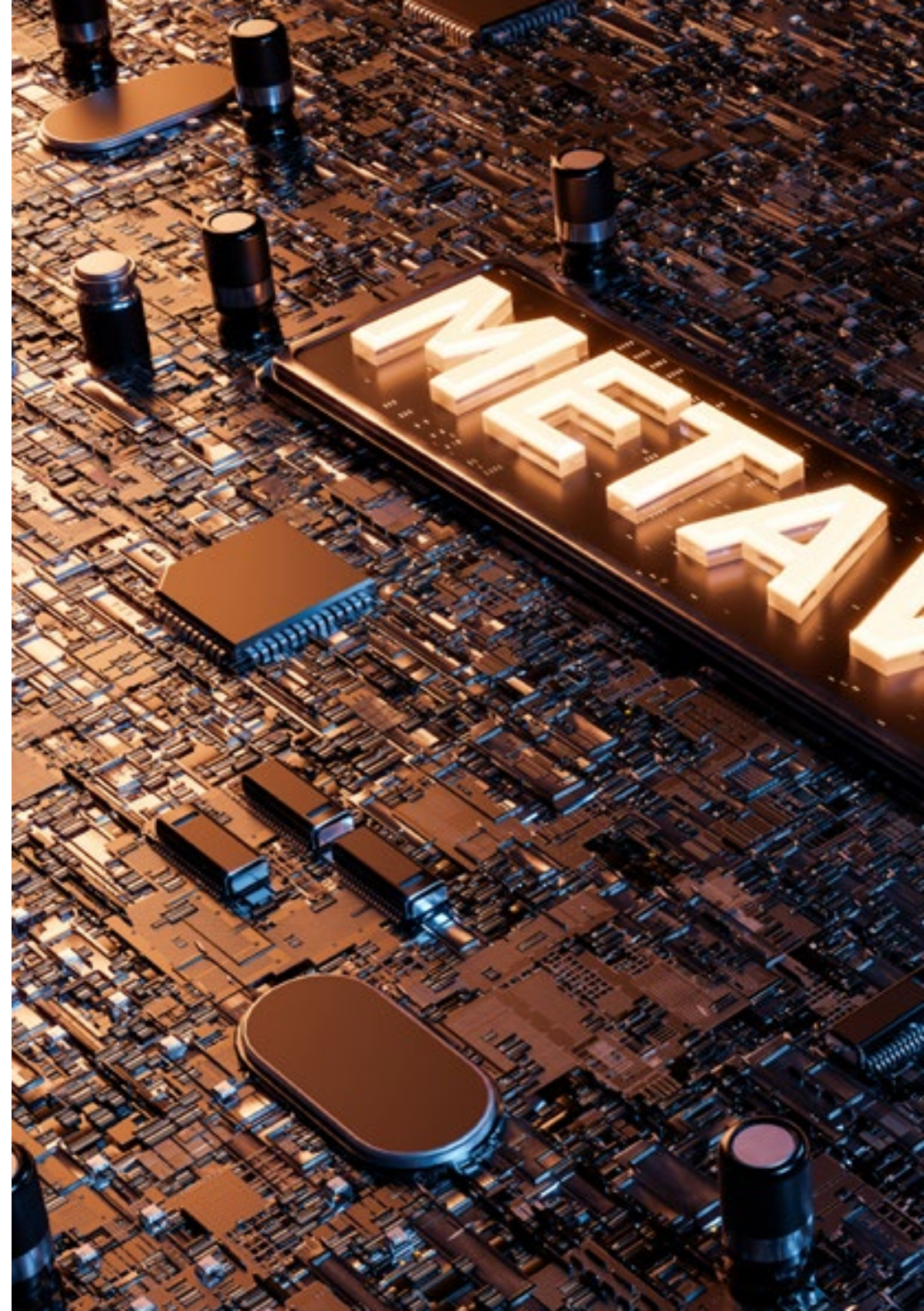


General Skills

- ♦ Understand the revolutionary nature of the Blockchain and to plan entrepreneurial objectives according to how it works
- ♦ Identify the potential and advantages of the DeFi model for future ventures and the main differences with other economic models
- ♦ Analyze the relationship and ways of implementing non-fungible Tokens with gamified economies
- ♦ Understand the functioning and constitution of the Metaverse
- ♦ Plan ways of integrating external Blockchain platforms to our gamification project



Delve into the most successful cases in the world of Crypto-Gaming, knowing all the strategic keys to be able to apply them in your own work"





Specific Skills

- ◆ Assess risk levels in DeFi projects
- ◆ DeFi lending and trading strategies
- ◆ Learn about the different ways of building a decentralized virtual space and to analyze the economic opportunities related to this commercial phenomenon
- ◆ Establishing the differences between Bitcoin and Altcoins
- ◆ Diagnose the degree of usefulness of external platforms in a given Blockchain gamification project
- ◆ Differentiate the level of impact of the various variables in gamified economies
- ◆ Identify the types of assets in the creation of a gamified economy
- ◆ Establish economies based on gamified economic variables and generate long-term sustainable economies
- ◆ Analyze the possibilities of success of an economic system based on the study of its internal economy
- ◆ Select projects whose characteristics are similar to our venture as an object of study and validation of future strategies to generate profitability and value in our digital assets

04

Course Management

In order to ensure the highest-quality teaching possible, TECH has the most knowledgeable teachers inBlockchain, cryptocurrency and metaverse technologies. In this way, the theoretical content of the Master's Degree is enriched by the practical experience of the lecturers, who have shared their best tips and secrets for starting their own Crypto-Gaming projects or joining development teams in this new sector.



“

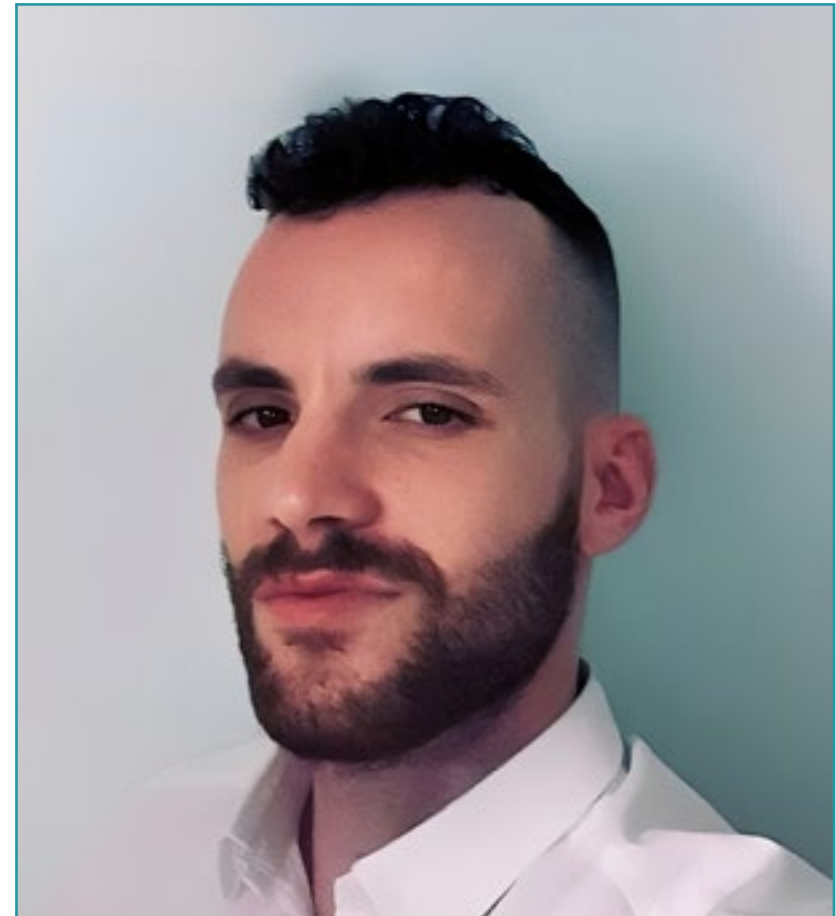
The teachers will guide you throughout the Master's Degree in a personalized way, answering your questions through the virtual classroom”

International Guest Director

Rene Stefancic is a leading **Blockchain** and **Web3 technology** professional known for his innovative approach and strategic leadership in **emerging digital ecosystems**. He currently serves as Chief Operating Officer (COO) at **Enjin**, a **pioneering Blockchain and NFT platform**, where he manages tasks such as the adoption of new tools and fosters **strategic partnerships** to drive cutting-edge IT solutions. With a hands-on, results-oriented approach, he applies his “swim or sink” and “try everything” philosophy to every project, always looking to solve the most complex challenges in a scalable and effective way.

Prior to joining **Enjin**, Stefancic held the position of Head of Marketing at **CoinCodex**, a platform aimed at **cryptocurrency data aggregation**. It was in this environment that he consolidated his expertise in growth strategies and **digital marketing**, taking a decisive role in expanding the company's visibility and reach. His transition to the **Blockchain** world began when he decided to leave his career in **traditional finance** to focus on **data** modeling and **analytics** in this new sector, thereby laying the foundations for his career in a constantly evolving market.

With a vision focused on product development and **IT strategy**, the expert excels in leading teams towards the creation of innovative and applicable solutions in the context of **Blockchain technology**. His ability to build strong and long-lasting business relationships has enabled him to establish key strategic partnerships in the industry, cementing his international reputation as a dynamic leader in the field of technology and digital assets.



Mr. Stefancic, Rene

- Chief Operating Officer (COO) at Enjin, Singapore, Singapore.
- Blockchain Advisor at NFTFrontier
- IT Consultant at RS IT Consulting
- Marketing Director at CoinCodex
- Consultant at NextCash
- Digital Marketing Specialist at Piaggio Group Slovenia
- Master's Degree in Management at the Faculty of Management, University of Primorska

“

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

Management



Mr. Olmo Cuevas, Alejandro

- ♦ Game designer and Blockchain economies for video games
- ♦ Founder of Seven Moons Studios Blockchain Gaming
- ♦ Founder of the Niide project
- ♦ Writer of fantastic narrative and poetic prose

Professors

Ms. Gálvez González, María Jesús

- ♦ Dideco Advisor and Head of the Women's Area of the Municipality of El Tabo
- ♦ Teacher at Instituto Profesional AIEP
- ♦ Head of the Social Department of the Municipality of El Tabo
- ♦ Degree in Social Work from the University of Santo Tomás
- ♦ Master's Degree in Strategic People Management and Organizational Human Talent Management
- ♦ Postgraduate Certificate in Social Economy from the University of Santiago de Chile

Mr. Gálvez González, Danko Andrés

- ♦ Commercial Advisor at Niide, Blockchain gamified economy project
- ♦ HTML and CCS programmer in learning didactics projects
- ♦ Movistar and Virgin Mobile Sales Executive
- ♦ Bachelor's Degree in Education from the Universidad de Playa Ancha Educational Sciences



Mr. Olmo Cuevas, Víctor

- ♦ Co-Founder, Game Designer and Game Economist at Seven Moons Studios Blockchain Gaming
- ♦ Web designer and professional video game player
- ♦ Professional Online Poker Player and Teacher
- ♦ Graphic Designer at Arvato Services Bertelsmann
- ♦ Project Analyst and Investor at Crypto Play to Earn Gaming Scene
- ♦ Chemical laboratory technician
- ♦ Graphic Designer

“

Take the step to get up to speed on the latest developments in Crypto-Gaming and Blockchain Economics for Video Games”

05

Structure and Content

Relearning, a pedagogical methodology in which TECH is a pioneer, ensures that the educational experience of the computer scientist is much more effective and profitable. This is achieved by repeating the most important Crypto-Gaming concepts throughout the Master's Degree, thus achieving a more natural assimilation by the student. This also implies a significant saving in the number of hours that must be invested to obtain this Master's Degree, obtaining support in the form of self-assessment exercises, video summaries and much more high quality multimedia content.

“

All the content will be available for download, and you can even use it as a reference guide once you have completed your Master's Degree”

Module 1. Blockchain

- 1.1. Blockchain
 - 1.1.1. Blockchain
 - 1.1.2. The New Blockchain Economy
 - 1.1.3. Decentralization as the Foundation of the Blockchain Economy
- 1.2. Blockchain Technologies
 - 1.2.1. Bitcoin Blockchain
 - 1.2.2. Validation Process, Computational Power
 - 1.2.3. Hash
- 1.3. Types of Blockchain
 - 1.3.1. Public Chain
 - 1.3.2. Private Chain
 - 1.3.3. Hybrid or Federated Chain
- 1.4. Types of Networks
 - 1.4.1. Centralized Network
 - 1.4.2. Distributed Network
 - 1.4.3. Decentralized Network
- 1.5. Smart Contracts
 - 1.5.1. Smart Contracts
 - 1.5.2. Process of Generating a Smart Contract
 - 1.5.3. Smart Contract examples and applications
- 1.6. Wallets
 - 1.6.1. Wallets
 - 1.6.2. Usefulness and Importance of a Wallet
 - 1.6.3. Hot & Cold Wallet
- 1.7. The Blockchain Economy
 - 1.7.1. Advantages of the Blockchain Economy
 - 1.7.2. Risk Level
 - 1.7.3. Gas Fee
- 1.8. Security/Safety
 - 1.8.1. Revolution in Security Systems
 - 1.8.2. Absolute Transparency
 - 1.8.3. Attacks to the Blockchain

- 1.9. Tokenization
 - 1.9.1. Tokens
 - 1.9.2. Tokenization
 - 1.9.3. Tokenized Models
- 1.10. Legal Aspects
 - 1.10.1. How Architecture Affects Regulatory Capacity
 - 1.10.2. Jurisprudence
 - 1.10.3. Current Legislation on Blockchain

Module 2. DeFi

- 2.1. DeFi
 - 2.1.1. DeFi
 - 2.1.2. Origin
 - 2.1.3. Criticism
- 2.2. Market Decentralization
 - 2.2.1. Economic Advantages
 - 2.2.2. Creation of Financial Products
 - 2.2.3. Loans of DeFi
- 2.3. DeFi Components
 - 2.3.1. Layer 0
 - 2.3.2. Software Protocol Layer
 - 2.3.3. Application Layer and Aggregation Layer
- 2.4. Decentralized Exchanges
 - 2.4.1. Exchange of Tokens
 - 2.4.2. Adding Liquidity
 - 2.4.3. Eliminating Liquidity
- 2.5. DeFi Markets
 - 2.5.1. MarketDAO
 - 2.5.2. Argus Prediction Market
 - 2.5.3. Amplefort
- 2.6. Keys
 - 2.6.1. YieldFarming
 - 2.6.2. Liquidity Mining
 - 2.6.3. Composability

- 2.7. Differences with Other Systems
 - 2.7.1. Traditional
 - 2.7.2. Fintech
 - 2.7.3. Comparison
- 2.8. Risk to Consider
 - 2.8.1. Incomplete Decentralization
 - 2.8.2. Security/Safety
 - 2.8.3. Usage Errors
- 2.9. DeFi Applications
 - 2.9.1. Loans
 - 2.9.2. Trading
 - 2.9.3. Derivatives
- 2.10. Projects Under Development
 - 2.10.1. AAVE
 - 2.10.2. DydX
 - 2.10.3. Money on Chain

Module 3. NFT

- 3.1. NFT
 - 3.1.1. NFTs
 - 3.1.2. NFT Linkage and Blockchain
 - 3.1.3. Creation of NFT
- 3.2. Creating an NFT
 - 3.2.1. Design and Content
 - 3.2.2. Generation
 - 3.2.3. Metadata and Freeze Metada
- 3.3. NFT Sales Options in Gamified Economies
 - 3.3.1. Direct Sales
 - 3.3.2. Auction
 - 3.3.3. Whitelist

- 3.4. NFT Market Research
 - 3.4.1. Opensea
 - 3.4.2. Immutable Marketplace
 - 3.4.3. Gemini
- 3.5. NFT Monetization Strategies in Gamified Economies
 - 3.5.1. Value in Use
 - 3.5.2. Aesthetic Value
 - 3.5.3. Actual Value
- 3.6. NFT Monetization Strategies in Gamified Economies: Mining
 - 3.6.1. NFT Mined
 - 3.6.2. Merge
 - 3.6.3. Burn
- 3.7. NFT Monetization Strategies in Gamified Economies: Consumables
 - 3.7.1. NFT Consumable
 - 3.7.2. NFT Envelopes
 - 3.7.3. Quality of NFT
- 3.8. Analysis of Gamified Systems Based on NFT
 - 3.8.1. Alien Worlds
 - 3.8.2. Gods Unchained
 - 3.8.3. R-Planet
- 3.9. NFT as an Investment and Labor Incentive
 - 3.9.1. Investment Participation Privileges
 - 3.9.2. Collections Linked to Specific Dissemination Work
 - 3.9.3. Sum of Forces
- 3.10. Areas of Innovation in Development
 - 3.10.1. Music at NFT
 - 3.10.2. NFT Video
 - 3.10.3. NFT Books

Module 4. Cryptocurrency Analysis

- 4.1. Bitcoin
 - 4.1.1. Bitcoins
 - 4.1.2. Bitcoin as a Market Indicator
 - 4.1.3. Advantages and Disadvantages for Gamified Economies
- 4.2. Altcoins
 - 4.2.1. Main Characteristics and Differences with Respect to Bitcoin
 - 4.2.2. Market Impact
 - 4.2.3. Analysis of Binding Projects
- 4.3. Ethereum
 - 4.3.1. Main Features and Operation
 - 4.3.2. Hosted Projects and Market Impact
 - 4.3.3. Advantages and Disadvantages for Gamified Economies
- 4.4. Binance Coin
 - 4.4.1. Main Features and Operation
 - 4.4.2. Hosted Projects and Market Impact
 - 4.4.3. Advantages and Disadvantages for Gamified Economies
- 4.5. Stablecoins
 - 4.5.1. Features
 - 4.5.2. Projects in Operation as of Stablecoins
 - 4.5.3. Uses of Stablecoins in Gamified Economies
- 4.6. Main Stablecoins
 - 4.6.1. USDT
 - 4.6.2. USDC
 - 4.6.3. BUSD
- 4.7. Trading
 - 4.7.1. Trading in Gamified Economies
 - 4.7.2. Balanced Portfolio
 - 4.7.3. Unbalanced Portfolio





- 4.8. Trading: DCA
 - 4.8.1. DCA
 - 4.8.2. Positional Trading
 - 4.8.3. Daytrading
- 4.9. Risk
 - 4.9.1. Price Formation
 - 4.9.2. Liquidity
 - 4.9.3. Global Economy
- 4.10. Legal Aspects
 - 4.10.1. Mining Regulation
 - 4.10.2. Consumer Rights
 - 4.10.3. Warranty and Security

Module 5. Networks

- 5.1. The Revolution of the Smart Contract
 - 5.1.1. The Birth of the Smart Contract
 - 5.1.2. Application Hosting
 - 5.1.3. Security in IT Processes
- 5.2. Metamask
 - 5.2.1. Aspects
 - 5.2.2. Impact on Accessibility
 - 5.2.3. Asset Management at Metamask
- 5.3. Tron
 - 5.3.1. Aspects
 - 5.3.2. Hosted Applications
 - 5.3.3. Disadvantages and Benefits
- 5.4. Ripple
 - 5.4.1. Aspects
 - 5.4.2. Hosted Applications
 - 5.4.3. Disadvantages and Benefits
- 5.5. Ethereum
 - 5.5.1. Aspects
 - 5.5.2. Hosted Applications
 - 5.5.3. Disadvantages and Benefits

- 5.6. Polygon Matic
 - 5.6.1. Aspects
 - 5.6.2. Hosted Applications
 - 5.6.3. Disadvantages and Benefits
- 5.7. Wax
 - 5.7.1. Aspects
 - 5.7.2. Hosted Applications
 - 5.7.3. Disadvantages and Benefits
- 5.8. ADA Cardano
 - 5.8.1. Aspects
 - 5.8.2. Hosted Applications
 - 5.8.3. Disadvantages and Benefits
- 5.9. Solana
 - 5.9.1. Aspects
 - 5.9.2. Hosted Applications
 - 5.9.3. Disadvantages and Benefits
- 5.10. Projects and Migrations
 - 5.10.1. Networks Suitable for the Project
 - 5.10.2. Migration
 - 5.10.3. Crosschain

Module 6. Metaverse

- 6.1. Metaverse
 - 6.1.1. Metaverse
 - 6.1.2. Impact on the World Economy
 - 6.1.3. Impact on the Development of Gamified Economies
- 6.2. Forms of Accessibility
 - 6.2.1. VR
 - 6.2.2. Computers
 - 6.2.3. Mobile Devices
- 6.3. Metaverse Types
 - 6.3.1. Traditional Metaverse
 - 6.3.2. Centralized Blockchain Metaverse
 - 6.3.3. Decentralized Blockchain Metaverse

- 6.4. Metaverse as a Workspace
 - 6.4.1. Idea of the Work within the Metaverse
 - 6.4.2. Creation of Services within the Metaverse
 - 6.4.3. Critical Points to Consider in Job Generation
- 6.5. Metaverse as a Space for Socialization
 - 6.5.1. User Interaction Systems
 - 6.5.2. Mechanics of Socialization
 - 6.5.3. Forms of Monetization
- 6.6. Metaverse as an Entertainment Space
 - 6.6.1. Training Spaces in the Metaverse
 - 6.6.2. Forms of Training Space Management
 - 6.6.3. Categories of Training Spaces in the Metaverse
- 6.7. System for Purchase and Lease of Spaces in the Metaverse
 - 6.7.1. Lands
 - 6.7.2. Auctions
 - 6.7.3. Direct Sales
- 6.8. Second Life
 - 6.8.1. Second Life as a Pioneer in the Metaverse Industry
 - 6.8.2. Game Mechanics
 - 6.8.3. Profitability Strategies Employed
- 6.9. Decentraland
 - 6.9.1. Decentraland as the Most Profitable Metaverse on Record
 - 6.9.2. Game Mechanics
 - 6.9.3. Profitability Strategies Employed
- 6.10. Goals
 - 6.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
 - 6.10.2. Market Impact
 - 6.10.3. Project Details

Module 7. External Platforms

- 7.1. DEX
 - 7.1.1. Features
 - 7.1.2. Utilities
 - 7.1.3. Implementation in Gamified Economies
- 7.2. Swaps
 - 7.2.1. Features
 - 7.2.2. Main Swaps
 - 7.2.3. Implementation in Gamified Economies
- 7.3. Oracles
 - 7.3.1. Features
 - 7.3.2. Main Swaps
 - 7.3.3. Implementation in Gamified Economies
- 7.4. Staking
 - 7.4.1. Liquidity Pool
 - 7.4.2. Staking
 - 7.4.3. Farming
- 7.5. Blockchain Development Tools
 - 7.5.1. Geth
 - 7.5.2. Mist
 - 7.5.3. Truffle
- 7.6. Blockchain Development Tools: Embark
 - 7.6.1. Embark
 - 7.6.2. Ganache
 - 7.6.3. Blockchain Testnet
- 7.7. Marketing Studies
 - 7.7.1. DeFiPulse
 - 7.7.2. Skew
 - 7.7.3. Trading View
- 7.8. Tracking
 - 7.8.1. CoinTracking
 - 7.8.2. CryptoCompare
 - 7.8.3. Blackfolio

- 7.9. Trading Bots
 - 7.9.1. Aspects
 - 7.9.2. SFOX Trading Algorithms
 - 7.9.3. AlgoTrader
- 7.10. Mining Tools
 - 7.10.1. Aspects
 - 7.10.2. NiceHash
 - 7.10.3. What to Mine

Module 8. Analysis of Variables in Gamified Economies

- 8.1. Gamified Economic Variables
 - 8.1.1. Advantages of Fragmentation
 - 8.1.2. Similarities with the Real Economy
 - 8.1.3. Division Criteria
- 8.2. Search
 - 8.2.1. Individual
 - 8.2.2. By Group
 - 8.2.3. Global
- 8.3. Resources
 - 8.3.1. By Game-Design
 - 8.3.2. Tangibles
 - 8.3.3. Intangibles
- 8.4. Entities
 - 8.4.1. Players
 - 8.4.2. Single Resource Entities
 - 8.4.3. Multiple Resource Entities
- 8.5. Sources
 - 8.5.1. Generation Conditions
 - 8.5.2. Localization
 - 8.5.3. Production Ratio
- 8.6. Exits
 - 8.6.1. Consumables
 - 8.6.2. Maintenance Costs
 - 8.6.3. Time Out

- 8.7. Converters
 - 8.7.1. NPC
 - 8.7.2. Manufacture
 - 8.7.3. Special Circumstances
- 8.8. Exchange
 - 8.8.1. Public Markets
 - 8.8.2. Private Stores
 - 8.8.3. External Markets
- 8.9. Experience
 - 8.9.1. Acquisition Mechanics
 - 8.9.2. Apply Experience Mechanics to Economic Variables
 - 8.9.3. Penalties and Experience Limits
- 8.10. Deadlocks
 - 8.10.1. Resource Cycle
 - 8.10.2. Linking Economy Variables with Deadlocks
 - 8.10.3. Applying Deadlocks to Game Mechanics

Module 9. Gamified Economic Systems

- 9.1. Systems Free to Play
 - 9.1.1. Characterization of Free to Play economies and main monetization points
 - 9.1.2. Architectures in Free to Play Economies
 - 9.1.3. Economical Design
- 9.2. Freemium Systems
 - 9.2.1. Characterization of Freemium Economies and Main Monetization Points
 - 9.2.2. Play to Earn Economy Architectures
 - 9.2.3. Economical Design
- 9.3. Pay to Play Systems
 - 9.3.1. Characterization of Pay to Play Economies and Main Monetization Points
 - 9.3.2. Architectures in Free to Play Economies
 - 9.3.3. Economical Design

- 9.4. PvP-Based Systems
 - 9.4.1. Characterization of Economies Based on Pay to play and Main Monetization Points
 - 9.4.2. Architecture in PvP Economies
 - 9.4.3. Economic Design Workshop
- 9.5. Seasons System
 - 9.5.1. Characterization of Seasons -Based Economies and Main Points of Profitability
 - 9.5.2. Architecture in Season Economies
 - 9.5.3. Economical Design
- 9.6. Economic Systems in Sandboxes or MMORPGs
 - 9.6.1. Characterization of Sandbox-Based Economies and Main Cost-Effectiveness Points
 - 9.6.2. Architecture in Sandbox Economies
 - 9.6.3. Economical Design
- 9.7. Trading Card Game System
 - 9.7.1. Characterization of Trading Card Game-Based Economies and Main Cost-Effectiveness Points
 - 9.7.2. Architecture in Trading Card Game Economies
 - 9.7.3. Economic Design Workshop
- 9.8. PvE Systems
 - 9.8.1. Characterization of PvE-Based Economies and Main Cost-Effectiveness Points
 - 9.8.2. Architecture in PvE Economies
 - 9.8.3. Economic Design Workshop
- 9.9. Betting Systems
 - 9.9.1. Characterization of Bet-Based Economies and Main Monetization Points
 - 9.9.2. Architecture in Betting Economies
 - 9.9.3. Economical Design
- 9.10. Systems Dependent on External Economies
 - 9.10.1. Characterization of Dependent Economies and Main Monetization Points
 - 9.10.2. Architecture in Dependent Economies
 - 9.10.3. Economical Design

Module 10. Blockchain Video Game Analysis

- 10.1. Star Atlas
 - 10.1.1. Game Mechanics
 - 10.1.2. Economic System
 - 10.1.3. Usability
- 10.2. Outer Ring
 - 10.2.1. Game Mechanics
 - 10.2.2. Economic System
 - 10.2.3. Usability
- 10.3. Axie Infinity
 - 10.3.1. Game Mechanics
 - 10.3.2. Economic System
 - 10.3.3. Usability
- 10.4. Splinterlands
 - 10.4.1. Game Mechanics
 - 10.4.2. Economic System
 - 10.4.3. Usability
- 10.5. R-Planet
 - 10.5.1. Game Mechanics
 - 10.5.2. Economic System
 - 10.5.3. Usability
- 10.6. Ember Sword
 - 10.6.1. Game Mechanics
 - 10.6.2. Economic System
 - 10.6.3. Usability
- 10.7. Big Time
 - 10.7.1. Game Mechanics
 - 10.7.2. Economic System
 - 10.7.3. Usability

- 10.8. Gods Unchained
 - 10.8.1. Game Mechanics
 - 10.8.2. Economic System
 - 10.8.3. Usability
- 10.9. Illuvium
 - 10.9.1. Game Mechanics
 - 10.9.2. Economic System
 - 10.9.3. Usability
- 10.10. Upland
 - 10.10.1. Game Mechanics
 - 10.10.2. Economic System
 - 10.10.3. Usability



*Enroll, don't lose your ambition.
Learn how to create and create the
best results in Crypto-Gaming and
Blockchain Economics for Video Games
with this Master's Degree"*

06 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.



“

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method has been the most widely used learning system among the world's leading Information Technology schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Throughout the course, students will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

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

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

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

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



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



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

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



Practising Skills and Abilities

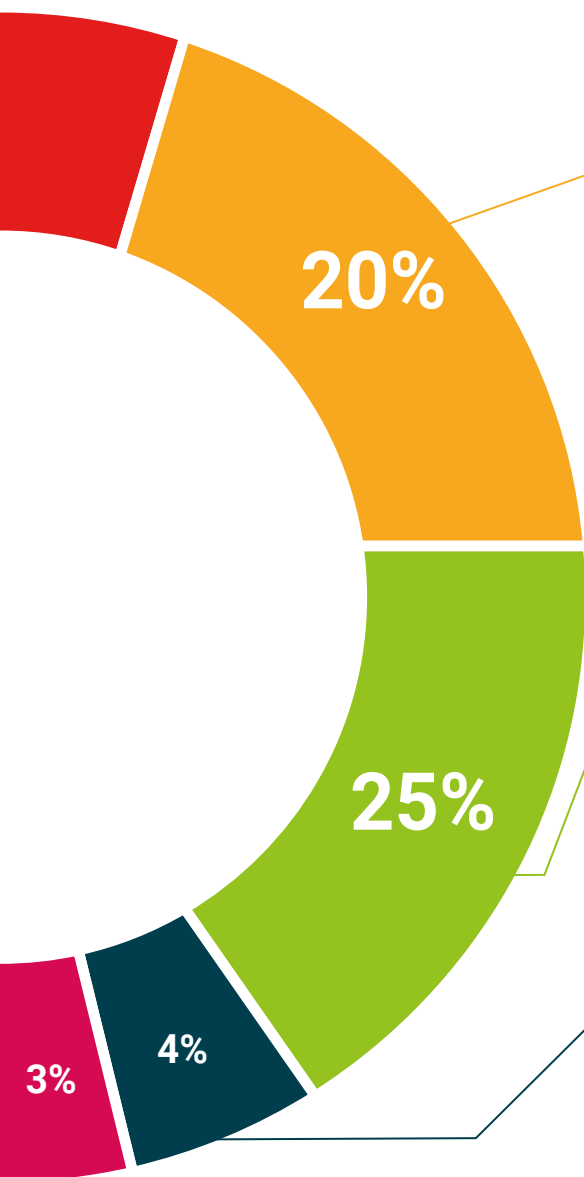
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

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

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



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



07 Certificate

The Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Master's Degree diploma issued by TECH Global University.



“

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

This program will allow you to obtain your **Master's Degree diploma in Crypto-Gaming and Blockchain Economics for Video Games** 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.

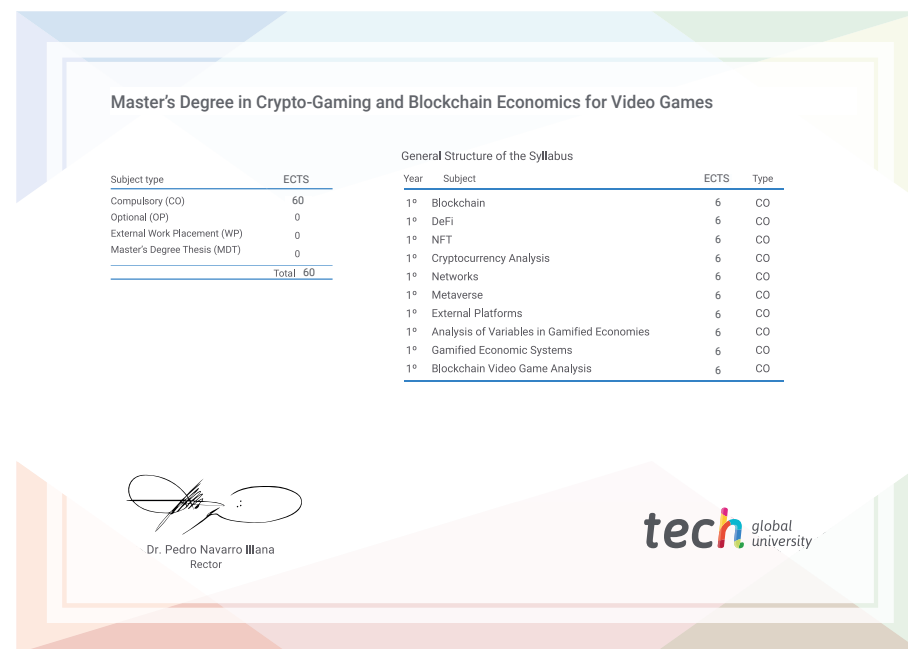
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**





Master's Degree

Crypto-Gaming and Blockchain
Economics for Video Games

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

Master's Degree

Crypto-Gaming and Blockchain Economics for Video Games