

Postgraduate Certificate Blockchain Video Games Analysis



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

Website: www.techtute.com/us/information-technology/postgraduate-certificate/blockchain-video-games-analysis

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01

Introduction

Thanks to the blockchain economy, the gaming industry has been able to grow, and its profitability strategies are as important as the popularity it achieves through its creativity. This requires professionals who are increasingly up-to-date and knowledgeable in the field, and who know how to respond to the new gaming markets. For this reason, TECH has developed a complete and rigorous course designed for graduates in Computer Science to know about every detail of the most relevant cases of gamified economies of the digital video game industry blockchain so far. All this, with a direct learning, 100% online and rich in multimedia content and with a specialized faculty.





“

Thanks to the Outer Ring, Axie Infinity or Splinterlands systems, video games recognized worldwide have been developed;TECH wants to bring you closer to this economic market so that you can develop in it with all the guarantees"

Due to the latent boom of the gaming industry and the great market demand that requires increasingly specialized professionals, TECH offers this Postgraduate Certificate in Blockchain Video Game Analysis. This program performs a comprehensive analysis of the construction, creation, and profitability of the gaming industry. The theoretical framework is merged with the sample of practical and current cases that bring students closer to a virtual reality in constant expansion.

In addition, TECH has been equipped with teachers versed in the area of video games and technology to transmit all the theoretical and practical knowledge to students. The teachers will guide the graduates in Computer Science around the successes and failures of the most and failures of the most recognized cases of large video game companies that have sustained their businesses in different economic systems. In this way, the teaching delves deeply into the blockchain economy, so that computer scientists master in detail the keys to the success of this sector, such as the ability to adapt and transform to solve problems and achieve profitability.

A 100% online course that allows students to choose freely when and where they want to study. Likewise, the Relearning learning methodology and the success of the digital modality guarantee the instruction for one of the most demanded technological sectors. In this way, students will acquire a comprehensive vision of what is happening in the video game sector, providing them with the essential tools to develop easily within it.

This **Postgraduate Certificate in Blockchain Video Games Analysis** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ The development of practical cases presented by experts in 3D modeling and digital sculpture
- ◆ 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 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



Increase your multidisciplinary skills around Blockchain trends and demonstrate in the job market your knowledge in stability and profitability of video game projects"



The gaming industry needs professionals like you, willing to continue learning the latest Blockchain technology to empower video games"

Learn from the successes and mistakes of the video game industry and get the most out of your own gaming project to achieve guaranteed success.

Expand your strategic knowledge in Splinterlands and become part of the best companies in the gaming sector.

The program's teaching staff includes professionals in the sector who contribute their work experience to this training 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 students will be assisted by an innovative interactive video system created by renowned and experienced experts.



02 Objectives

This Diploma in Blockchain Video Game Analysis has been designed under the fundamentals of a group of experts who will instruct graduates in Computer Science, so that they can identify the main economic systems used by renowned companies in the video game industry. All this, with audiovisual materials in different formats and a theoretical-practical teaching that will bring students the most profitable strategies to solve the most common problems in an economic sector on the rise.



“

Become a Blockchain specialist to understand its influence in the videogame market”



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 and 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





Specific Objectives

- ◆ 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



Master the economic systems and understand how Star Atlas works to become a more competitive professional in the virtual marketplace"

03

Course Management

TECH has turned to a team of teachers versed in the field of technology and blockchain. Thanks to their extensive experience in the sector, teachers guarantee the correct instruction of students in a simple and fast way, through personalized and individual tutorials. In this way, students have access to leading experts who will guide them at all times to acquire the essential skills to control the Gaming digital sector.



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Support yourself with a qualified gaming team that will educate you on the Outer Ring and game mechanics to boost your professional career"

Management



Mr. Olmo Cuevas, Alejandro

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



04

Structure and Content

The syllabus has been designed based on the latest updates and developments in the Blockchain sector in video games, following the requirements proposed by the teaching team of this Postgraduate Certificate. The teaching team endorses the contents of this Program, which aims to expand and update the academic and professional knowledge of computer specialists. The content of this course explores the most relevant video games and allows for an in-depth study of the economic system of each one of them. All this in order to boost the professional career of IT graduates who wish to specialize in this virtual field.

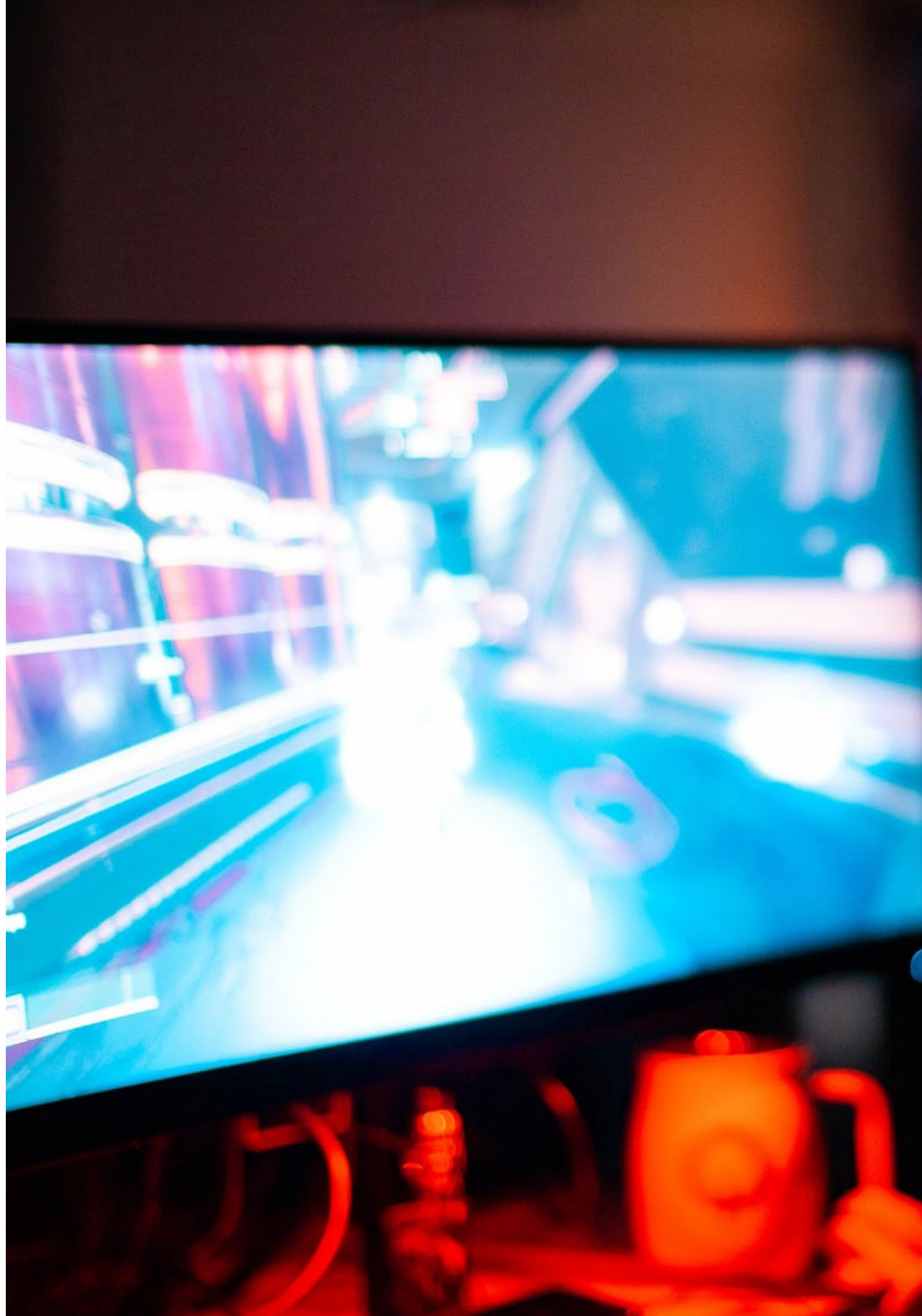


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*A curriculum with the most updated content,
so that you can make your projects profitable
based on the Blockchain system in video games”*

Module 1. Blockchain Video Games Analysis

- 1.1. Star Atlas
 - 1.1.1. Game Mechanics
 - 1.1.2. Economic System
 - 1.1.3. Usability
- 1.2. Anillo Exterior
 - 1.2.1. Game Mechanics
 - 1.2.2. Economic System
 - 1.2.3. Usability
- 1.3. Axie Infinity
 - 1.3.1. Game Mechanics
 - 1.3.2. Economic System
 - 1.3.3. Usability
- 1.4. Splinterlands
 - 1.4.1. Game Mechanics
 - 1.4.2. Economic System
 - 1.4.3. Usability
- 1.5. R-Planet
 - 1.5.1. Game Mechanics
 - 1.5.2. Economic System
 - 1.5.3. Usability
- 1.6. Ember Sword
 - 1.6.1. Game Mechanics
 - 1.6.2. Economic System
 - 1.6.3. Usability
- 1.7. Big Time
 - 1.7.1. Game Mechanics
 - 1.7.2. Economic System
 - 1.7.3. Usability





- 1.8. Gods Unchained
 - 1.8.1. Game Mechanics
 - 1.8.2. Economic System
 - 1.8.3. Usability
- 1.9. Illuvium
 - 1.9.1. Game Mechanics
 - 1.9.2. Economic System
 - 1.9.3. Usability
- 1.10. Upland
 - 1.10.1. Game Mechanics
 - 1.10.2. Economic System
 - 1.10.3. Usability

“ A program designed for you to put into practice all the knowledge acquired in the world of videogames, focusing on real practice”

05 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.



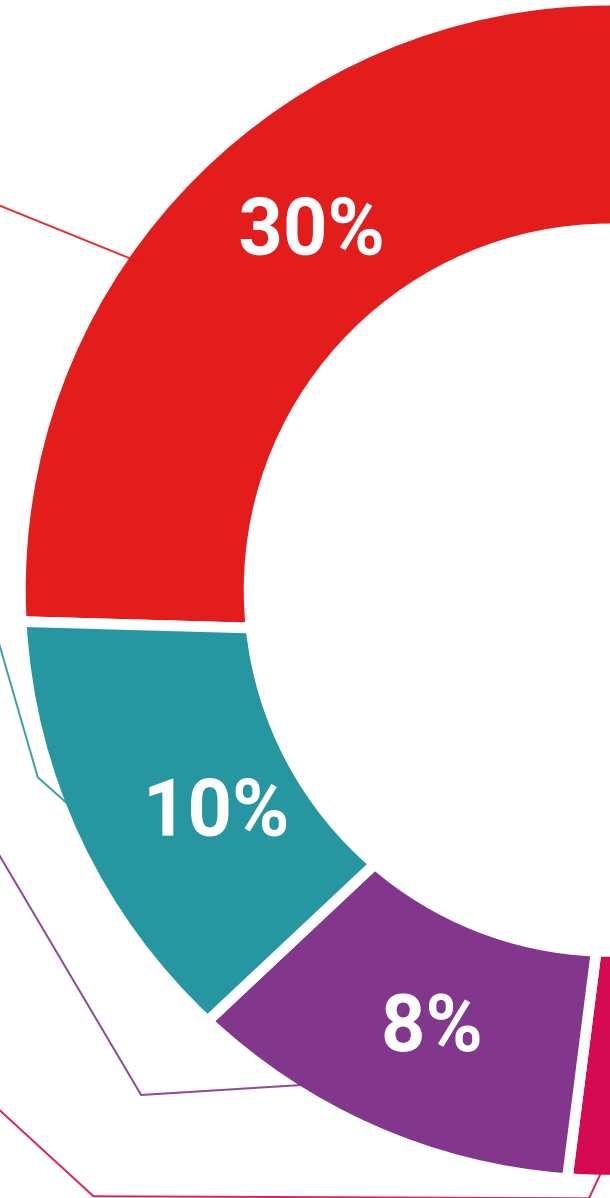
Practising Skills and Abilities

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.



06 Certificate

The Postgraduate Certificate in Blockchain Video Games Analysis guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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

This **Postgraduate Certificate in Blockchain Video Games Analysis** 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 Blockchain Video Games Analysis**

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
online training
development language
classroom



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Postgraduate Certificate

Blockchain Video Games Analysis

