Postgraduate Certificate
Ecosystem and Main Actors in the Metaverse

tech global university

Postgraduate Certificate
Ecosystem and Main Actors in the Metaverse

» Modality: **online**
» Duration: **6 weeks**
» Certificate: **TECH Global University**
» Credits: **6 ECTS**
» Schedule: **at your own pace**
» Exams: **online**

Website: **www.techtitute.com/in/information-technology/postgraduate-certificate/ecosystem-main-actors-metaverse**

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01
Introduction

Big Data, Intelligence and digital platforms form a perfect combo that generates activity in the Metaverse paradigm. Influencers, streamers or gamers as early adopters are also drivers of this parallel world that is increasingly associated with reality. Given the interest it arouses among the population, companies have been forced to join this new digital trend. For this reason, TECH has developed a 100% online program that delves into the main agents involved in the Meta field to improve and update the skills of specialists in the sector. All this, with the guarantee of rigorousness provided by the teachers of the program and so that graduates in Computer Science and other interested professionals can offer a service that meets the demands of the sector.

With this course you will master networking and social relations in Web 3.0 in only 6 academic weeks"

The digital network depends on multiple actors that make possible entertainment, marketing and interaction on the Web. Undoubtedly, the experts in this field are gamers, but youtubers have gained great prominence in recent years and right now, the influencers, with the help of social media, are the ones who lead the commercial sales. The fact is that these figures represent advertising, but in a very different way to how it was known in the past. In this sense, the way of reaching the user, the experiences incorporated by companies and how advanced technologies intervene in this process of connection between the real world and the virtual world play a fundamental role.

For this reason, TECH has developed a program in which graduates in Computer Science and other interested specialists will be able to get to know perfectly all the elements that revolve around the Metaverse, such as users, companies and the ecosystem in general. Additionally, upon completion of the program, professionals will be able to analyze the new social context of the exponential era, understand the role of the participants in the virtual environment and understand the role of each one.

This is a complete and rigorous program that, through an innovative pedagogical system, guarantees the correct instruction of the user. The multimedia tools that students will have and the collaboration of experts in the area, guarantee the contents of the program. The academic quality offered by TECH is also compatible with the students' personal and professional lives. TECH has designed its format to be 100% online, precisely to offer the greatest possible flexibility in its programs and to allow the student to decide the pace of study, adapting it to his possibilities.

This **Postgraduate Certificate in Ecosystem and Main Actors in the Metaverse** contains the most complete and up-to-date program on the market. The most important features include:

- Case studies presented by experts in Metaverse, Blockchain and 3.0 Web
- The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- The practical exercises where the self-evaluation process can be carried out 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

Be part of the technological development by exploring the business opportunities that ecosystems enable through a 100% online program"

This Postgraduate Certificate will provide you with the necessary knowledge to position yourself at the top of the industry as a multidisciplinary professional"

You haven't launched an opensource project yet? Take advantage of the benefits of innovation and technologies as accelerators of the Meta world.

In just 180 hours you will gain greater skills to understand the human interface and enter the extended reality with guarantees.

The program's teaching staff includes professionals from the 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 allow the professional a situated and contextual learning, that is, a simulated environment that will provide an immersive training programmed to train in real situations.

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

02
Objectives

This program aims to educate computer science graduates and other professionals interested in the Metaverse ecosystem, so that they can update their knowledge and apply it to their own work. Thanks to its study, the student will delve into Web 3.0 communities, networks and social relations on the web, as well as users, companies and the cyber ecosystem. A program that offers the keys to decentralization and technological infrastructure in the Metaverse so that students who take it can perfect their skills in practice.

Become an Artificial Intelligence specialist to understand the influences of personalization on immersive experiences"

General Objectives

- Generate specialized knowledge on Web 3.0
- Examine each of the components that make up a Metaverse
- Develop a Metaverse from the available tools and components
- Analyze the importance of Blockchain as a data governance model
- Justify the connection of Blockchain with the present and future of the Metaverse
- Discover case studies and the impact of decentralized finance in our present and future world
- Analyze the video game industry's evolution and the first primitive examples of Metaverses
- Delve into classic business models, the general state of the industry and the creation of the GameFi concept
- Establish synergies between eSports and other gaming industry ecosystems with respect to the current Metaverse
- Develop new skills that allow students to identify business opportunities in the different media of the metaverse
- Identify and promote all possible monetization avenues within the Metaverse
- Delve into the Metaverse experience from a different perspective, being able to understand how all this potential development affects us and answer all the questions of its application in the medium to long term
- Make the Metaverse part of our daily life to be able to make the most of it in all its areas
- Prepare ourselves for all the changes that the Metaverse poses for the future and know how it can affect our life, business or the way we interact with others

Specific Objectives

- Analyze the impact of Opensource on the development of the Metaverse ecosystem
- Examine the role of communities in the ecosystem's evolution
- Discuss the new social context of the exponential era
- Organize the participants of the ecosystem and understand their role
- Further study projects by developing Metaverses together with an ecosystem
- Explore business opportunities enabled by ecosystems
- Understand the need to create an ecosystem to offer a complete view of the market

Don't wait any longer and with TECH, become a multidisciplinary specialist by analyzing the main characteristics of personalized experiences for each individual"

03
Course Management

TECH has selected a team of experienced researchers in the Metaverse area, with years of collaboration in technological projects, to teach the contents of this program. In this way, students will not only have purely theoretical knowledge, but will also enjoy the practical advice applied by scientists so that, in turn, the specialists can apply it to the real scenario of action. The goal is to offer a complete and rigorous program that is a unique opportunity for students to update their knowledge in the virtual world with the help of the best experts in the field.

You can count on the support of a qualified team in open technologies that will instruct you on the main tools and strategies of the Metaverse to make your personal and professional project a success"

Management

Mr. Cavestany Villegas, Íñigo

- Co-Founder & Head of Ecosystem of Second World
- Web3 and Gaming Leader
- IBM Cloud Specialist at IBM
- Advisor at Netspot OTN, Velca and Poly Cashback
- Teacher in business schools such as IE Business School or IE Human Sciences and Technology
- Graduate in Business Administration from IE Business School
- Master's Degree in Business Development from the Autonomous University of Madrid
- IBM Cloud Specialist
- Profession Certification in IBM Cloud Solution Advisor

04
Structure and Content

The structure and content of this course has been designed under the guidance of a group of specialists specialized in the Metaverse and digital platforms. They are teachers who present great human quality, as they will be responsible for imparting the contents in a simple, direct and close way. Additionally, TECH wants to reach all specialists, even those who are working and therefore, has created its 100% online format, so that studying and working simultaneously is possible. At the same time, it has included a large amount of audiovisual materials in various formats that aim to make the program more dynamic so that students can get the most out of it.
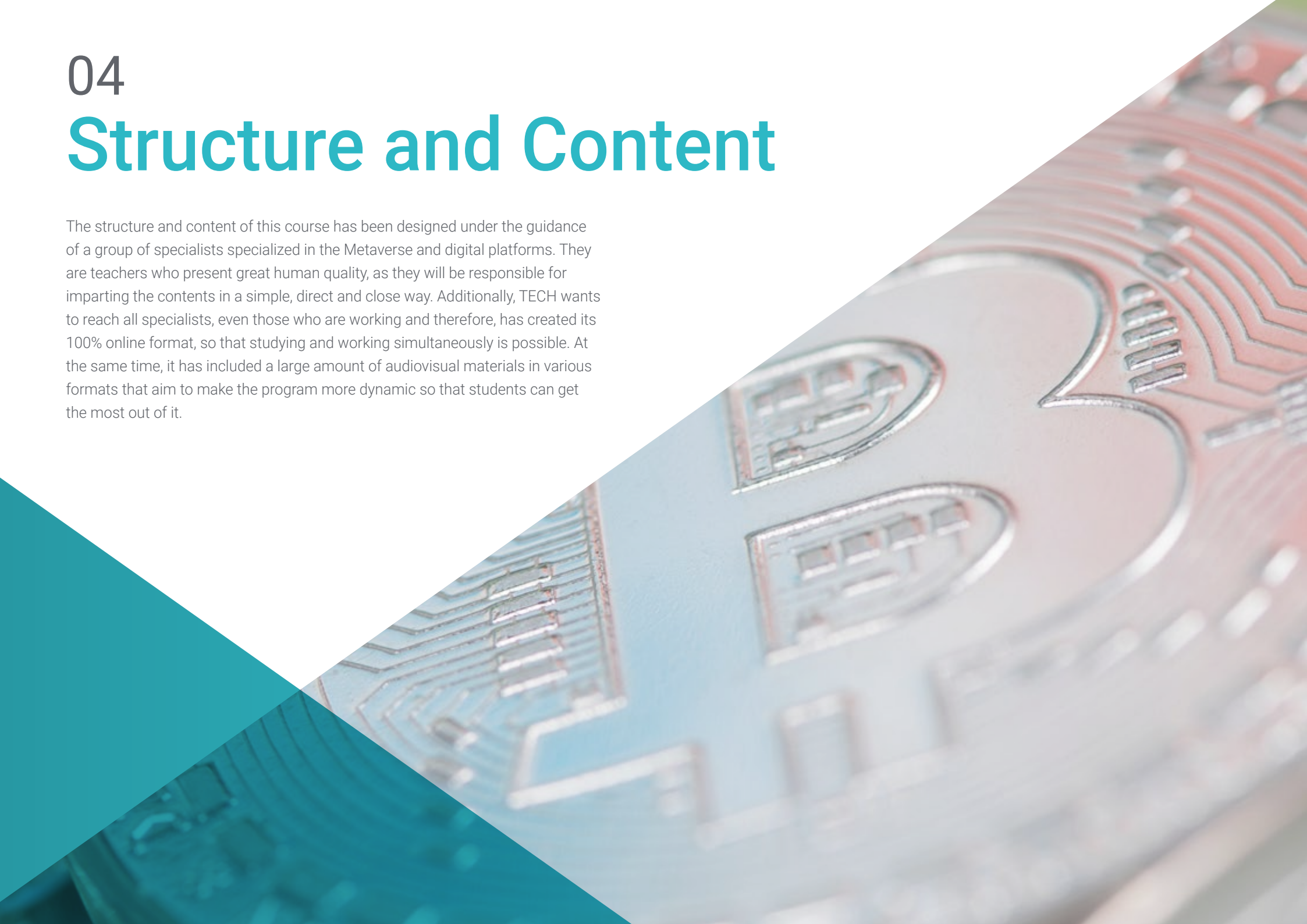
A syllabus that offers you theoretical and additional materials to facilitate your learning focused on real-life practice"

Module 1. Metaverse Ecosystem and Key Players

1.1. Open Innovation Ecosystems in the Metaverse Industry
  1.1.1. Collaboration in Open Ecosystem Development
  1.1.2. Open Innovation Ecosystems in the Metaverse Industry
  1.1.3. Ecosystem's Impact on Metaverse Growth

1.2. Opensource Projects Technological Development Catalysts
  1.2.1. Opensource as an Innovation Accelerator
  1.2.2. Opensource Project Integration. Complete Overview
  1.2.3. Open Standards and Technologies as Accelerators

1.3. Web 3.0 Communities
  1.3.1. Community Creation and Development Process
  1.3.2. Community Contribution to Technological Progress
  1.3.3. Most Relevant Web 3.0 Communities

1.4. Social Networks and Online Relationships
  1.4.1. Enabling Technologies for New Ways of Relating to Each Other
  1.4.2. Physical and Digital Environments for Building Web3 Communities
  1.4.3. Evolution from Web2 Social Networks to Web3

1.5. Users, Companies and Ecosystem. Metaverse Advancement
  1.5.1. Metaverses with Web 3.0 Vision
  1.5.2. Corporations Investing in the Metaverse
  1.5.3. Ecosystem that Offers a Complete Solution

1.6. Metaverse Content Creators
  1.6.1. Digital Nomads
  1.6.2. Organizations, Builders of New Customer Relationship Channels
  1.6.3. Influencers, streamers or gamers like early adopters

1.7. Metaverse Experience Providers
  1.7.1. Reinvented Sales Channels
  1.7.2. Immersive Experiences
  1.7.3. Fair and Transparent Customization

1.8. Decentralization and Technological Infrastructure in the Metaverse
  1.8.1. Distributed and Decentralized Technologies
  1.8.2. Proof of Work vs. Proof of Stake
  1.8.3. Key Technological Layers for Metaverse Evolution

A program designed for professionals like you, committed to current affairs and their profession, being aware of the changes that Web 3.0 communities are experiencing"

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.

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.

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

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

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.

10%

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.

8%

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.

20%

25%

4%

3%
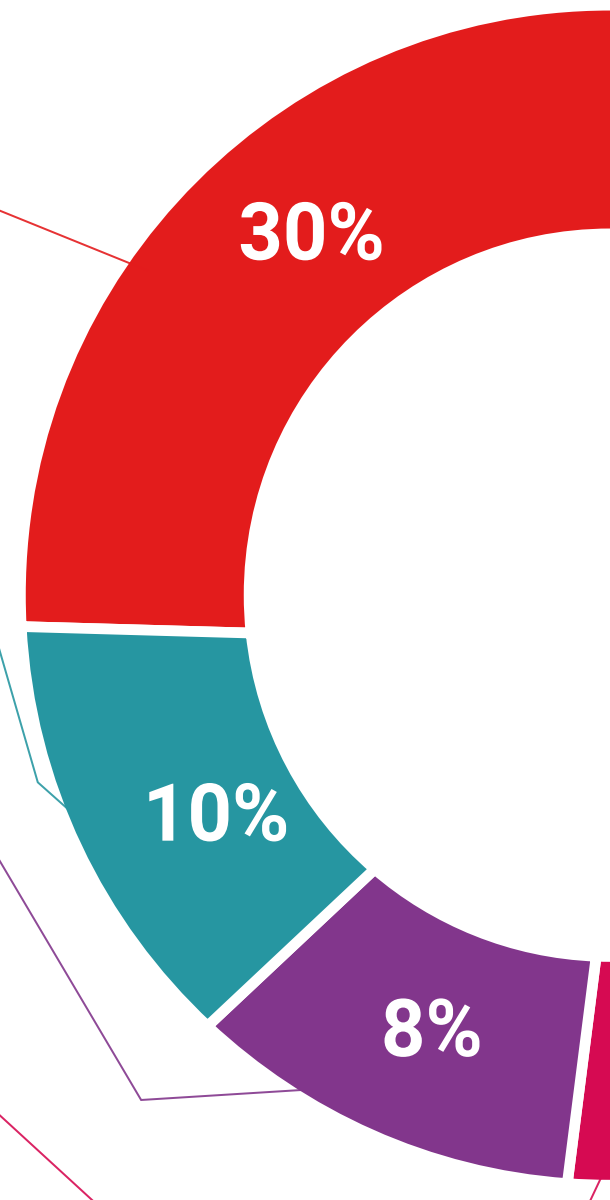
Case Studies

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 Ecosystem and Main Actors in the Metaverse guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate 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 **Postgraduate Certificate in Ecosystem and Main Actors in the Metaverse** 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: **Postgraduate Certificate in Ecosystem and Main Actors in the Metaverse**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**

tech global university

Mr./Ms. _____, with identification document _____
has successfully passed and obtained the title of:

Postgraduate Certificate in Ecosystem and Main Actors in the Metaverse

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Rector

Unique TECH Code: AFWORD23S   techtitute.com/certificates

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

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