

Postgraduate Certificate

Key Components of the Metaverse



Postgraduate Certificate Key Components of the Metaverse

- » 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/key-components-metaverse

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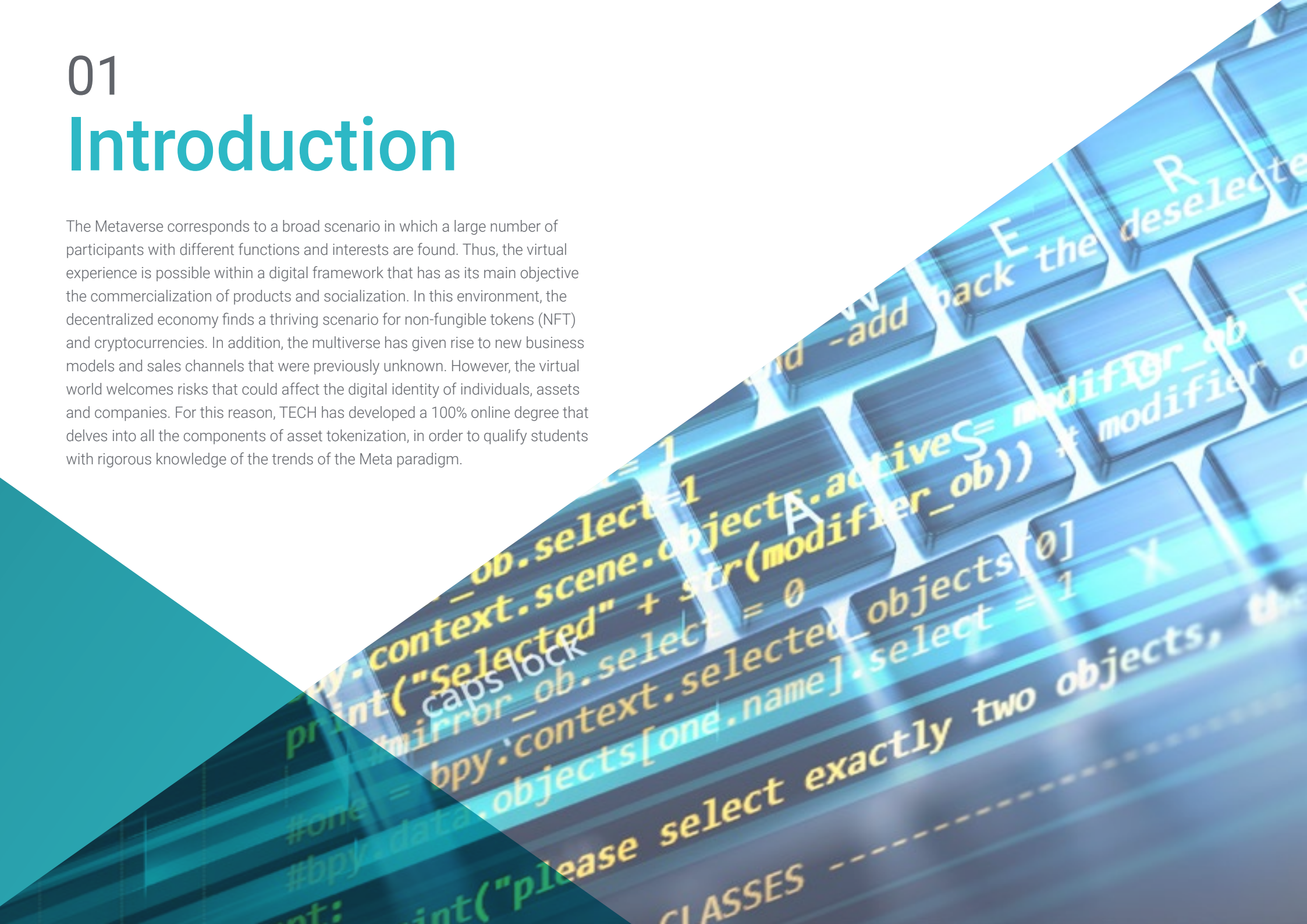
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01

Introduction

The Metaverse corresponds to a broad scenario in which a large number of participants with different functions and interests are found. Thus, the virtual experience is possible within a digital framework that has as its main objective the commercialization of products and socialization. In this environment, the decentralized economy finds a thriving scenario for non-fungible tokens (NFT) and cryptocurrencies. In addition, the multiverse has given rise to new business models and sales channels that were previously unknown. However, the virtual world welcomes risks that could affect the digital identity of individuals, assets and companies. For this reason, TECH has developed a 100% online degree that delves into all the components of asset tokenization, in order to qualify students with rigorous knowledge of the trends of the Meta paradigm.



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With this Postgraduate Certificate you will learn, in only 6 weeks, about the development of the Metaverse and the future trends of this scenario”

Given the strong demand in the digital labor market, professionals who want to be successful in this area must constantly update their performance techniques. The Metaverse has a very positive future forecast, which will not only influence the management of economies worldwide, but will also change the way individuals relate to each other and will mean a before and after in their daily lives.

One of the strong points of the Meta universe is that it has a universal character that will allow anyone who wishes to immerse themselves in an environment, whether near or far, to do so. These models were already intuited with video games such as Habbo, in which the role of the players depended largely on their sociability. All this, multiplied with higher quality, greater sensations and multidimensional experiences is what the multiverse offers.

For this reason, TECH has developed a program in which IT graduates and graduates in other disciplines will be able to know perfectly all the elements present in the Metaverse. In addition, the multimedia tools they will have and the collaboration of experts in the field guarantee their instruction and endorse the contents of the program. The educational quality offered by TECH is compatible with the students' personal and professional lives, which is why it has designed the program in a 100% online format, so that they do not have to do without other areas of their lives.

This **Postgraduate Certificate in Key Components of the Metaverse** 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 Metaverse, Blockchain and Web 3.0
- ◆ 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



Be part of the technological development derived from the fourth industrial revolution so that you can be part of the vanguard that manages the Metaverse”

“

This Postgraduate Certificate will provide you with the necessary knowledge to develop new projects in the multiverse applying advanced technologies such as AR, AI and IoT”

The program's teaching staff includes professionals from the field 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.

In just 6 weeks you will gain greater skills to become a more competitive specialist for digital businesses.

Haven't mastered the Business to Avatar model yet? Learn the new sales channels to develop your company's profits to the maximum.



02 Objectives

This Postgraduate Certificate in Key Components of the Metaverse has been designed under the foundations of a group of experts who will instruct IT graduates, so that they become more competitive professionals in the workplace and business and master the keys to intervene safely in the digital economic paradigm. All this, with a contextualized vision of Web 3.0 and a focus on future trends, which guarantees the success of the specialists enrolled in the program.



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Become a specialist in Artificial Intelligence to understand its influences as a driving force in a constantly changing environment”



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

- ◆ Establish Web 3.0 as the main component for the creation of a Metaverse
- ◆ Determine the barriers and potential for VR and AI
- ◆ Examine the legislation underlying the Metaverses
- ◆ Analyze the different types of digital identity that support a Metaverse
- ◆ Establish the relevance of avatars as a starting point in a Metaverse
- ◆ Specify why three key aspects of the Metaverse can turn it into a multi-activity scenario
- ◆ Develop the Metaverse components in real case studies

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

03

Course Management

TECH has called upon a teaching team versed in Web 3.0 and new technologies to transmit all the keys to the Metaverse and the agents involved in this virtual environment. Thanks to their extensive experience, the teachers will not only transmit theoretical knowledge, but will also guide the students and advise them through their own experiences as experts. In this way, the correct instruction of the students is guaranteed in a rigorous and enriching way. In addition, the students will have a direct communication channel through which they can contact the teachers to solve all their doubts regarding the syllabus.



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You can count on the support of a qualified team in Web 3.0 that will teach you about the main tools and strategies of the Metaverse so that you achieve success in your personal and professional project”

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

Professors

Mr. López-Gasco, Alejandro

- ◆ Co-founder of SecondWorld and Head of the Metaverse
- ◆ Co-founder of TrueSushi
- ◆ Business Development Executive at Amazon
- ◆ Graduate in Law and Marketing from the Complutense University of Madrid
- ◆ HSK4 Mandarin Chinese by Beijing Language and Culture University
- ◆ Master's Degree in M&A and Private Equity from the IEB
- ◆ Cross border e-commerce bootcamp from Shanghai Normal University



04

Structure and Content

The syllabus of this program has been carefully designed with a team versed in the area. By taking this program, students will explore Metaverse and Web 3.0 in the cryptocurrency space, delving into the new sales channels, the key aspects of cyberspace and the most effective and innovative methods and strategies in this field. All this, in order to boost the professional career of IT graduates and other professionals who wish to specialize in this virtual field.





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A syllabus that provides you with theoretical and additional materials to facilitate your learning focused on real practice”

Module 1. The Metaverse

- 1.1. Metaverse Economy: Cryptocurrencies and Non-Fungible Tokens (NFT)
 - 1.1.1. Cryptocurrencies and NFT Metaverse Economy Basics
 - 1.1.2. Digital economy
 - 1.1.3. Interoperability for a Sustainable Economy
- 1.2. Metaverse & Web 3.0. in the Cryptocurrency Space
 - 1.2.1. Metaverse & Web 3.0.;
 - 1.2.2. Decentralized Technology
 - 1.2.3. Blockchain, Web 3.0. Basis and Metaverse
- 1.3. Metaverse Advanced Technologies
 - 1.3.1. Augmented Reality and Virtual Reality
 - 1.3.2. Artificial Intelligence
 - 1.3.3. IoT
- 1.4. Corporate Governance: Metaverse International Legislation
 - 1.4.1. FED
 - 1.4.2. Metaverse Legislation
 - 1.4.3. Mining
- 1.5. Digital Identity for Individuals, Assets and Businesses
 - 1.5.1. Online Reputation
 - 1.5.2. Protection
 - 1.5.3. Digital Identity Impact in the Real World
- 1.6. New Sales Channels
 - 1.6.1. Business to Avatar
 - 1.6.2. Improve User Experience
 - 1.6.3. Single Environment Products, Services and Content
- 1.7. Experiences based on Ideals, Beliefs and Likes
 - 1.7.1. Artificial Intelligence as a Driving Force
 - 1.7.2. Personalized Experiences
 - 1.7.3. Power of Mass Manipulation



- 1.8. VR, AR, AI and IoT
 - 1.8.1. Advanced Technologies Metaverse Success
 - 1.8.2. Immersive Experience
 - 1.8.3. Technological Analysis. Uses
- 1.9. Key Aspects of the Metaverse: Presence, Interoperability and Standardization
 - 1.9.1. Interoperability. First Commandment
 - 1.9.2. Metaverse Standardization for Proper Functioning
 - 1.9.3. The Metaverses of the Metaverse
- 1.10. Metaverse Real Estate
 - 1.10.1. Leverage Methods in the Metaverse
 - 1.10.2. Borderless Trading in Virtual Spaces
 - 1.10.3. Reduced Physical Space Operation

“ A program designed for professionals like you, committed to current affairs and their profession, being aware of the changes that have influence on network and real-life sociability”

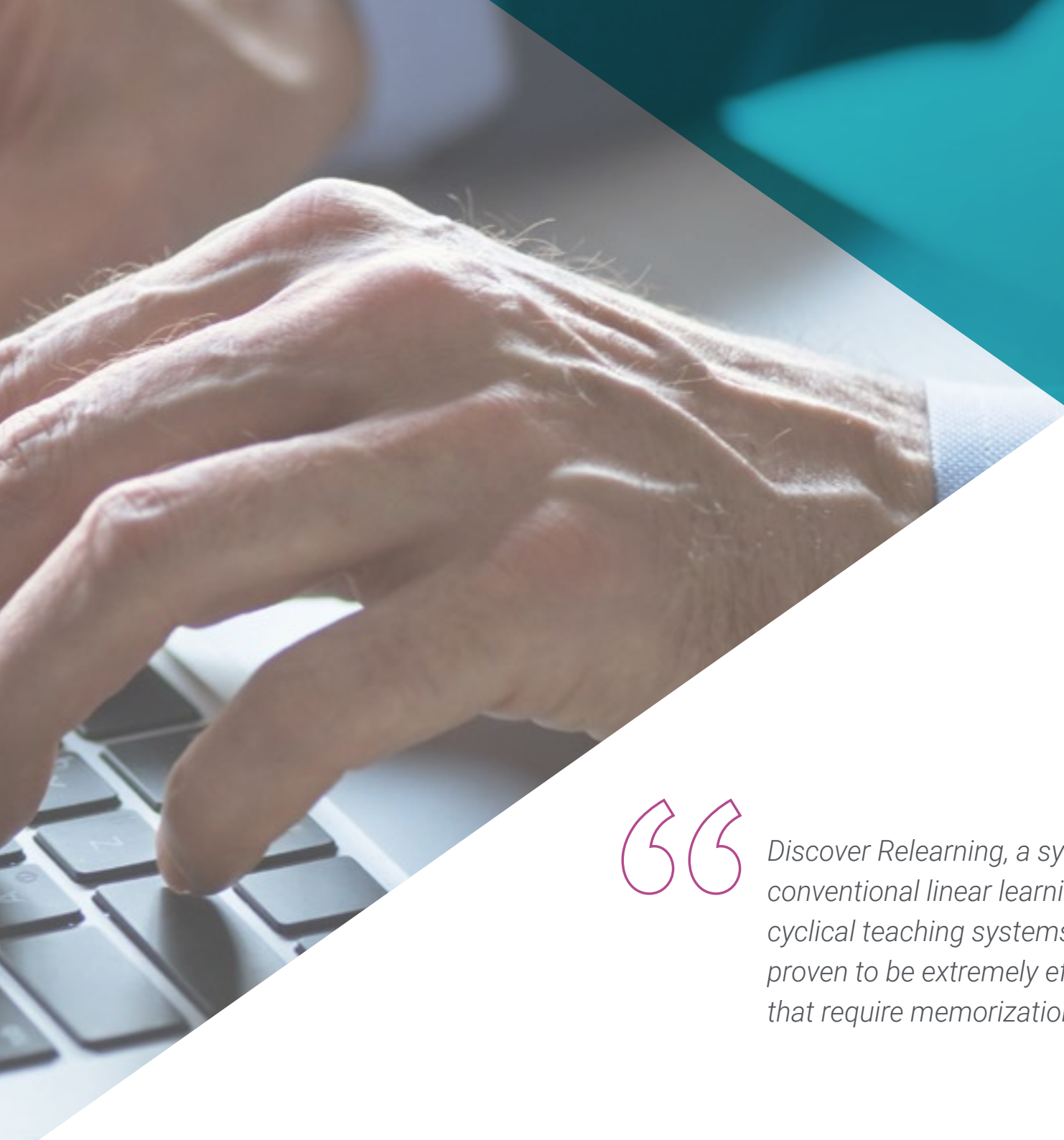


05 Methodology

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.





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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 Key Components of Metaverse 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 qualification without having to travel or fill out laborious paperwork"

This **Postgraduate Certificate in Key Components of the Metaverse** 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 Key Components of the Metaverse**

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



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