

Postgraduate Diploma

Blockchain, DeFi and NFT



Postgraduate Diploma Blockchain, DeFi and NFT

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

Website: www.techtute.com/us/information-technology/postgraduate-diploma/postgraduate-diploma-blockchain-defi-nft

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01

Introduction

Virtual environments, investments in digital art, NFT, DeFi and Blockchain are a reality that is growing every day. Technical and technological know-how must advance hand in hand with consumer trends, and the truth is that these revolve around video games. The increase of widespread interest by multinationals and users in Blockchain technology is such that not having the technical knowledge and expert language in the field means not being up to date in the sector. The future is here, and whoever masters the tools and development of NFT, DeFi and Blockchain, will have the key that opens the doors to personal and professional progress in the IT sector. This program is the perfect tandem between latest technological advances, updated content and professional development in a sector where every day is a challenge. Mastering the Blockchain, Defi and NFT market is possible thanks to the 100% online and flexible education offered by this plan.



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It's not enough to be a good computer scientist, become an expert with this program on Blockchain, DeFi and NFT and stand out from the rest”

The universe of NFTs or Non-Fungible Tokens is enormous, and can encompass practically anything, from works of art, to tweets, photographs, etc. The cryptography of these Tokens is what makes these assets unique, no two are alike and they cannot be exchanged with each other. This same concept can be transferred to the technology sector and, more specifically, to the role of the IT professional.

The figure of the professional must adapt strategically to the current demand, and companies such as Coca-Cola or even FC Barcelona, are already relying on this type of investment. Computer scientists who bet on curricula focused on Blockchain technology, NFT and DeFi are guaranteed a promising professional future as there is a real demand for experts in these digital universes.

For this reason, TECH bets on innovation and offers the opportunity to undertake a new adventure, reaching the challenge of launching the IT career towards the Blockchain, DeFi and NFT field in this University Expert.

This is a unique opportunity to advance and acquire skills in the metaverse. In a flexible way, without schedules or displacements, totally online, because it would be paradoxical to learn the use and development of all virtual spaces in an analogical way. TECH's methodology allows the computer scientist to adapt the syllabus to his or her own pace, assuming the teaching load according to his or her own interests and responsibilities.

This **Postgraduate Diploma in Blockchain, DeFi and NFT** 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



*Make the right decisions,
redirect your profession to the
sector that currently offers the
best professional opportunities”*

“

You will be able to understand the functioning of the NFT mining system from the hand of the best working professionals, who will instruct you on the keys to Yield Farming, tokenization and NFT market studies”

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.

Learn how to develop and plan gamified economy projects, the Metaverse is waiting for you.

You will be able to delve into the security of the Blockchain economy, DeFi markets and NFT monetization strategies with an extensive agenda rich in multimedia resources.



02 Objectives

As this reading takes place the metaverse is changing. Thanks to TECH's commitment to the best information and content of its programs, the computer scientist who completes the curriculum will become a specialist in the field of Blockchain, NFT and DeFi markets, meeting the highest standards of quality and ensuring the peace of mind of having the necessary tools to carry out any business or personal requirement that is proposed. To this end, the program emphasizes theoretical and practical teaching by the best developers and experts in the field on the international scene.



“

You will analyze and identify the best stocks in the NFT market and be able to manage a Wallet without any difficulty”



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 linkage of NFTs to 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



Position yourself in the sector as an IT professional with a profile focused on betting on the Blockchain"





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

03

Course Management

It is a Postgraduate Diploma in Blockchain, DeFi and NFT by TECH, which is a teaching guarantee. The selected content stands out for an extensive commitment to market research in virtual environments, offering students the necessary skills to undertake new personal and professional challenges. They will not only offer the student theoretical knowledge, but also a real vision of the current virtual world and the possibilities and fields that are thriving in Blockchain Gaming.



“

This is your opportunity to deal with and learn from the best professionals in the landscape of video game design and Blockchain economies”

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
- Fundador de Seven Moons Studios Blockchain Gaming
- Founder of the Niide project
- Writer of fantastical narrative and poetic prose

Professors

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

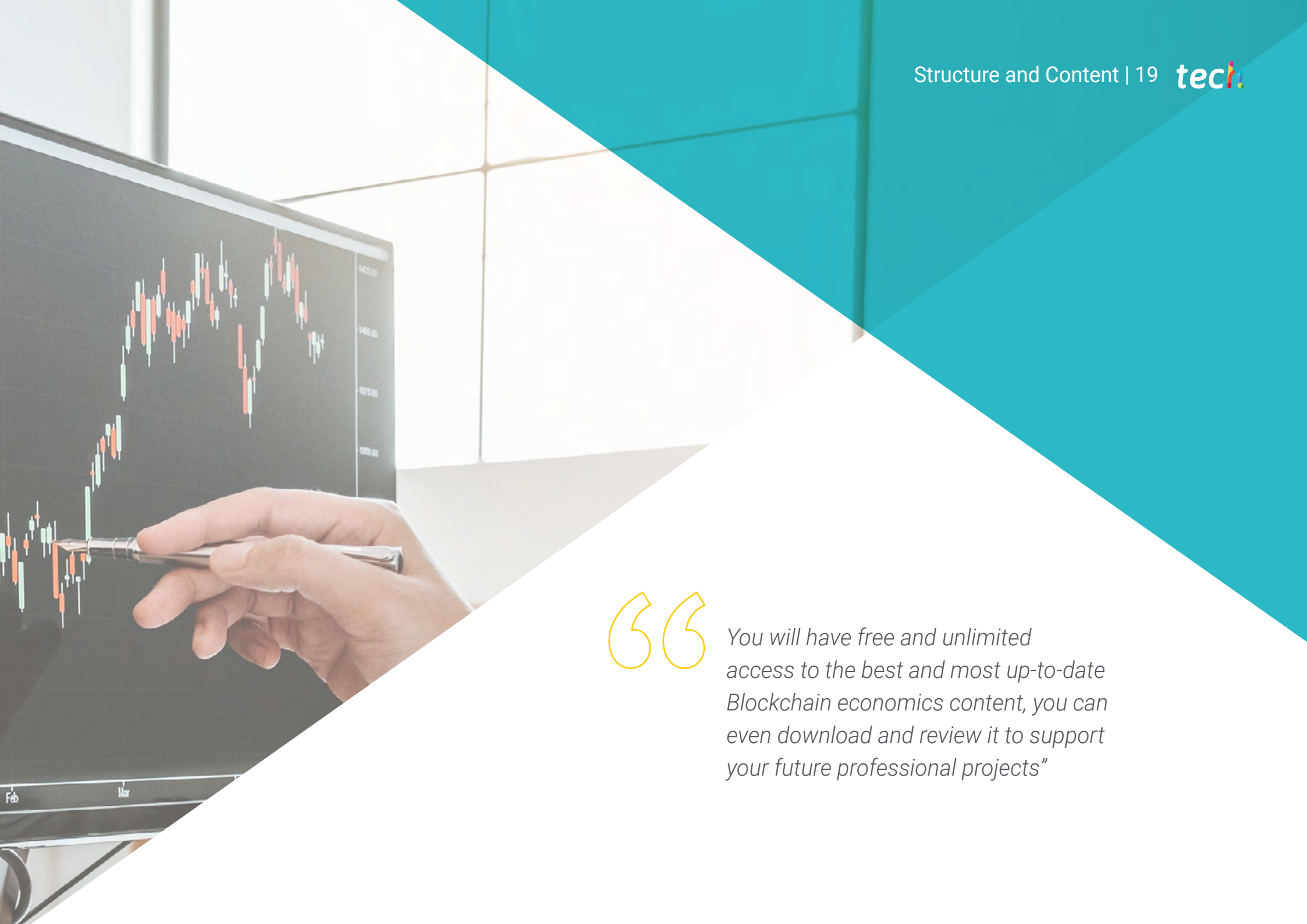


04

Structure and Content

TECH is synonymous with commitment to the progress of students, therefore, the 3 modules that make up the Postgraduate Diploma in Blockchain, DeFi and NFT, are cohesive so that learning is fluid, and students develop the necessary technical skills to cope without difficulty in virtual environments that will be proposed throughout the program. You will only need the Internet and any electronic device to learn and advance with the syllabus, since it will always be available on the portal along with different multimedia resources that will speed up and help to consolidate the new terms.





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You will have free and unlimited access to the best and most up-to-date Blockchain economics content, you can even download and review it to support your future professional projects”

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. Components DeFi
 - 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 Mining
 - 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

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

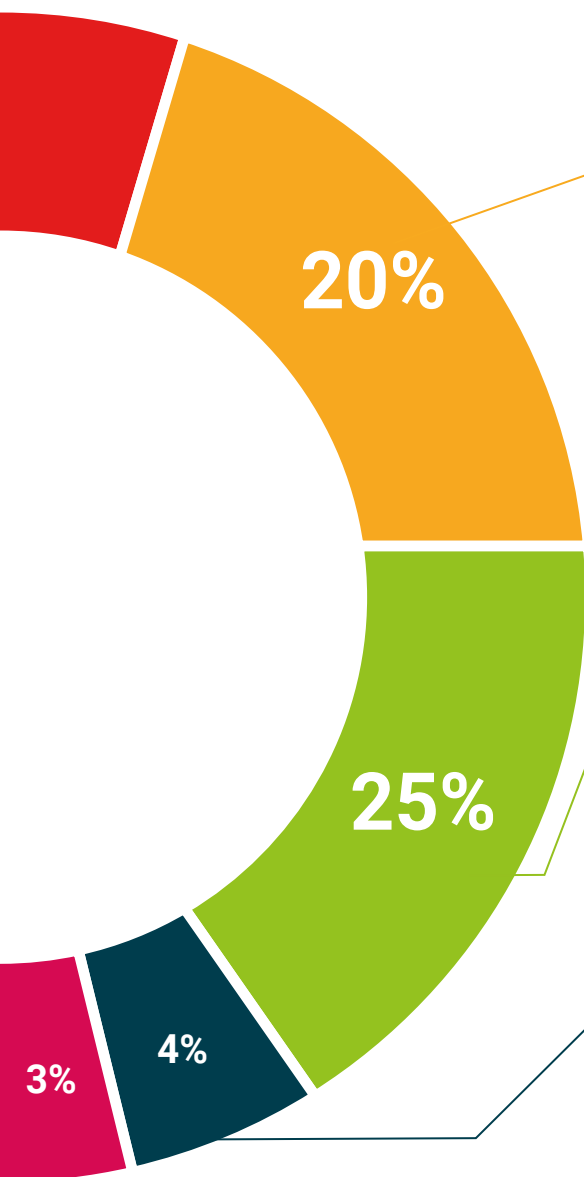
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



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 Diploma in Blockchain, DeFi and NFT guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma 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 Diploma in Blockchain, DeFi and NFT** 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 Diploma** issued by **TECH Technological University** via tracked delivery*.

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

Title: **Postgraduate Diploma in Blockchain, DeFi and NFT**

Official N° of Hours: **450 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.



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