



Master's Degree Advertising Creativity

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

Website: www.techtitude.com/us/journalism-communication/master-degree/master-advertising-creativity

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Skills

p. 14

04

Course Management

p. 18

05

Structure and Content

p. 22

06

Methodology

p. 34

07

Certificate

p. 42

01

Introduction

Reinventing the familiar and revolutionizing the market through innovation have become the main challenges for advertising in an increasingly aggressive commercial context. Based on this, effectively capturing the public's attention in a world in which people are subjected to dozens of stimuli at the same time and through multiple channels is, therefore, the challenge that today's creatives have to face. This program provides the keys to achieve it through an unparalleled and 100% online academic experience. A degree that will enhance in the advertiser the generation of revolutionary ideas through the best tools and with the support of a teaching team of the highest professional level.

“

*Strengthen your professional future as
a creative with this Master's Degree and
revolutionize the advertising market with
the best strategies”*

Being creative in a world where it is believed that everything has been invented is, without a doubt, one of the most complicated challenges to take on. As a result, the advertising profession is facing a complex era in which multidisciplinary and multiplatform thinking is highly valued. Thus, every year, events such as the Super Bowl push the boundaries of imagination, intermingling styles, media and concepts to achieve a clear objective: to capture the attention of an audience that is increasingly subjected to more and more stimuli in their daily lives. It is, therefore, a field in constant evolution that seeks to surprise and connect by going beyond the limits of what is known.

Likewise, TECH and its team of experts have considered it necessary to develop a program that will serve as a guide for its professionals, bringing together the most effective and innovative advertising concepts in an academic experience of the highest level. Thus arises the present program, a complete and flexible degree designed by the best specialists, which combines, in 1,500 hours of the best theoretical, practical and additional content, all the information necessary to master, in less than 12 months, creativity from multiple perspectives and through the comprehensive management of the most complex and effective digital tools.

A unique opportunity to raise your level by the hand of the best, and with an experience that promises multidisciplinary through the inclusion of the best material: images, detailed videos, research articles, news, self-knowledge questionnaires, summaries, diagrams and much more. All this compacted in a convenient 100% online format, without schedules or face-to-face classes, providing an academic experience completely adapted to the demand and needs of the graduate. In addition, the entire content can be downloaded to any device with an internet connection. Thus, TECH guarantees a course of the highest level that will enhance the skills of the advertising creative from a comfortable, innovative and revolutionary perspective.

This **Master's Degree in Advertising Creativity** contains the most complete and up-to-date scientific program on the market. The most important features include:

- ♦ Case studies presented by experts in Advertising and Marketing Communications
- ♦ The graphic, schematic and practical contents of the book provide technical and practical information on those 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



A program that will propose creative challenges to help you develop the necessary skills to succeed as an advertiser"

“

The program includes the best recommendations to create from scratch and overcome the most famous campaigns in the history of advertising”

You will master the main creative software in less than 12 months.

You will become a creative leader with innovative ideas.

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.

Its 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 an immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned experts.



02 Objectives

The advertising field is constantly evolving. Therefore, the development of this program has been carried out with the aim of bringing together, in a single program, the necessary concepts that allow the professional to elevate their creative talent to the maximum. In this way, we have been able to gather the latest and most complete information on this field, designing and complete information on this field, designing an academic experience that will not only raise the graduate's knowledge to the highest level, but will also provide the keys to perfect their skills in less than 1 year.



“

*Whatever your goals are, with TECH
and this Master's Degree you will achieve
them in less time than you think”*



General Objectives

- ♦ Improve knowledge and professional skills to be able to carry out the integration and performance of work in a creative department of any type of agency or marketing department
- ♦ Assimilate the theoretical/practical knowledge that allows performing the creative functions from any perspective
- ♦ Know in depth the relationship between the creative and the rest of the agents that participate in the gestation of the commercial communication
- ♦ Analyze and know different structures of creative departments
- ♦ Show and assess the new trends that professionals in this sector will encounter now and in the future
- ♦ Train the professional, by means of the necessary skills, to improve problem solving and develop the essential professional competences
- ♦ Know in depth the new projects of value for commercial communication
- ♦ Show the vision of creativity as a collaborative agent in the development of communication
- ♦ Gain in-depth knowledge of the latest tools to support creativity
- ♦ Develop actions and initiatives to improve creative results, in collaboration with the other actors involved in their conception
- ♦ Use creativity support tools
- ♦ Understand the creative process through testing in its different forms and expressions
- ♦ Knowing the strategies of access to the labor market
- ♦ Develop creative communication skills to improve the relationship between the brand and the consumer





Specific Objectives

Module 1. Creative Publicist

- ♦ Understand in depth what creativity is, how it has developed with the advance of new technologies and how it influences different professional areas
- ♦ Detail the challenges that a creative person faces
- ♦ Highlight the values of creative collaboration
- ♦ Signify the relevance of creativity in different professions
- ♦ Examine the best conditions to stimulate creativity
- ♦ Understand the role of creativity in advertising
- ♦ Study the artistic references of creativity
- ♦ Get a glimpse of the challenges of the changing and competitive environment
- ♦ Invite to cross the limits
- ♦ Help to understand that every challenge is an opportunity to grow

Module 2. The generation of advertising ideas

- ♦ Stimulate the generation of innovative ideas
- ♦ Highlighting the value of the creative environment
- ♦ Explain the activity of creative thinking
- ♦ Detail how the advertising creative thinking software works
- ♦ Enhancing team creativity
- ♦ Draw inspiration from the creative legacy of others
- ♦ Explore creativity in different fields



Module 3. How to create ads

- ♦ Explain how creative thinking in advertising works and its strategic importance
- ♦ Analyze in detail the target audience and the use of insight in advertising
- ♦ Understand how the advertising message is structured
- ♦ Explore different spaces for creativity in communication
- ♦ Highlight the importance of art direction and its implementation while respecting the brand style
- ♦ To glimpse the future of creative research

Module 4. How to create a brand

- ♦ Analyze psychological advertising models
- ♦ Explore creative currents in advertising
- ♦ Explaining the importance and usefulness of branding
- ♦ Addressing key concepts in brand building
- ♦ Present the logical steps in brand building
- ♦ Show the differences between a claim and a slogan
- ♦ Analyze creativity in media planning
- ♦ Discover the current context of brands

Module 5. Branded Content

- ♦ Highlight the importance of branded content and its relationship with content marketing
- ♦ Explain what branded content is and its similarities with traditional advertising
- ♦ Detail the requirements for the creation of branded content
- ♦ Discuss the types of branded content that can succeed
- ♦ Point out the characteristics of viral videos and their utilities
- ♦ Present content marketing as an essential component of new communications
- ♦ Understanding storytelling and its distribution on multiple platforms and social networks
- ♦ Study the characteristics and differences of virtual events

Module 6. Digital creativity

- ♦ Explore how digital technologies have revolutionized content creation and promotional strategies in the online environment
- ♦ Differentiate between digital marketing and advertising
- ♦ Examine a variety of online advertising formats, ranging from banner ads to augmented reality ads
- ♦ Delve into digital marketing creativity, where key strategies are analyzed
- ♦ Study SEO as an essential tool for improving online visibility
- ♦ Advance in the use of email as a tool for promotion, loyalty building and campaign automation in email marketing
- ♦ Dive into the field of social networks and strategies to take advantage of their potential
- ♦ Analyze the collaboration with influencers and the strengthening of brand identity

Module 7. Creativity in social networks

- ♦ Study creativity on different platforms and media
- ♦ Offer a complete vision of how creativity adapts to each of the social networks
- ♦ Learn about technical aspects of use
- ♦ Discover creativity tips and inspirational examples
- ♦ Analyze creativity in blogs and newsletters

Module 8. Personal branding and political campaigns

- ♦ Study the development of personal branding and strategies applied to political campaigns
- ♦ Explore the importance of personal branding and how to promote it creatively
- ♦ Delve into personal brand development strategies
- ♦ Address creative networking strategies
- ♦ Learn how to plan political campaigns
- ♦ Learn about the candidate's capabilities

Module 9. Applied advertising creativity

- ♦ Investigate the possibilities of the metaverse, artificial intelligence (AI) and neuroscience
- ♦ Discover what the metaverse is and how it is impacting creativity
- ♦ Delve into the business insights of the metaverse
- ♦ Examine how AI is changing content creation and consumption, and its influence on the creative workplace
- ♦ Look into the future and explore the creative opportunities of this new era
- ♦ Analyze how brands can excel in the metaverse and how this affects distribution and the relationship with consumers
- ♦ Learn the skills and attitudes needed to thrive in this ever-changing environment
- ♦ Discover various creative opportunities, such as immersive experiences, brand avatars, virtual events, etc
- ♦ Study the relationship between neuroscience and creativity

Module 10. Competencies of an advertising creative

- ♦ Analyze the professional skills needed to succeed in the creative advertising field
- ♦ Learn how to creatively search for jobs, build a strong personal brand, and handle unemployment and industry changes
- ♦ Learn how to act on the job, both in times of success and failure, and how to integrate into the work environment
- ♦ Discover the careers of creative professionals and outstanding companies in the fields of marketing and advertising
- ♦ Help you understand what success means and how to achieve it
- ♦ Address what the life of a creative is like, both on and off the job
- ♦ Learn how to get the most out of the creative profession



An academic experience that will allow you to blur the boundaries of imagination through the development of the best creative strategies"

03

Skills

One of TECH's top priorities is, in addition to providing graduates with the best and most updated theoretical knowledge, to provide them with the keys and tools to improve their professional skills. For this reason, this Master's Degree will help the creative to enhance their skills through the approach of the best advertising strategies. the approach of the best advertising strategies, as well as the keys to master their tools. All this in less than 12 months of a multidisciplinary experience that will mark a before and after in their professional career.



Home

“

The development of real case studies will allow you to perfect your skills and discover how far you can go with your creative talent”



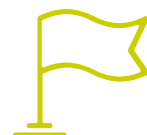
General Skills

- Delve into the critical view of advertisements and content
- Designing effective strategies in work teams and with other departments
- Delve into conflict resolution in the work environment
- Implementing emotional intelligence in the commercial communication sector
- Interpret the priorities of brands and their development within an ethical framework
- Manage databases and statistics to review results
- Use existing information in commercial communication as a strategy for updating knowledge
- Provide training to communicate information to the client and its target audience

“

More than 1,500 hours of the best theoretical, practical and additional content compacted into a convenient and flexible 100% online format”





Specific Skills

- ♦ Analyze the creative subject
- ♦ Differentiate between being a "good" and "bad" creative
- ♦ Apply rhetorical thinking in business communication
- ♦ Discover the diversity that creativity offers
- ♦ Explore digital creativity and advertising in the digital world
- ♦ Address the importance of creativity in creating impactful ads
- ♦ Address creative strategy in advertising
- ♦ Introduce creative media strategies
- ♦ Explore multimedia creativity
- ♦ Learn how to apply creativity in event organization
- ♦ Delve into affiliate marketing
- ♦ Present a social media plan outlining the structure and basic content
- ♦ Analyze in detail the campaign strategy, the political brand identity, the human team and a project model
- ♦ Devise strategies to mobilize voters
- ♦ Identify your target audience
- ♦ Explore the NFT revolution
- ♦ Explore the marketing and advertising professions, helping you identify your talents and develop key skills
- ♦ Master strategies to regain your brand's credibility if it is compromised

04

Course Management

For the conformation of the teaching staff of the teaching staff of this Master's Degree, TECH has selected the best creatives, professionals of the highest level with a multidisciplinary background in the field of advertising. This is a group of experts who have invested hundreds of hours in the design of this academic experience, including their own experience, bringing the graduate closer to the reality of the current work context, both in the digital and offline environment.



“

A team of renowned advertising and creative professionals has designed this academic experience for you to master, through their experience, an evolving context”

Management



D. Labarta Vélez, Fernando

- ♦ Creative Director at El Factor H
- ♦ Marketing Director at La Ibense
- ♦ Creative Director of Events at Beon Worldwide
- ♦ Branded Content Director at Atrium Digital and Mettre
- ♦ Creative Director at the South Communication Group, BSB and at FCA BMZ Cid
- ♦ Speaker at the Master's Degree in Business and Institutional Communication Management at the University of Seville
- ♦ Co-author of the book *Cómo crear una marca. Manual of use and management*



05

Structure and Content

This program in Advertising Creativity consists of 1,500 hours of the best theoretical, practical and additional content. In addition, the syllabus has been developed based on the based on the prestigious and effective Relearning methodology, which consists of the reiteration of the most important concepts throughout each module. This promotes a natural and progressive learning process, guaranteeing, also, a more effective fixation of concepts. All this, added to its 100% online format, makes this academic experience a unique opportunity to raise the talent of graduates in a convenient, flexible and highly capacitating way in less than 12 months.





“

*Thanks to TECH's curriculum you
will excel in a constantly evolving
advertising industry”*

Module 1. Creative Publicist

- 1.1. What is Creativity
 - 1.1.1. Definitions
 - 1.1.2. Constantly changing creative models. New technologies, need for greater efficiency
 - 1.1.3. Challenges for creatives in the development of innovative strategies. The Benefits of Collaboration
 - 1.1.4. Professions where creativity is in demand
 - 1.1.5. People who stood out for their exceptional creativity
- 1.2. The best conditions to create. The generation of ideas
 - 1.2.1. Phases of Creativity
 - 1.2.2. Focus on the problem
 - 1.2.3. Relax, enjoy
 - 1.2.4. Make a mistake
 - 1.2.5. Play and techniques to stimulate the game
- 1.3. The creative subject
 - 1.3.1. Demands on the creative
 - 1.3.2. Stability
 - 1.3.3. The creative's kryptonite
 - 1.3.4. Falling in love with the project
 - 1.3.5. Good or bad creative?
 - 1.3.6. The creative's memory
- 1.4. Challenges for creatives in the development of innovative strategies
 - 1.4.1. Customer relations: companies, individuals, organizations, territories
 - 1.4.2. Relationships with other stakeholders: suppliers (photographers, planners, speakers, designers...), colleagues, agency managers, artificial intelligence
 - 1.4.3. Relations with consumers
 - 1.4.4. The importance of team building
- 1.5. The context of a creative project
 - 1.5.1. Market introduction of an innovative product
 - 1.5.2. Strategy for approaching creativity
 - 1.5.3. Complex products or services
 - 1.5.4. Personalized communication



- 1.6. Types of advertisements. Creative and non-creativeTypes of
 - 1.6.1. Innovative, generic, imitations..
 - 1.6.2. Differences between original
 - 1.6.3. Ways to get customers with creativity
- 1.7. Artistic creativity in communication
 - 1.7.1. 21 reasons to be creative
 - 1.7.2. What we call art in communication
 - 1.7.3. Artistic referents of advertising creativity
- 1.8. New creative challenges
 - 1.8.1. New channels, technologies, trends
 - 1.8.2. The development of a new format
 - 1.8.3. The need to implement new technologies in an innovative ad
 - 1.8.4. The entry of competitors
 - 1.8.5. Life cycle of an idea
 - 1.8.6. Sustainability, inclusive language
- 1.9. Trends in advertising creativity
 - 1.9.1. Role of customers in decision making
 - 1.9.2. New methods and media
 - 1.9.3. New Technologies
- 1.10. Limits of advertising creativity
 - 1.10.1. Access to the most innovative ideas
 - 1.10.2. The cost of a good idea
 - 1.10.3. The relevance of a message
 - 1.10.4. The decision map
 - 1.10.5. Finding the right balance

Module 2. The generation of advertising ideas

- 2.1. What Does It Take to Get to the Idea
 - 2.1.1. State the problem
 - 2.1.2. Stopping to think, the first step to differentiate yourself
 - 2.1.3. Think, reflect, think again... and so on for several days
 - 2.1.4. Convincing yourself to get there
 - 2.1.5. A creative environment stimulates creativity
 - 2.1.6. How your creativity is contagious
 - 2.1.7. Get out of the office, live, enjoy
 - 2.1.8. The creative briefing
 - 2.1.9. Creative demand
 - 2.1.10. Break with the established
 - 2.1.11. The key word: partnership
- 2.2. Creative thinking
 - 2.2.1. People who have theorized about creative thinking
 - 2.2.2. Key aspects to stimulate creative thinking according to de Bono
 - 2.2.3. Conclusions
- 2.3. Creative Process
 - 2.3.1. The creative concept
 - 2.3.2. The creative strategy in function of the product life cycle
 - 2.3.3. Launching strategies
- 2.4. The advertising creative's software
 - 2.4.1. Actions of creative advertising thinking
 - 2.4.2. Phases
 - 2.4.3. Possibilities of use
 - 2.4.4. Safety rules
 - 2.4.5. Thought process
- 2.5. The Creative Team
 - 2.5.1. The copy or copywriter
 - 2.5.2. The designer and the art director
 - 2.5.3. The creative director
 - 2.5.4. The creative
 - 2.5.6. Six thinking hats

- 2.6. Rhetorical thinking
 - 2.6.1. Most used rhetorical figures
 - 2.6.2. Importance of rhetorical figures in commercial communication
 - 2.6.3. Examples of rhetorical advertisements
- 2.7. Designing with creativity
 - 2.7.1. Image manipulation
 - 2.7.2. Production
 - 2.7.3. Visual rhetoric
 - 2.7.4. Typography in advertising
- 2.8. Recommendations to create
 - 2.8.1. Meaningful copy
 - 2.8.2. Phrases of the great advertising creatives
 - 2.8.3. Recommendations of famous designers
- 2.9. Types of Creativity
 - 2.9.1. Artistic
 - 2.9.2. Scientist
 - 2.9.3. Technological
 - 2.9.4. Enterprise
 - 2.9.6. Advertising
 - 2.9.7. Designers
- 2.10. Creative Profiles
 - 2.10.1. Visionaries
 - 2.10.2. Experimenters
 - 2.10.3. Observers
 - 2.10.4. Connectors
 - 2.10.5. Analytical
 - 2.10.6. Collaborators
 - 2.10.7. Narrators

Module 3. How to create ads

- 3.1. How an advertising creative thinks
 - 3.1.1. How he thinks in a natural way
 - 3.1.2. How he thinks professionally
 - 3.1.3. Conclusions

- 3.2. The strategic importance of the target
 - 3.2.1. The essential motivation
 - 3.2.2. Benefits of knowing the target
 - 3.2.3. How to analyze target audience data
 - 3.2.4. Insight in advertising
- 3.3. How to structure the message
 - 3.3.1. Communication axis
 - 3.3.2. Concept of Communication
 - 3.3.3. Transmission scheme
- 3.4. Where to create in communication
 - 3.4.1. The Name
 - 3.4.2. | Certificate
 - 3.4.3. The spot
 - 3.4.4. The radio spot
 - 3.4.5. Outdoor Advertising
 - 3.4.6. Others
- 3.5. Art Direction
 - 3.5.1. How many elements
 - 3.5.2. Size hierarchy
 - 3.5.3. Copy?
 - 3.5.4. Cost savings
 - 3.5.5. The Brand's Style
 - 3.5.6. Obviousness
 - 3.5.7. If it does not contribute..
- 3.6. Creative Techniques
 - 3.6.1. The keys to advertising
 - 3.6.2. Advertising genres and styles
 - 3.6.3. Conclusions
- 3.7. How to create advertising
 - 3.7.1. How to get free publicity
 - 3.7.2. How to get a brand in the news
 - 3.7.3. Conclusions

- 3.8. Digital creativity
 - 3.8.1. Digital creativity
 - 3.8.2. Digital advertising
 - 3.8.3. Conclusions
- 3.9. How to create creative ads
 - 3.9.1. A striking visual concept
 - 3.9.2. A text that excites
 - 3.9.3. Surprise
 - 3.9.4. Types of Creativity
 - 3.9.5. Test and optimize
- 3.10. The future of creative research
 - 3.10.1. Artificial Intelligence
 - 3.10.2. Virtual Reality and Augmented Reality
 - 3.10.3. Online collaboration
 - 3.10.4. Data-driven research

Module 4. How to create a brand

- 4.1. Psychological advertising models
 - 4.1.1. Henry Joanis' model
 - 4.1.2. Fishbein model
 - 4.1.3. Rosser Reeves model
 - 4.1.4. David Ogilvy model
- 4.2. Creative currents in advertising
 - 4.2.1. USP
 - 4.2.2. Brand image
 - 4.2.3. Permanent values
 - 4.2.4. Spectacle advertising
 - 4.2.5. The transgression of codes
 - 4.2.6. The attraction of content
- 4.3. What is the purpose of a brand?
 - 4.3.1. Utilities
 - 4.3.2. How a need is created
 - 4.3.3. Differences between logo and brand
 - 4.3.4. The origin of trademarks
 - 4.3.5. Brand Wheel
 - 4.3.6. Brand positioning
 - 4.3.7. When a brand is born
 - 4.3.8. Brand, the difference
 - 4.3.9. Creativity is the luxury
- 4.4. The logical ladder in brand building
 - 4.4.1. The Name
 - 4.4.2. Attributes
 - 4.4.3. Benefits
 - 4.4.4. Group
 - 4.4.5. Spokesperson
 - 4.4.6. Role Playing
- 4.5. The claim and the slogan
 - 4.5.1. Differences between claim and slogan
 - 4.5.2. The claim and the slogan as a sales argument
 - 4.5.3. Claims or slogans to create content
- 4.6. Creative Strategy
 - 4.6.1. The advertising strategy with a creative approach
 - 4.6.2. How to be creative in the strategy
 - 4.6.3. Creative strategies used in advertising and marketing
 - 4.6.4. Differences between marketing strategy and advertising strategy
- 4.7. Creative content strategies
 - 4.7.1. User-Generated Content
 - 4.7.2. Influencer Marketing
 - 4.7.3. Interactive Experiences
 - 4.7.4. A striking visual concept
 - 4.7.5. Emotional narrative
 - 4.7.6. Use of new platforms and formats

- 4.8. Creativity in media planning
 - 4.8.1. Media Planning
 - 4.8.2. Creative media planning
 - 4.8.3. Examples of surprising media planning
- 4.9. Types of advertising content
 - 4.9.1. Sponsored content
 - 4.9.2. Linking brands with macro contents
 - 4.9.3. Creation of websites based on audiovisual content
 - 4.9.4. Creating for social networks
 - 4.9.5. Creating for cell phones
 - 4.9.6. Create for video games
 - 4.9.7. Creating interactive content
 - 4.9.8. Create content directly for brands
- 4.10. Current context of brands
 - 4.10.1. Advertising in the digital environment
 - 4.10.2. Customer experience
 - 4.10.3. Conclusions

Module 5. Branded Content

- 5.1. What is branded content?
 - 5.1.1. How is advertising similar to branded content?
 - 5.1.2. What is needed to create it
 - 5.1.3. Typology
 - 5.1.4. What content will be successful
 - 5.1.5. Characteristics of viral videos
 - 5.1.6. Utilities
- 5.2. What is Content Marketing?
 - 5.2.1. Relevant and useful content
 - 5.2.2. Interactive content
 - 5.2.3. Storytelling
 - 5.2.4. Multiplatform, crossmedia and transmedia content
 - 5.2.5. Added value
 - 5.2.6. Creativity in social networks
 - 5.2.7. How to succeed in social networks
 - 5.2.8. How to make our contents reach

- 5.3. Multimedia creativity
 - 5.3.1. Podcast
 - 5.3.2. Videocast
 - 5.3.3. Photosaring
 - 5.3.4. Presentation platform
 - 5.3.5. Videos
- 5.4. What is an event?
 - 5.4.1. What Is It?
 - 5.4.2. Difference between the creativity of an advertisement and that of an event
 - 5.4.3. The interactivity of an advertisement and the interactivity of an event
- 5.5. Why an event is held
 - 5.5.1. Celebration and entertainment
 - 5.5.2. Marketing and promotion
 - 5.5.3. Education and Training
 - 5.5.4. Networking and connections
 - 5.5.5. Social responsibility and fundraising
- 5.6. How the event idea is created
 - 5.6.1. How to generate creative ideas
 - 5.6.2. How to develop a detailed proposal
 - 5.6.3. Conclusions
- 5.7. Where and how to organize an event
 - 5.7.1. The right event in the right place
 - 5.7.2. The right budget
 - 5.7.3. No room for improvisation
 - 5.7.4. The right food
 - 5.7.5. What can go wrong at an event. Examples:
 - 5.7.6. A plan B
- 5.8. How to excite in an event
 - 5.8.1. Surprise in events
 - 5.8.2. Empathy in events
 - 5.8.3. Feelings

- 5.9. Creativity throughout the organization process
 - 5.9.1. Creativity in the generation of the idea
 - 5.9.2. Creativity in the design of the experience
 - 5.9.3. Creativity in planning and logistics
 - 5.9.4. Creativity in the design of materials and promotion
 - 5.9.5. Creativity in the development of interactive and participatory experiences
 - 5.9.6. Surprises and unexpected elements
 - 5.9.7. Creativity in entertainment and content
 - 5.9.8. Creativity in on-the-fly problem-solving
 - 5.9.9. Creativity even at pick-up time
 - 5.9.10. Pre-event and post-event creativity
- 5.10. Virtual events
 - 5.10.1. What is a virtual event
 - 5.10.2. Differences between a virtual event and a face-to-face
 - 5.10.3. Creativity in virtual events

Module 6. Digital creativity

- 6.1. What is digital creativity?
 - 6.1.1. Digital technologies to create
 - 6.1.2. Digital techniques to boost creativity
 - 6.1.3. Conclusions
- 6.2. Differences between digital advertising and digital marketing
 - 6.2.1. Description of digital marketing
 - 6.2.2. Description of digital advertising
 - 6.2.3. Conclusions
- 6.3. Creativity in digital advertising
 - 6.3.1. Banners
 - 6.3.2. Search Ads
 - 6.3.3. Video ads
 - 6.3.4. Native ads
 - 6.3.5. Social media ads
 - 6.3.6. Display advertising
 - 6.3.7. Augmented reality ads
 - 6.3.8. Email advertisements

- 6.4. Creativity in digital marketing
 - 6.4.1. Content generation
 - 6.4.2. Relevance and value
 - 6.4.3. Diversity of formats
 - 6.4.4. Positioning as an expert
 - 6.4.5. Frequency and consistency
 - 6.4.6. Measuring results
- 6.5. SEO (Search Engine Optimization)
 - 6.5.1. Search Engine Optimization
 - 6.5.2. SEO Metrics
 - 6.5.3. Conclusions
- 6.6. E-mail Marketing
 - 6.6.1. Promotion of products and services
 - 6.6.2. News and relevant information
 - 6.6.3. Follow-up and loyalty
 - 6.6.4. Automation
- 6.7. Social media marketing
 - 6.7.1. Increased reach and visibility
 - 6.7.2. Fostering a community
 - 6.7.3. Creating inspirational content
 - 6.7.4. Generating leads and conversions
 - 6.7.5. Collaborations with influencers
 - 6.7.6. Feedback and improvement
 - 6.7.7. Branding and authority
- 6.8. Affiliate marketing
 - 6.8.1. Targeting strategies
 - 6.8.2. Search Tools
 - 6.8.3. How to apply creativity
 - 6.8.4. Examples:
- 6.9. Influencer Marketing
 - 6.9.1. Targeting strategies
 - 6.9.2. Search Tools
 - 6.9.3. How to apply creativity
 - 6.9.4. Examples:

- 6.10. Social media plan
 - 6.10.1. Structure and basic content
 - 6.10.2. Creative examples
 - 6.10.3. Conclusions

Module 7. Creativity in social networks

- 7.1. Creativity in TikTok
 - 7.1.1. Technical aspects of use
 - 7.1.2. How to be creative in TikTok
 - 7.1.3. Examples:
- 7.2. Creativity in X
 - 7.2.1. Technical aspects of use
 - 7.2.2. How to be creative in X
 - 7.2.3. Examples:
- 7.3. Creativity on Facebook
 - 7.3.1. Technical aspects of use
 - 7.3.2. How to be creative on Facebook
 - 7.3.3. Examples:
- 7.4. Creativity on Instagram
 - 7.4.1. Technical aspects of use
 - 7.4.2. How to be creative on Instagram
 - 7.4.3. Examples:
- 7.5. Creativity on LinkedIn
 - 7.5.1. Technical aspects of use
 - 7.5.2. How to be creative on LinkedIn
 - 7.5.3. Examples:
- 7.6. Creativity on YouTube
 - 7.6.1. Technical aspects of use
 - 7.6.2. How to be creative on YouTube
 - 7.6.3. Examples:
- 7.7. Creativity on Whatsapp
 - 7.7.1. Technical aspects of use
 - 7.7.2. How to be creative in Whatsapp
 - 7.7.3. Examples:

- 7.8. Creativity for blogs
 - 7.8.1. Technical aspects of use
 - 7.8.2. How to be creative in a blog
 - 7.8.3. Examples:
- 7.9. Creativity for newsletters
 - 7.9.1. Technical aspects of use
 - 7.9.2. How to be creative in a newsletter
 - 7.9.3. Examples:
- 7.10. Creativity in Wikipedia
 - 7.10.1. Technical aspects of use
 - 7.10.2. How to be creative on Wikipedia
 - 7.10.3. Examples:

Module 8. Personal branding and political campaigns

- 8.1. Personal Brand
 - 8.1.1. Personal branding wheel
 - 8.1.2. Creative Personal Brands
 - 8.1.3. Examples:
- 8.2. Personal brand development
 - 8.2.1. Positioning
 - 8.2.2. Storytelling
 - 8.2.3. Social media
 - 8.2.4. Advertising and self-promotion
- 8.3. Creative networking strategies
 - 8.3.1. Events and conferences
 - 8.3.2. Online groups and communities
 - 8.3.3. Collaborations
- 8.4. Guide to a political campaign
 - 8.4.1. Candidacy analysis
 - 8.4.2. Context analysis
 - 8.4.3. Objectives

- 8.5. Candidate training
 - 8.5.1. Emotional Intelligence
 - 8.5.2. Social intelligence
 - 8.5.3. Attitude, aptitude, vision, mistakes
- 8.6. Strategy
 - 8.6.1. Campaign fundamentals
 - 8.6.2. Achieving objectives
 - 8.6.3. Schedule
 - 8.6.4. An accompanying person
- 8.7. Brand Identity
 - 8.7.1. Claim
 - 8.7.2. Graphic image
 - 8.7.3. Digital window
 - 8.7.4. Advertising
- 8.8. Human Resources
 - 8.8.1. Vision
 - 8.8.2. Roles
 - 8.8.3. Examples:
- 8.9. Project model
 - 8.9.1. Thematic pillars
 - 8.9.2. Essential motivation
 - 8.9.3. Examples:
- 8.10. Mobilization
 - 8.10.1. Acts
 - 8.10.2. The tide
 - 8.10.3. Conclusions

Module 9. Applied advertising creativityCreative Publicist

- 9.2. Metaverse companies
 - 9.2.1. Metaverse customers
 - 9.2.2. NFTs
 - 9.2.3. Business sectors
 - 9.2.4. Working in the metaverse
 - 9.2.5. Blockchain and metaverse
- 9.3. The leap to the metaverse
 - 9.3.1. Digital humanization
 - 9.3.2. Avatarization
 - 9.3.3. The Future
- 9.4. Artificial intelligence and generation of content for the metaverse
 - 9.4.1. AI
 - 9.4.2. Contents
 - 9.4.3. Texts
 - 9.4.4. The audios
 - 9.4.5. Images
 - 9.4.6. The world of work
- 9.5. Let's imagine the era of the metaverse and artificial intelligence
 - 9.5.1. What creative opportunities it offers
 - 9.5.2. Examples:
 - 9.5.3. Conclusions
- 9.6. Trademark monopoly
 - 9.6.1. A single metaverse
 - 9.6.2. Trademark distribution chains
 - 9.6.3. The consumer shareholder
- 9.7. How will creatives work in this new era?
 - 9.7.1. Skills
 - 9.7.2. Attitudes
 - 9.7.3. Conclusions

- 9.8. Creative opportunities metaverse
 - 9.8.1. Immersive Experiences
 - 9.8.2. Brand Avatars
 - 9.8.3. Virtual Events
 - 9.8.4. Personalization
 - 9.8.5. Creative collaborations
 - 9.8.6. Augmented Reality
 - 9.8.7. Native Advertising
 - 9.8.8. Constant Innovation
- 9.9. Creative opportunities IA
 - 9.9.1. Personalized Content Generation
 - 9.9.2. Marketing Campaign Optimization
 - 9.9.3. Design and Creation of Images and Videos
 - 9.9.4. Augmented Reality (AR) and Virtual Reality (VR)
 - 9.9.5. Generative Music and Art
 - 9.9.6. Automation of Creative Processes
 - 9.9.7. Value Links
- 9.10. Neuroscience
 - 9.10.1. Cognitive neuroscience
 - 9.10.2. Neuromarketing
 - 9.10.3. Emotional neuroscience

Module 10. Competencies of an advertising creative

- 10.1. Professions
 - 10.1.1. Professions related to marketing
 - 10.1.2. Professions related to advertising
 - 10.1.3. Examples:
- 10.2. How to spot talent
 - 10.2.1. Skills related to advertising creativity
 - 10.2.2. Activities related to advertising creativity
 - 10.2.3. Examples





- 10.3. How to get a job in advertising creativity
 - 10.3.1. How to apply for a job in a creative way
 - 10.3.2. How to build a brand that will guarantee you job stability
 - 10.3.3. How to face a period of unemployment
 - 10.3.4. How to adapt to changes in the industry
- 10.4. How to act in the workplace
 - 10.4.1. When you are successful
 - 10.4.2. When you fail
 - 10.4.3. How to integrate
- 10.5. How to act when your brand loses credibility in the industry
 - 10.5.1. Repositioning the brand
 - 10.5.2. Reactivate the brand
 - 10.5.3. Examples:
- 10.6. Trajectories of creative references
 - 10.6.1. Marketing creatives
 - 10.6.2. Advertising creatives
 - 10.6.3. Examples:
- 10.7. Reference companies' trajectories
 - 10.7.1. Companies and marketing departments
 - 10.7.2. Advertising companies
 - 10.7.3. Examples:
- 10.8. How to succeed
 - 10.8.1. What is success
 - 10.8.2. Think well and you will be right
 - 10.8.3. Examples:
- 10.9. How is the life of the creative
 - 10.9.1. At Work
 - 10.9.2. Outside of work
 - 10.9.3. Conclusions
- 10.10. How to enjoy the creative profession
 - 10.10.1. Passion for creativity
 - 10.10.2. Managing stress and creative block
 - 10.10.3. Cultivating personal creativity

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, through collaborative activities and real cases, how to solve complex situations in real business environments.

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 business 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 we face in the case method, an action-oriented learning method. Throughout the program, the studies 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 8 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 specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to 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.



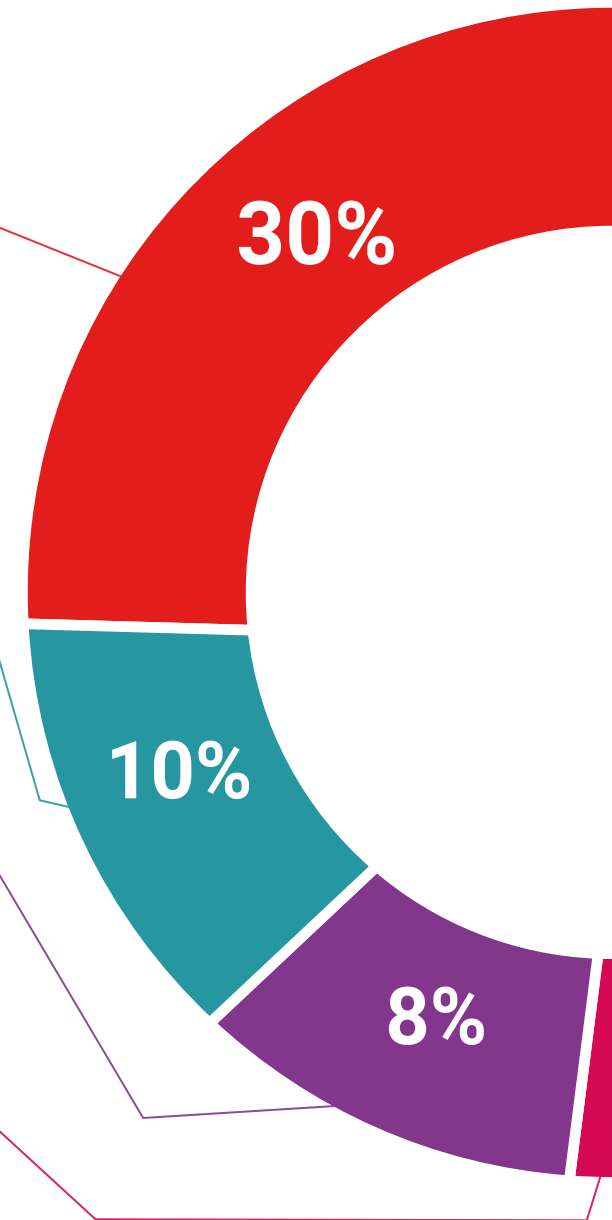
Practising Skills and Abilities

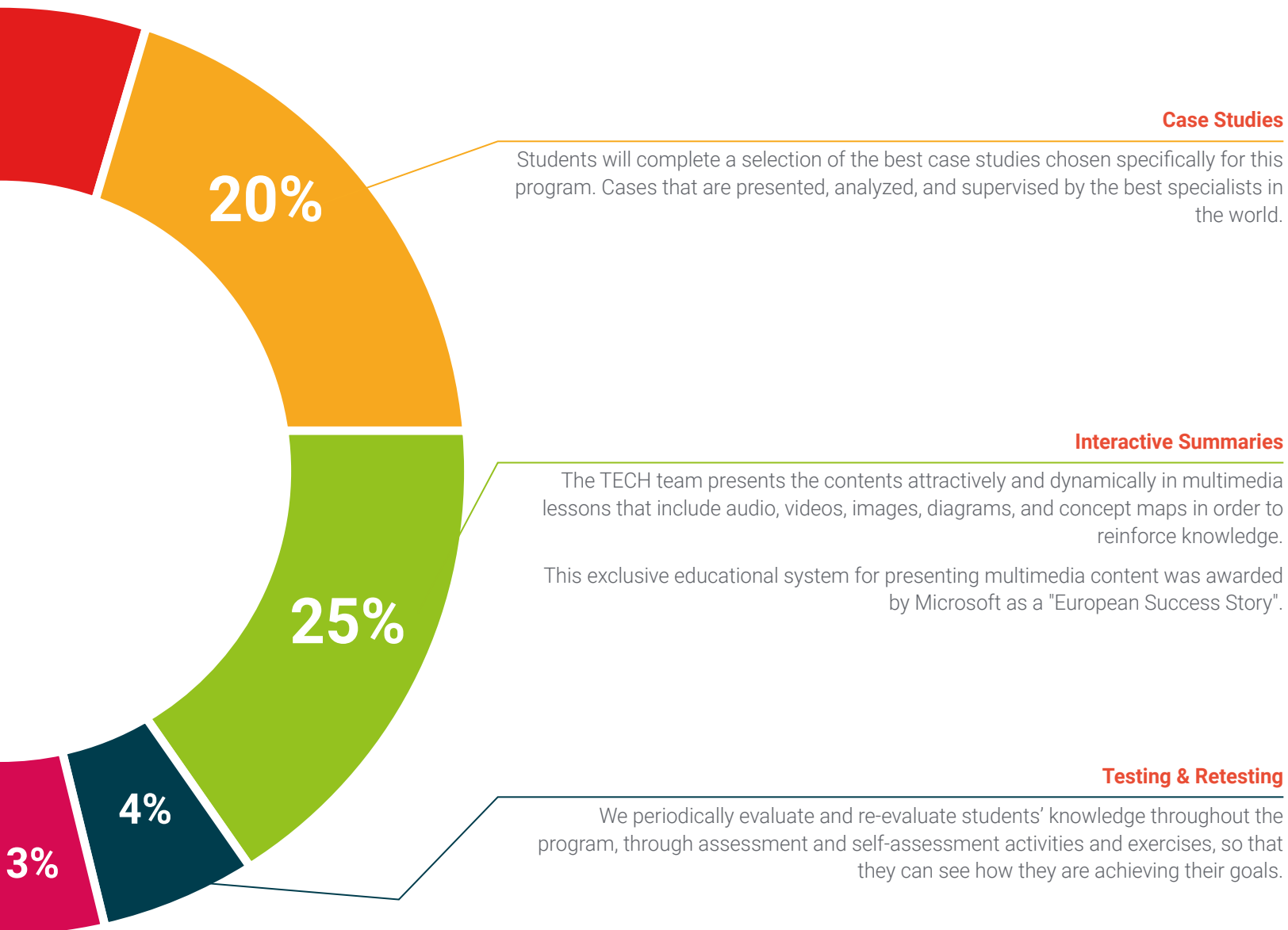
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



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 Advertising Creativity guarantees students, in addition to the most rigorous and up-to-date education, access to a Master's Degree 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 in Advertising Creativity** 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.

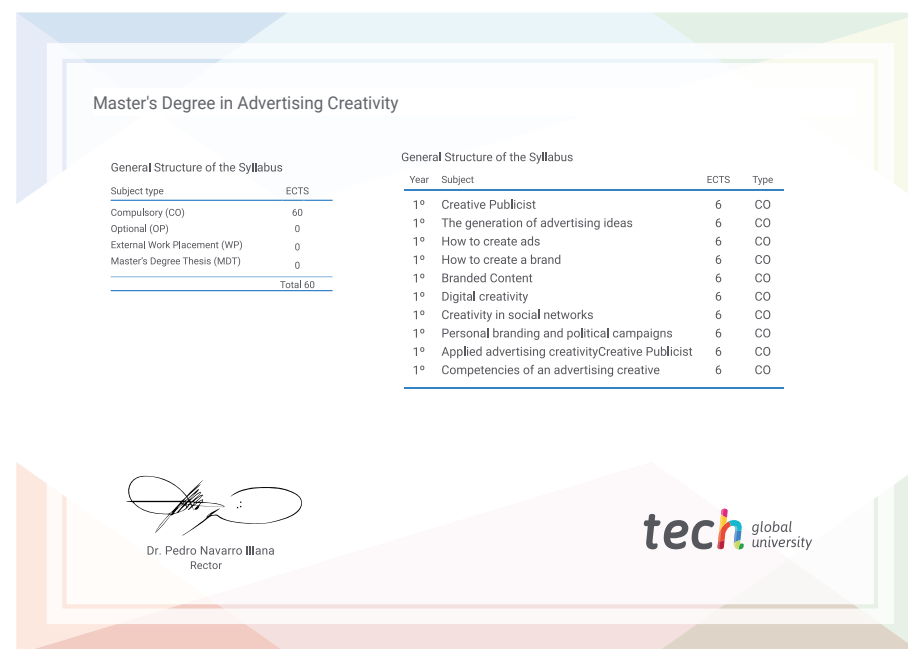
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Master's Degree in Advertising Creativity**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**





Master's Degree Advertising Creativity

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

Master's Degree

Advertising Creativity

