

Postgraduate Diploma

Digital Learning in Medicine





Postgraduate Diploma

Digital Learning in Medicine

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Accreditation: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitude.com/us/medicine/postgraduate-diploma/postgraduate-diploma-digital-learning-medicine

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Study Methodology

p. 22

06

Certificate

p. 32

01

Introduction

Technology is increasingly entering our lives, and medicine is no exception to this progress. That is why it is important to be aware of the latest advancements in this field to learn how to leverage them in the medical domain. This has led to the emergence of new opportunities that require qualified and trained professionals who know how to apply these technological advancements to their work.



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This training helps professionals in this field to increase their ability to succeed, which results in better practice and performance that will have a direct social benefit for the whole community"

An essential complement for those who wish to venture into the world of digital education, understanding the peculiarities of teaching, and learning about the technological tools applied to medicine.

In this Postgraduate Diploma, a practical and comprehensive view of the Digital Learning field is offered, starting with the most basic tools and progressing through the development of digital skills.

It is an advancement over predominantly theoretical programs, focusing on medical work, which do not delve deeply into the use of technology in a professional context, while not overlooking the role of innovation.

This perspective allows for a better understanding of how technology functions at different professional levels, so that employees can have various options for its application in their jobs based on their interests.

This Postgraduate Diploma covers the studies needed to specialize in Digital Learning for those wanting to enter the field of medicine. All of this is offered from a practical perspective, emphasizing the most innovative aspects of the field.

Students will gain knowledge about digital competencies in medicine both theoretically and practically, making it useful for their current or future performance, thus providing a qualitative advantage over other professionals in the sector.

It also facilitates the incorporation to the labor market or the promotion in it, with an extensive theoretical and practical knowledge that will improve their skills in their daily work.

This **Postgraduate Diploma in Digital Learning in Medicine** contains the most complete and up-to-date scientific program on the market. The most important features include:

- ♦ The development of clinical cases presented by experts in Digital Learning
- ♦ The latest updated on Digital Learning
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Special emphasis on methodologies based on Digital Learning.
- ♦ 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



*Update your knowledge through
this Postgraduate Diploma in
Digital Learning in Medicine"*

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This Postgraduate Diploma could be the best investment you make when selecting a professional development program for two reasons: not only will you update your knowledge in Digital Learning in Medicine, but you will also earn a diploma endorsed by TECH Global University”

The program includes faculty members who are professionals in the field of Digital Learning, bringing their practical experience into this training, as well as recognized specialists from leading scientific societies.

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 an immersive learning experience designed to prepare for real-life situations.

This program is designed around Problem-Based Learning, whereby the physician must try to solve the different professional practice situations that arise throughout the program. To support this, the specialist will have access to an innovative interactive video system created by renowned experts in the field of Digital Learning with extensive experience.

Increase your decision-making confidence by updating your knowledge with this Postgraduate Diploma.

Take advantage of the opportunity to learn about the latest advancements in Digital Learning.



02 Objectives

The Postgraduate Diploma in Digital Learning in Medicine is designed to assist professionals in the medical field.



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This Postgraduate Diploma will allow you to update your knowledge in Digital Learning, using the latest technology to contribute with quality and security to your decision-making”



General Objectives

- Introduce the student to the world of medicine from a broad perspective, equipping them for future work
- Learn about the new tools and technologies applied to medicine
- Explore in-depth digital competencies
- Show the different options and ways the teacher can integrate into their job
- Promote the acquisition of communication skills and the transmission of knowledge
- Encourage continuous learning among students and foster interest in innovation



*Take the step to update yourself
on the latest advancements in
Digital Learning in Medicine"*





Specific Objectives

- ♦ Differentiate between formal and informal learning
- ♦ Distinguish between implicit learning and non-formal learning
- ♦ Describe the processes of memory and attention in learning
- ♦ Determine the differences between active and passive learning
- ♦ Understand the role of the traditional school in learning
- ♦ Differentiate between digital migrant and digital natives
- ♦ Explain the importance of digital competencies
- ♦ Explain the use of technology in leisure activities
- ♦ Identify the use of educational technology
- ♦ Identify and assess the pedagogical possibilities of Apple's proprietary apps for management, content creation, and evaluation
- ♦ Learn about the main apps to develop a flipped classroom and gamification strategies, as well as appreciate these emerging methodologies as learning enhancers
- ♦ Explain the evolution of Twitter, how to create and manage a profile, how to use the network's search feature, and its use as a teaching tool
- ♦ Explain the evolution of LinkedIn, how to create and manage a profile, how to use the network's search feature, and its use as a tool in medicine

03

Course Management

The program includes in its faculty leading experts in Digital Learning in Medicine, who bring their professional experience into this training. Additionally, other recognized specialists participate in its design and preparation, which means that the program is developed in an interdisciplinary manner.



Big overall ...
Grayeyes K ...
Babe Blues ...



“

Learn from leading professionals the latest advancements in procedures in the field of Digital Learning in Medicine”

Management



Mr. Gris Ramos, Alejandro

- Technical Engineer in Computer Management
- CEO & Founder from Club de Talentos
- CEO Persatrace, Online Marketing Agency
- Business Development Director at Alenda Golf
- Director of the PI Study Center
- Director of Web Application Engineering Department at Brilogic
- Web programmer at Grupo Ibergest
- Software/web programmer at Reebok Spain
- Technical Engineer in Management Computer Science
- Master's Degree in Digital Teaching and Learning, Tech Education
- Master's Degree in High Abilities and Inclusive Education
- Master's Degree in E-Commerce
- Specialist in the latest technologies applied to teaching, digital marketing, web application development and Internet business.



Faculty

Mr. Albiol Martín, Antonio

- ♦ Master's Degree in Information and Communication Technologies from the UOC
- ♦ Master's Degree in Literary Studies
- ♦ Graduate in Philosophy and Literature
- ♦ Head of CuriosiTIC: JABY School's ICT Integration Program in the classroom

Mr. Azorín López, Miguel Ángel

- ♦ Teacher specialized in Physical Education
- ♦ Expert in the Flipped Classroom (level I Flipped Learning and level I Trainer Flipped Learning, TOP-100 Flipped Learning Worldwide Teachers)

Mr. Cabezuelo Doblaré, Álvaro

- ♦ Psychologist expert in Digital Identity and Master's Degree in Communication, Digital Marketing and Social Networks.
- ♦ Teacher of Digital Identity, Social Media Manager in a Communication Agency and a Teacher in Aula Salud.

Mr. De la Serna, Juan Moisés

- ♦ PhD in Psychology and Master's Degree in Neurosciences and Behavioral Biology
- ♦ Author of the Cátedra Abierta de Psicología y Neurociencias and scientific disseminator.

04

Structure and Content

The structure of the content has been designed by a team of professionals from the top universities in the country, aware of the importance of up-to-date training to intervene in the field of medicine, and committed to quality teaching through the use of new educational technologies.



“

This Postgraduate Diploma in Digital Learning in Medicine contains the most complete and up-to-date scientific program on the market”

Module 1. Digital Learning

- 1.1. Definition of Learning
 - 1.1.1. Formal vs. Informal Learning
 - 1.1.1.1. The Characteristics of Formal Learning
 - 1.1.1.2. The Characteristics of Informal Learning
 - 1.1.2. Implicit vs. Non-formal Learning
 - 1.1.2.1. The Characteristics of Implicit Learning
 - 1.1.2.2. The Characteristics of Non-Formal Learning
- 1.2. Psychological Processes Involved in Learning
 - 1.2.1. Memory vs. Attention
 - 1.2.1.1. Memory in Learning
 - 1.2.1.2. Attention in Learning
 - 1.2.2. Meta-cognition vs. Intelligence
 - 1.2.2.1. Meta-Cognition in Learning
 - 1.2.2.2. Intelligence and Learning
- 1.3. Types of Learning
 - 1.3.1. Direct vs. Indirect Learning
 - 1.3.1.1. The Characteristics of Direct Learning
 - 1.3.1.2. The Characteristics of Indirect Learning
 - 1.3.2. Active vs. Passive Learning
 - 1.3.2.1. The Characteristics of Active Learning
 - 1.3.2.2. The Characteristics of Passive Learning
- 1.4. Context in Learning
 - 1.4.1. The Traditional School
 - 1.4.1.1. Family and Education
 - 1.4.1.2. School and Education
 - 1.4.2. School 4.0
 - 1.4.2.1. Characteristics of School 2.0
 - 1.4.2.2. Characteristics of School 4.0
- 1.5. Teachers' Technological Skills
 - 1.5.1. Digital Immigrant vs. Digital Native
 - 1.5.1.1. Characteristics of the Digital Immigrant
 - 1.5.1.2. Characteristics of the Digital Native



- 1.5.2. Digital Competencies in Teachers
 - 1.5.2.1. Office Software in Education
 - 1.5.2.2. Management of Digital Elements
- 1.6. Students' Technological Skills
 - 1.6.1. Recreational Technology
 - 1.6.1.1. Educational Games
 - 1.6.1.2. Gamification
 - 1.6.2. Educational Technology
 - 1.6.2.1. The Internet in Schools
 - 1.6.2.2. Other Technological Devices in the Classroom
- 1.7. Traditional Teaching with Educational Technology
 - 1.7.1. Defining Characteristics of Educational Technology
 - 1.7.1.1. Technological Advances in the Classroom
 - 1.7.1.2. Technological Provision in the Classroom
 - 1.7.2. Advantages and Disadvantages of Educational Technology
 - 1.7.2.1. Advantages of Educational Technology
 - 1.7.2.2. Disadvantages of Educational Technology
- 1.8. Distance Learning
 - 1.8.1. Defining Characteristics
 - 1.8.1.1. The Challenge of Distance Learning
 - 1.8.1.2. Characteristics of Distance Learners
 - 1.8.2. Advantages and Disadvantages over Traditional Teaching
 - 1.8.2.1. Advantages of Distance Learning
 - 1.8.2.2. Disadvantages of Distance Learning
- 1.9. Blended Learning
 - 1.9.1. Defining Characteristics
 - 1.9.1.1. Educational Technological Inclusion
 - 1.9.1.2. Characteristics of the Users of Blended Learning
 - 1.9.2. Advantages and Disadvantages over Traditional Teaching
 - 1.9.2.1. Advantages of Blended Learning
 - 1.9.2.2. Disadvantages of Blended Learning

- 1.10. E-Learning
 - 1.10.1. Defining Characteristics
 - 1.10.1.1. New Challenges in the Virtualization of Education
 - 1.10.1.2. New E-Learning Institutions
 - 1.10.2. Advantages and Disadvantages over Traditional Teaching
 - 1.10.2.1. Advantages of E-Learning
 - 1.10.2.2. Disadvantages of E-Learning

Module 2. Digital teaching

- 2.1. Technology in Education
 - 2.1.1. History and Evolution of Technology
 - 2.1.2. New Challenges
- 2.2. Internet in Schools
 - 2.2.1. Internet Use in Schools
 - 2.2.2. The Impact of the Internet on Education
- 2.3. Devices for Teachers and Students
 - 2.3.1. Devices in the Classroom
 - 2.3.2. The Electronic Whiteboard
 - 2.3.3. Devices for Students
 - 2.3.4. Tablets
- 2.4. Online Tutoring
 - 2.4.1. Advantages and Disadvantages
 - 2.4.2. Implementation
- 2.5. Creativity in Schools
- 2.6. Parents and Teachers as Digital Migrants
 - 2.6.1. Technology Training for Adults
 - 2.6.2. How to Overcome the Technology Barrier
- 2.7. Responsible Use of New Technologies
 - 2.7.1. Privacy
 - 2.7.2. Data Protection
 - 2.7.3. Cyber Crimes at School

- 2.8. Addictions and Pathologies
 - 2.8.1. Definition of Technology Addiction
 - 2.8.2. How to Avoid Addiction
 - 2.8.3. How to Get Out of an Addiction
 - 2.8.4. New Pathologies Produced by Technology
- 2.9. Cyberbullying
 - 2.9.1. Definition of Cyberbullying
 - 2.9.2. How to Avoid Cyberbullying
 - 2.9.3. How to Act in Cases of Cyberbullying
- 2.10. Technology in Education

Module 3. Technological Innovation in Education

- 3.1. Advantages and Disadvantages of the Use of Technology in Education
 - 3.1.1. Technology as a Means of Education
 - 3.1.2. Advantages of Using It
 - 3.1.3. Inconveniences and Addictions
- 3.2. Educational Neurotechnology
 - 3.2.1. Neuroscience
 - 3.2.2. Neurotechnology
- 3.3. Programming in Education
 - 3.3.1. Benefits of Programming in Education
 - 3.3.2. Scratch Platform
 - 3.3.3. Confection of the First "Hello World"
 - 3.3.4. Commands, Parameters and Events
 - 3.3.5. Export of Projects
- 3.4. Introduction to the Flipped Classroom
 - 3.4.1. What It Is Based On?
 - 3.4.2. Examples of Use
 - 3.4.3. Video Recording
 - 3.4.4. YouTube





- 3.5. Introduction to Gamification
 - 3.5.1. What is Gamification?
 - 3.5.2. Success Stories
- 3.6. Introduction to Robotics
 - 3.6.1. The Importance of Robotics in Education
 - 3.6.2. Arduino (Hardware)
 - 3.6.3. Arduino (Programming Language)
- 3.7. Introduction to Augmented Reality
 - 3.7.1. What is AR?
 - 3.7.2. What Are the Benefits in Education?
- 3.8. How to Develop Your Own Apps in AR
 - 3.8.1. Vuforia
 - 3.8.2. Unity
 - 3.8.3. Examples of Use
- 3.9. Samsung Virtual School Suitcase
 - 3.9.1. Immersive Learning
 - 3.9.2. The Backpack of the Future
- 3.10. Tips and Examples of Use in the Classroom
 - 3.10.1. Combining Innovation Tools in the Classroom
 - 3.10.2. Real-Life Examples



A unique, essential, and decisive learning experience to enhance your professional development"

05 Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



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TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

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*At TECH you will NOT have live classes
(which you might not be able to attend)”*





The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

“*TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want*”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

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.



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule"

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

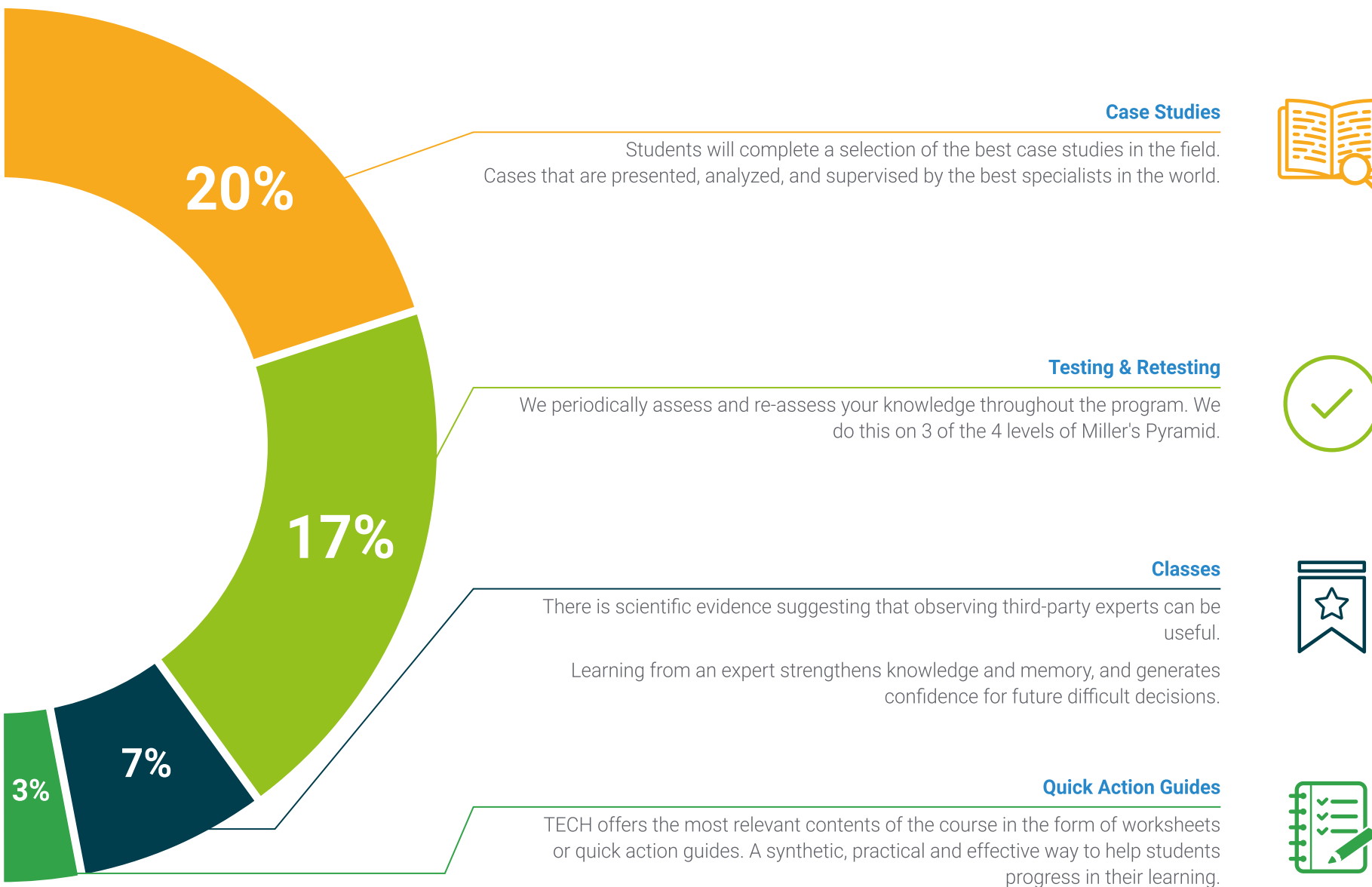
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





06 Certificate

The Postgraduate Diploma in Digital Learning in Medicine guarantees students, in addition to the most rigorous and up-to-date education, access to a diploma for the Postgraduate Diploma issued by TECH Global University.



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

This private qualification will allow you to obtain a **Postgraduate Diploma in Digital Learning in Medicine** 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.

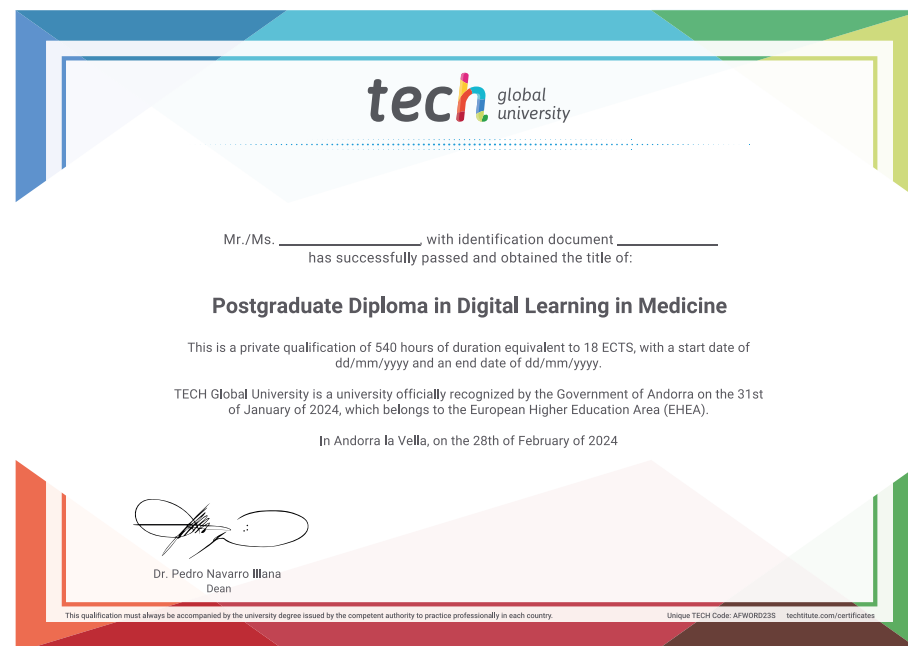
This **TECH Global University** private qualification is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Digital Learning in Medicine**

Modality: **online**

Duration: **12 months**

Accreditation: **18 ECTS**





Postgraduate Diploma

Digital Learning in Medicine

- » Modality: online
- » Duration: 6 months.
- » Certificate: TECH Global University
- » Accreditation: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

Postgraduate Diploma

Digital Learning in Medicine

