

Postgraduate Certificate

Application of Game Mechanics in Child Psychology





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Application of Game Mechanics in Child Psychology

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

Website: www.techtute.com/us/psychology/postgraduate-certificate/application-game-mechanics-child-psychology

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01

Introduction to the Program

Gamification is a learning technique that transfers game mechanics to the educational-professional field in order to achieve better results, whether to absorb knowledge more effectively, improve specific skills, or reward specific actions, among many other objectives.



A young girl with brown hair, wearing a pink sweater, is holding the hand of an adult whose arm is visible on the left. They are in a room with a light purple wall. On the wall, there is a large drawing of a castle made of grey blocks. To the right, there are several colorful drawings pinned to the wall. The image is partially covered by a large magenta diagonal shape on the right side.

“

This program allows professionals in this field to increase their capacity for success, which results in better praxis and performance that will have a direct impact on education, on the improvement of the educational system and on the social benefit for the entire community”

This type of learning is gaining ground in training methodologies due to its playful nature, which makes it easier to internalize knowledge in a more enjoyable way, generating a positive experience for the user.

The program in this Postgraduate Certificate will allow you to master two of the current trends: gamification and digital transformation, catering to students from both the business and educational and psychological sectors. We also understand that gamification is defined as action, and for this reason, this program will not only be delivered by professionals who have successfully designed and implemented gamification in businesses, human groups, and real students, solving current problems in real companies, classrooms, and schools, but it will also integrate students into a gamification, allowing them to experience firsthand what it means to learn in a gamified environment. Additionally, the digital resources modules will enable students to lead educational transformation in their institutions.

If you come from the business world, this program will be useful for designing and implementing gamification initiatives in departments such as human resources, marketing, or sales. If you come from the educational world, it will allow you to lead educational innovation by mastering two of its main pillars: digital implementation and gamification. In the psychological field, it will aid in the development of playful therapies. You will also learn how to design games and gamifications that can be commercialized. All of this will multiply your promotion opportunities and the development of your personal brand.

This **Postgraduate Certificate in the Application of Game Mechanics in Child Psychology** contains the most complete and up-to-date program on the market. The most important features include:

- ♦ The development of clinical cases presented by experts in the application of game mechanics in Child Psychology
- ♦ The graphic, schematic, and practical contents with which they are created provide scientific and practical information on the disciplines that are essential for professional practice
- ♦ The latest advancements in gamification
- ♦ Practical exercises where self-assessment can be used to improve learning
- ♦ Its special emphasis on methodologies based on gamification
- ♦ 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 the
Postgraduate Certificate in Application of
Game Mechanics in Child Psychology*

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This Postgraduate Certificate is the best investment you can make when selecting an academic update for two reasons: in addition to updating your knowledge in gamification, you will earn a certificate of completion issued by the leading educational institution, TECH Global University”

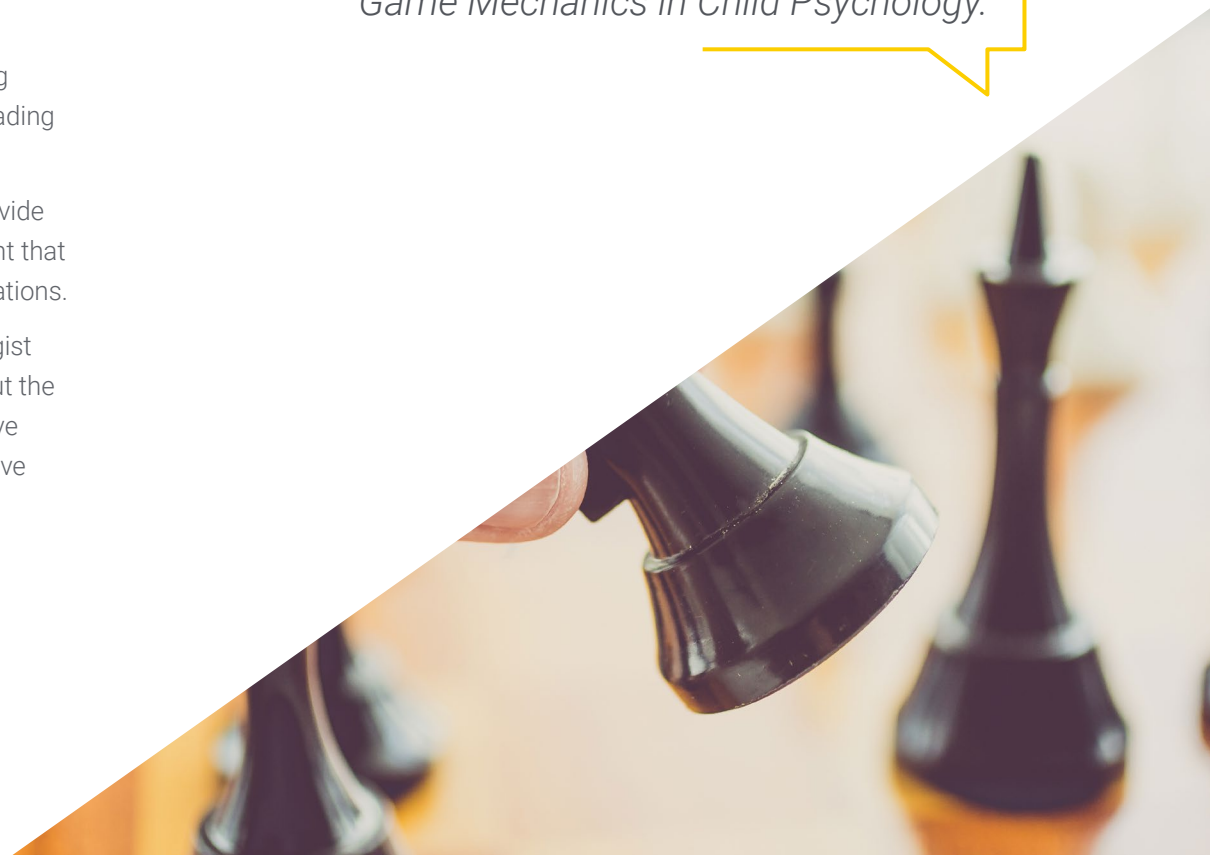
It includes faculty members from the field of gamification in Psychology, who bring their practical experience to this training, as well as recognized specialists from leading scientific societies.

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 psychologist must try to solve the different professional practice situations that arise throughout the program. To this end, the specialist will have the support of an innovative interactive video system created by renowned experts in the field of gamification with extensive experience.

Increase your decision-making confidence by updating your knowledge through this Postgraduate Certificate.

Take advantage of this opportunity to learn about the latest advancements in the Application of Game Mechanics in Child Psychology.



02 Objectives

The Postgraduate Certificate in the Application of Game Mechanics in Child Psychology is designed to support professionals working with children, adolescents, and adults in the psychological field.



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This Postgraduate Certificate will enable you to update your knowledge in the Application of Game Mechanics in Child Psychology, utilizing the latest educational technology to contribute quality and safety in decision-making and follow-up with students”



General Objective

- ♦ Identify the psycho-pedagogical assumptions of innovations in gamification and digital resources
- ♦ Design your own gamifications and games, both at a private and commercial level
- ♦ Select the games that can be used in GBL according to needs and objectives
- ♦ Apply gamification strategies in business environments
- ♦ Apply gamification strategies in academic environments
- ♦ Manage teams through gamification
- ♦ Lead the digital transition in centers
- ♦ Identify the elements of the new digital school
- ♦ Transform classes to adapt to the new educational paradigm
- ♦ Complete a portfolio of innovations in gamification, GBL and digital resources



*Take the step to update yourself
on the latest advancements
in the Application of Game
Mechanics in Child Psychology”*





Specific Objectives

- ♦ Know the meaning of the term gamification and differentiate it from other processes
- ♦ Analyze the different behavioral models related to gamification
- ♦ Learn about the history and evolution of gamification
- ♦ Study the different types of gamification
- ♦ Know what game mechanics are and how to use them to our advantage
- ♦ Know the time divisions that sequence the stages of the game
- ♦ Analyze the concept of chance, its usefulness and the mechanics that generate it
- ♦ Identify the features of different board games
- ♦ Value the contribution of each element to the game experience
- ♦ Select types of games based on needs
- ♦ Differentiate between the different types of games
- ♦ Define the concept and history of role-playing games
- ♦ Identify role-playing game elements
- ♦ Differentiate between role-playing games and RPGs
- ♦ Reflect on the importance of storytelling in RPGs
- ♦ Know the history of video games
- ♦ Identify educational games and apps
- ♦ Choose between competitive and collaborative games according to the objectives sought
- ♦ Describe the most common board games
- ♦ Explain the most common card, role-playing and dice games
- ♦ Evaluate GBL application of the most common card, role-playing and dice games
- ♦ Define the main educational video games
- ♦ Evaluate their application in GBL

03

Course Management

The program includes faculty members who are leading experts in gamification, bringing their professional experience into this training. In addition, other experts of renowned prestige participate in its design and planning completing the program in an interdisciplinary manner.



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Learn from leading professionals about the latest advancements in procedures in the field of gamification”

Management



Mr. Morilla Ordóñez, Javier

- ♦ Apple Distinguished Educator
- ♦ Bachelor of Arts in History
- ♦ Head of Studies at Colegio JABY, Specialist in Gamification, Flipped Classroom and Digital Transition
- ♦ Author of the structural gamification The Clio Wars and the GBLs The Arrow of Time, The Court of Miracles or The War to End All Wars



Mr. Albiol Martín, Antonio

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

Faculty

Mr. De la Serna, Juan Moisés

- ♦ Doctor in Psychology, Master's Degree in Neurosciences and Behavioral Biology
- ♦ Director of the Open Chair of Psychology and Neurosciences and science communicator
- ♦ Diploma in Labor Relations
- ♦ University Specialist in Clinical Hypnosis
- ♦ University Expert in Didactic Methodology

Dr. Fuster García, Carlos

- ♦ PhD in Specific Didactics, specializing in Social Sciences
- ♦ Degree in History from the University of Valencia
- ♦ Master's Degree in Secondary Education Teaching and Master's Degree in Research in Specific Didactics from the same institution

Ms. Gallego Manzanares, Verónica

- ♦ Master's Degree student in Teacher Training with a specialization in History, Geography, and Art History Complutense University of Madrid. Master's Degree in History of the Hispanic Monarchy Complutense University of Madrid. Bachelor's in History, Complutense University of Madrid
- ♦ Congress: IV Meeting of Young Researchers in Modern History, CSIC Congress held on July 6 and 7, 2017, jointly organized by the Autonomous University of Barcelona and the University of Barcelona. Presentation: "Catalina de Zúñiga y Sandoval, a New Role for Vicereines at the Neapolitan Court in the Early 17th Century"
- ♦ VI International Seminar of the Department of Modern History at Complutense University of Madrid: "Forms of Construction and Presentation of Historical Discourse" Academic Year 2016
- ♦ I Interdisciplinary Seminar: "Cultures, Politics, and Spaces of Coexistence in the Early Modern Age" held on January 30 and February 1, 2012, at the Faculty of Geography and History, Complutense University of Madrid

Mr. Herrero Gonzalez, Jesús

- ♦ Psychology Graduate
- ♦ Master's Degree in Education, works for DEVIR (Spain's leading board and role-playing game company) and the Hobby and Toy Chain POLY
- ♦ Expert in Games and Gamification

Mr. Illán, Raúl

- ♦ Degree in Business Administration, specialization in Financial Management (UCM)
- ♦ Currently studying a Law Degree and a Psychology Degree (UNED)
- ♦ International Congress of Mindfulness in Organizations and Companies (UNED). Stress and Anxiety: how to reduce its impact (UNED). Applied Intelligence (UNED). Scientific Investigation of Crime (UNED). Stock Exchange and Financial Markets (Madrid Stock Exchange). Financial Advisor Training (Credit Suisse Private Banking).
- ♦ Business Coaching (Gesem HR)

Mr. Martín Centeno, Óscar

- ♦ President of the Council of Directors of Early Childhood, Primary and Special Education in the Community of Madrid
- ♦ Director of the Santo Domingo Infant, Primary and Secondary Education Center in Algete, Madrid
- ♦ Award-winning author, with works such as "Manual de creación literaria en la era de Internet" and "Animación a la lectura mediante las nuevas tecnologías"
- ♦ Teacher trainer in the Community of Madrid for courses on ICT in the classroom
- ♦ Digital Resources or reading encouragement in the digital era

04

Structure and Content

The structure of the content has been designed by a team of professionals from the best educational institutions and universities across the country, aware of the importance of up-to-date methodology for effectively intervening in the training and support of students, and committed to high-quality education through new educational technologies.



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This Postgraduate Certificate in Application of Game Mechanics in Child Psychology contains the most complete and up-to-date scientific program on the market”

Module 1. Game Elements and Mechanics

- 1.1. Playing with Concepts and Conceptualizing Games: An Introduction
 - 1.1.1. What Are Game Mechanics?
 - 1.1.2. Basic Concepts
- 1.2. Starting from the Beginning: Basic Mechanics
 - 1.2.1. Game Frameworks
 - 1.2.1.1. Grouping
 - 1.2.1.2. Cooperation and Competition
 - 1.2.2. Time
- 1.3. Chance and You: Randomization Mechanics
 - 1.3.1. Chance as a Resource
 - 1.3.2. Possibility, Probability and Certainty
- 1.4. Together but Not in Each Other's Pockets: Mechanics and Interaction
 - 1.4.1. Interaction and Non-interaction
 - 1.4.2. The Scope
- 1.5. No Game without This: Interacting with the System
 - 1.5.1. Resources
 - 1.5.2. Space Mechanics
 - 1.5.3. Puzzles and Questions
- 1.6. Without this There is No Game 2: Player Interaction
 - 1.6.1. Social Mechanics
 - 1.6.2. The Narrative
- 1.7. From Start to Finish: Reward and Completion Mechanics
 - 1.7.1. Winning Conditions
 - 1.7.2. Comparative Systems
 - 1.7.3. Winning and Losing in Cooperative Games
 - 1.7.4. Combinations
- 1.8. There Is Something Out There: Rewards beyond the Classroom
 - 1.8.1. Classics
 - 1.8.2. Other Forms of Reward





- 1.9. Unforeseen Obstacles and Unexpected Failures: Problems and Difficulties
 - 1.9.1. Weren't the Games Fun?
 - 1.9.2. Chance and Its Control
 - 1.9.3. Snowballs and Pits
 - 1.9.4. What Time Is It?
 - 1.9.5. The Milkmaid's Story
 - 1.9.6. Alphas, Betas, and Test Versions

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A unique, essential and decisive learning experience to boost 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.

“

*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.

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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.

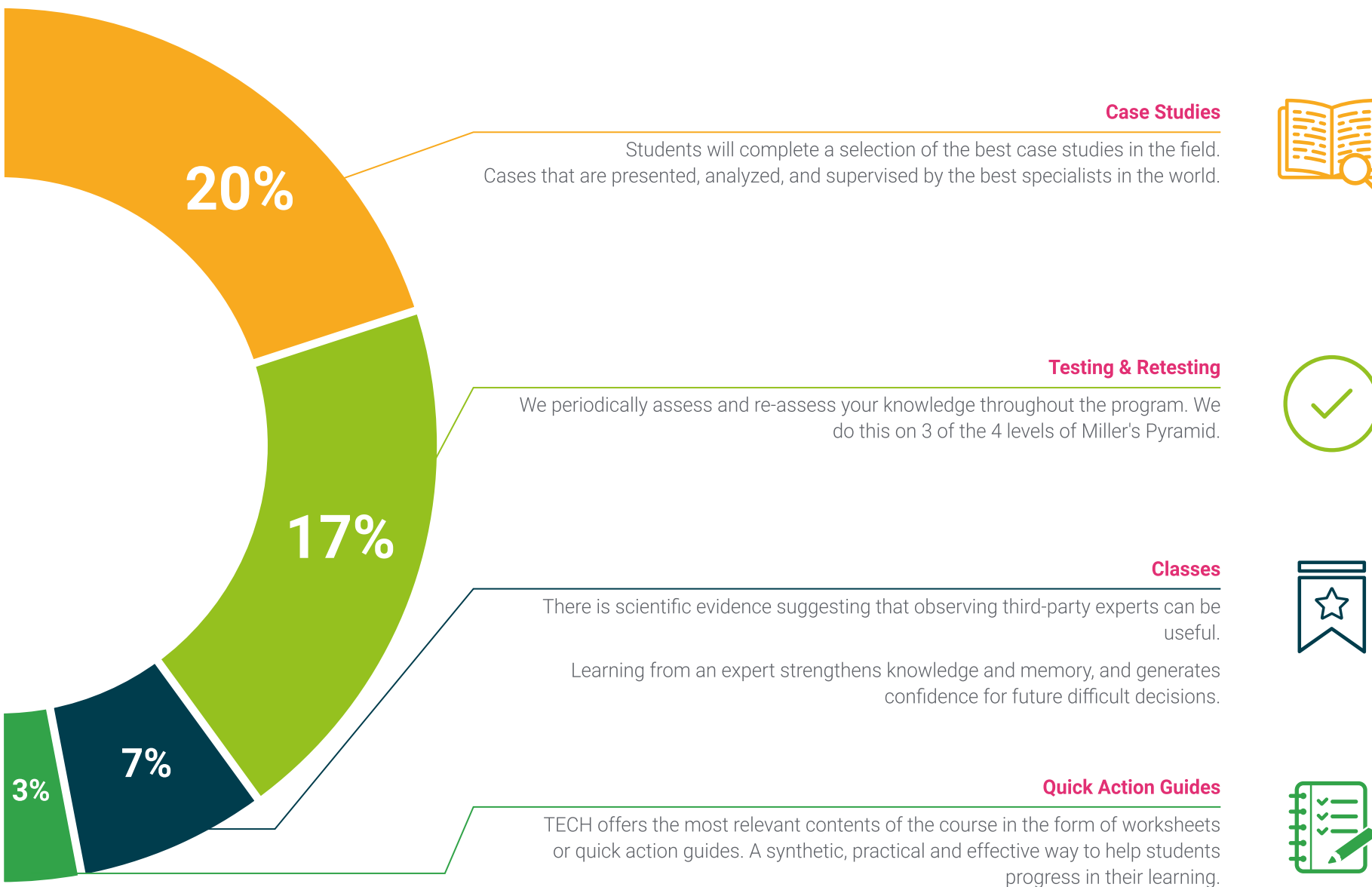
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



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 Certificate in Application of Game Mechanics in Child Psychology guarantees students, in addition to the most rigorous and up-to-date education, access to a diploma for the Postgraduate Certificate 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 diploma for the **Postgraduate Certificate in Application of Game Mechanics in Child Psychology** 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 private qualification from **TECH Global University** is a European continuing education and professional development program that guarantees the acquisition of competencies in its area of expertise, providing significant curricular value to the student who successfully completes the program.

Title: **Postgraduate Certificate in Application of Game Mechanics in Child Psychology**

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Duration: **6 weeks**

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Application of Game Mechanics in Child Psychology

