

Postgraduate Certificate Sports Psychology Applied to E-sports

Endorsed by the NBA





Postgraduate Certificate

Sports Psychology Applied to E-sports

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

Website: www.techtitute.com/us/psychology/postgraduate-certificate/sports-psychology-applied-esports

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01

Introduction

The growth of e-sports is undeniable. In recent years millions of people have followed some kind of official event or tournament of popular video games such as League of Legends, Counter Strike, Fortnite or Clash Royale. These new sports have professional athletes fully dedicated to them, and the figure of the coach and sports psychologist is gaining more and more relevance in the teams. This program provides an extensive review of the most important issues that must be mastered to succeed in this field, including innovative modules on psychological intervention, video game addiction and the future of E-sports. All this in a 100% online format, free and flexible so that the psychologist can combine it with the most demanding professional activity.





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Specialize in the area with the greatest growth and projection at present, starting with an advantage to reach the most prestigious E-sports environments”

Athletes involved in e-sports are sometimes under even greater pressure than in other traditional sports. Problems such as inappropriate use of social networks or even depression and suicide are more common in this category of sports, so the psychologist must carry out an in-depth study of how to prevent them in order to achieve greater professional practice.

Likewise, the particularities of player and club management in the video game industry lead to a psychological field in which advances of great interest are beginning to take place, and the professional can position themselves with a great advantage if they thoroughly examine this knowledge. A teaching team made up of experts in e-sports has compiled the main advances and most important developments throughout the 10 topics that make up this Postgraduate Certificate.

In addition, the program has a completely online format in which there are neither face-to-face classes nor fixed schedules. On the contrary, it is the student themselves who decides how to distribute their course load, since all the contents are available for download from the first day of the program.

This **Postgraduate Certificate in Sports Psychology Applied to E-sports** is the most comprehensive and up-to-date educational program on the market. The most important features include:

- ♦ The development of case studies presented by experts in coaching and sports psychology.
- ♦ The graphic, schematic, and eminently practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice.
- ♦ Practical exercises where self-assessment can be used to improve learning.
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



This is the most complete and updated academic content you will find in terms of Psychology Applied to E-sports"

“

Give your career a vital boost by specializing in the fastest growing field of sports, with both psychologists and coaches in high demand for expertise”

The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

This program is designed around Problem Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Do not miss the opportunity and enroll today in this Postgraduate Certificate, starting now to deepen in the most important psychological issues in E-sports

You will have access to a virtual classroom full of high quality audiovisual materials, compiled by an expert teaching team



02 Objectives

Since E-sports is one of the areas with the greatest current and future opportunities for the psychologist, this Postgraduate Certificate aims to establish the professional basis for the psychologist to be the one who drives themselves to this sector with an advanced knowledge of its operation. Thus, the most modern advances have been brought together, with a focus on the future of the psychologist in the world of E-sports.





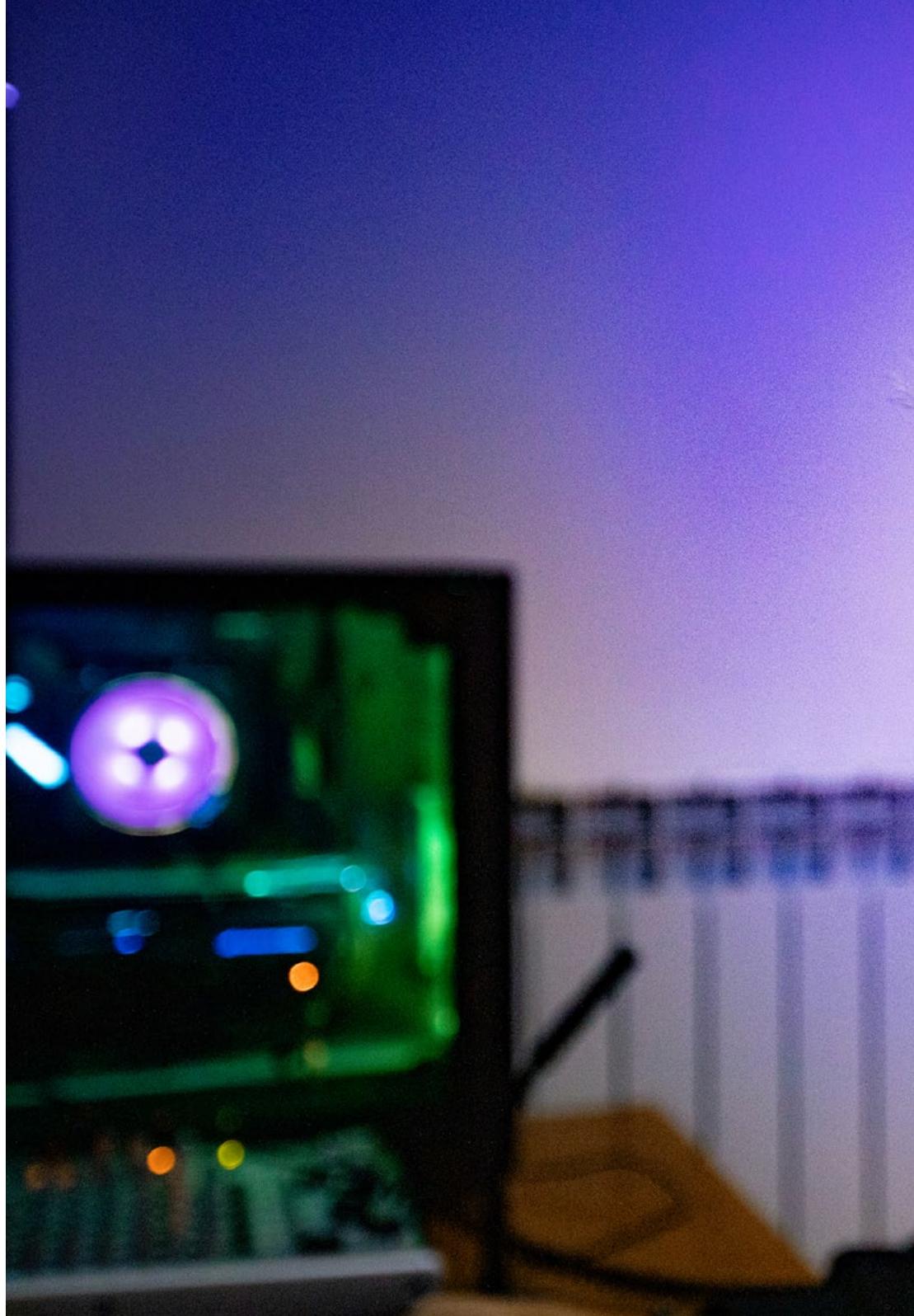
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You will gain a valuable competitive advantage by adding this Postgraduate Certificate to your CV”



General Objectives

- ◆ Cover the different leadership styles with the greatest success in the sporting panorama.
- ◆ Study high performance team management at the psychological and motivational level.
- ◆ Examine the basic pillars on which Sport Psychology is based.
- ◆ Analyze the possible applications of the most common techniques and methodologies in sports coaching.
- ◆ Learn the psychological techniques most frequently used in the field of sports.
- ◆ Know the figure of the leader in individual and team sports.
- ◆ Understand the importance of personal branding for professional development
- ◆ Update the management of the different digital tools to disseminate the personal brand.
- ◆ In-depth study of the cultural transformation of sports organizations.
- ◆ Study the different interdisciplinary tools of the sports psychologist and coach
- ◆ Deepen the work of the psychologist as a facilitator in the context of sport.





Specific Objectives

- ◆ Learn more about what E-sports are
- ◆ Understand the current importance of the video game industry and its psychological impact.
- ◆ In-depth knowledge of the different roles of psychologists in the video game industry.
- ◆ Understand the future prospects of the E-sports world.
- ◆ Explore in depth the means of prevention of psychological pathologies such as depression in the video game industry.

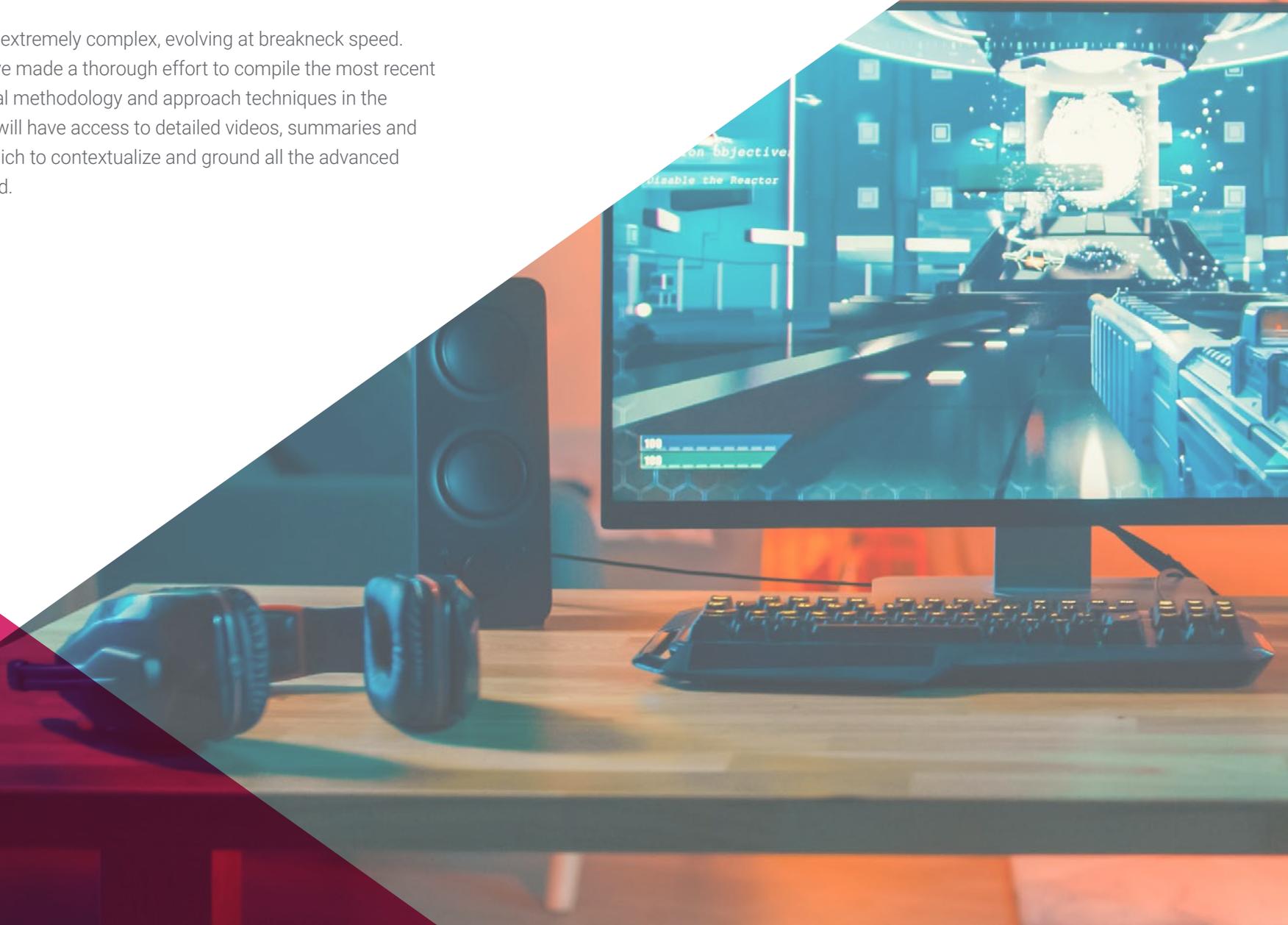
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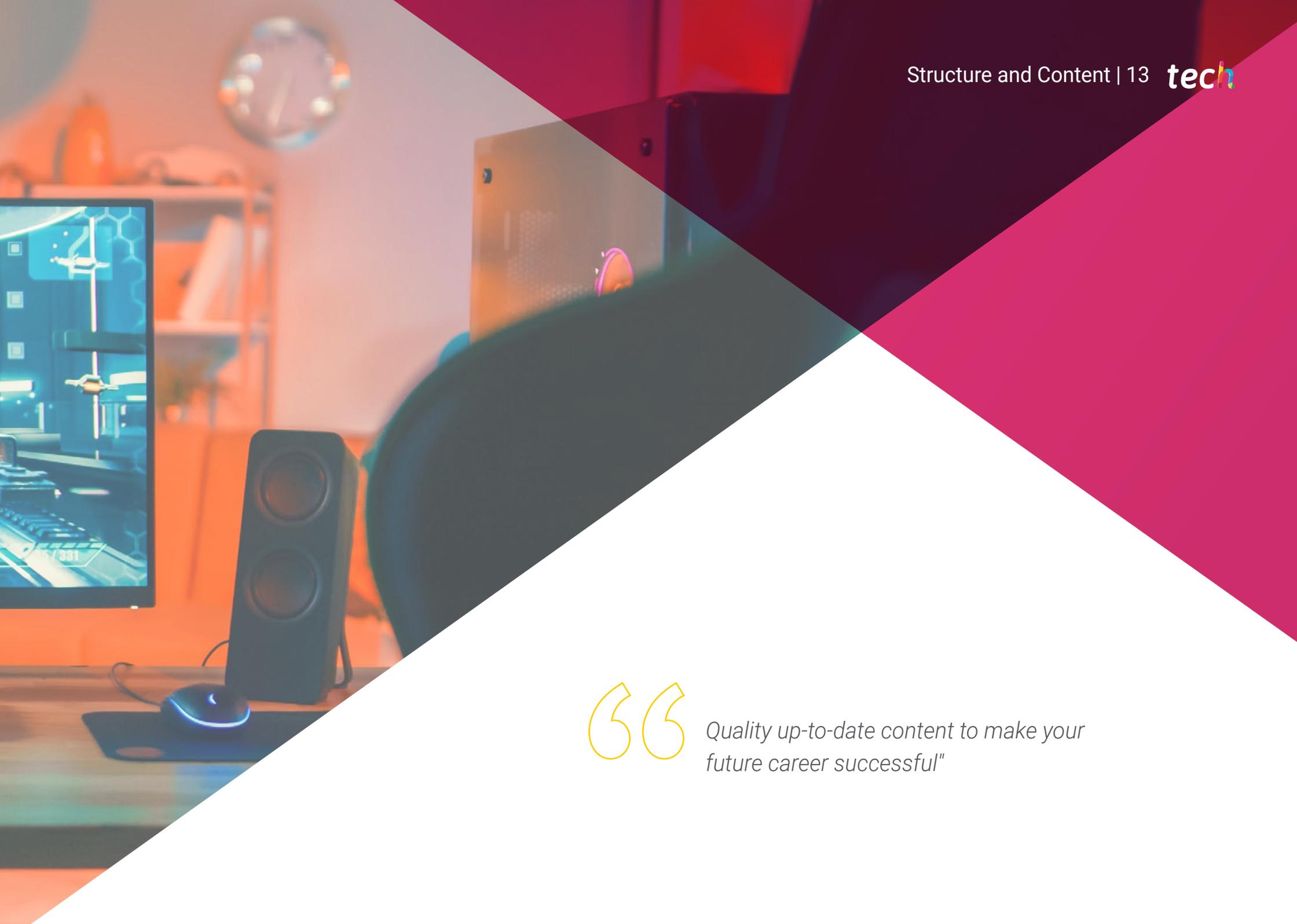
The quality of the contents provided will exceed your highest expectations, finding the material useful even as a reference guide in the future”

03

Structure and Content

The world of E-sports is vast and extremely complex, evolving at breakneck speed. The teaching team and TECH have made a thorough effort to compile the most recent and up-to-date data, psychological methodology and approach techniques in the e-sports landscape. The student will have access to detailed videos, summaries and self-knowledge exercises with which to contextualize and ground all the advanced psychological knowledge provided.





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Quality up-to-date content to make your future career successful"

Module 1. eSports

- 1.1. What are eSports?
- 1.2. The Video Game Industry and its Importance for Psychology
- 1.3. Player Management
- 1.4. Club Management
- 1.5. The Figure of the Psychologist, Role and Functions
- 1.6. Addiction to Video Games
- 1.7. Risks of Social Networks in E-sports
- 1.8. Psychological Evaluation and Intervention
- 1.9. Prevention of Depression and Suicide
- 1.10. Future of eSports and the Role of the Psychologist





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The numerous supplemental readings provided for each of the topics will help you delve deeper into those that interest you most”

04

Methodology

This training program provides you with a different way of learning. Our methodology uses a cyclical learning approach: ***Re-learning***.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the ***New England Journal of Medicine*** have considered it to be one of the most effective.



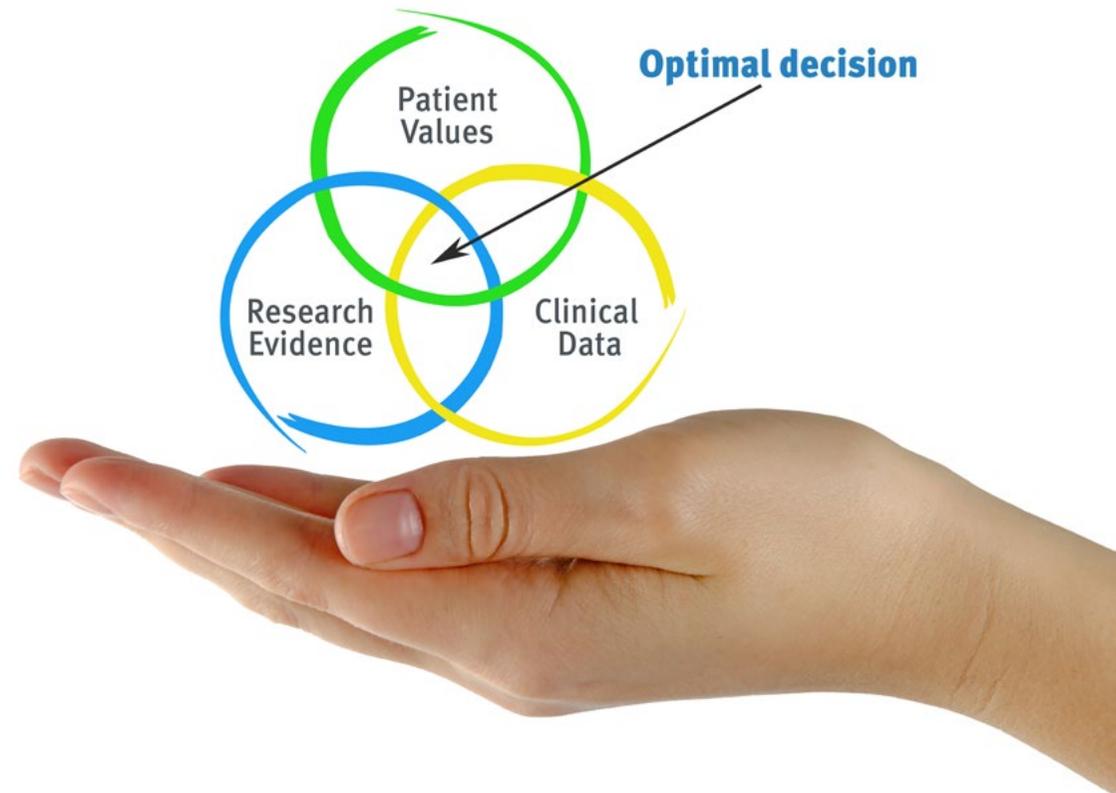
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Discover Re-learning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

At TECH we use the Case Method

What should a professional do in a given situation? Throughout the program, students will face multiple simulated clinical cases, based on real patients, in which they will have to do research, establish hypotheses, and ultimately resolve the situation. There is abundant scientific evidence on the effectiveness of the method. Specialists learn better, faster, and more sustainably over time.

With TECH the psychologist experiences a way of learning that is shaking the foundations of traditional universities around the world



According to Dr. Gérvas, the clinical case is the annotated presentation of a patient, or group of patients, which becomes a "case", an example or model that illustrates some peculiar clinical component, either because of its teaching power or because of its uniqueness or rarity. It is essential that the case is based on current professional life, trying to recreate the real conditions in the psychologist's professional practice.

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Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”

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

1. Psychologists who follow this method not only master the assimilation of concepts, but also develop their mental capacity by means of exercises to evaluate real situations and apply their knowledge.
2. Learning is solidly translated into practical skills that allow the psychologist to better integrate knowledge into clinical practice.
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.



Re-Learning Methodology

At TECH we enhance the Harvard case method with the best 100% online teaching methodology available: Re-learning.

Our university is the first in the world to combine the study of clinical cases with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which is a real revolution compared to the simple study and analysis of cases.



The psychologist will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning

At the forefront of world teaching, the Re-learning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best Spanish-speaking online university (Columbia University).

This methodology has trained more than 150,000 psychologists with unprecedented success in all clinical specialties. Our pedagogical methodology is developed in a highly competitive environment, with a university student body with a high socioeconomic profile and an average age of 43.5 years old.

Re-learning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success

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.

The overall score obtained by our learning system is 8.01, according to the highest international standards.



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.



Latest Techniques and Procedures on Video

TECH introduces students to the latest techniques, to the latest educational advances, to the forefront of current psychology. All of this in direct contact with students and explained in detail so as to aid their assimilation and understanding. And best of all, you can watch the videos as many times as you like.



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 multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



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.





Expert-Led Case Studies and Case Analysis

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



Testing & Re-testing

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 your goals.



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.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.



05

Certificate

The Postgraduate Certificate in Sports Psychology Applied to E-sports guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate qualification issued by TECH Technological University.



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Successfully complete this training program and receive your diploma without travel or laborious paperwork”

This **Postgraduate Certificate in Sports Psychology Applied to E-sports** contains the most complete and up-to-date scientific program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery.

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

Title: **Postgraduate Certificate in Sports Psychology Applied to E-sports**

Official Number of Hours: **150 hours**.

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*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
online training
development language
virtual classroom



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