

Postgraduate Diploma Metaverse and Gamified Economics





Postgraduate Diploma Metaverse and Gamified Economics

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online
- » Target Group: University Graduates and Undergraduates who have previously completed any degree in the field of Social and Legal Sciences, Administrative and Business Sciences, as well as those graduates from the world of Crypto-Gaming and Blockchain Economy interested in the industrial field.

Website: www.techtute.com/us/school-of-business/postgraduate-diploma/postgraduate-diploma-metaverse-gamified-economics

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01 Welcome

Although the concept of Metaverse is currently fashionable, the truth is that its origin dates back to the 1990s, when Neal Stephenson coined this term in reference to the collective virtual space. However, the writer never imagined that, in just a few decades, what was once considered "science fiction" would become a reality that is generating millions of dollars based on a gamified economy. And faced with the incessant business opportunities arising from this environment, TECH has developed a complete program aimed at professionals looking to succeed through the design, management and leadership of external digital platforms. Therefore, during 6 months of 100% online training you will be able to delve into the latest developments of the virtual world and the benefits that can be obtained from its exploitation.



Postgraduate Diploma in Metaverse and Gamified Economics
TECH Technological University



“

Do you want to succeed through projects based on the Metaverse, but don't know where to start? Enroll in this Postgraduate Diploma and you will learn the strategic guidelines with which you will achieve success"

02

Why Study at TECH?

TECH is the world's largest 100% online business school. It is an elite business school, with a model based on the highest academic standards. A world-class center for intensive managerial skills education.



“

TECH is a university at the forefront of technology, and puts all its resources at the student's disposal to help them achieve entrepreneurial success"

At TECH Technological University



Innovation

The university offers an online learning model that balances the latest educational technology with the most rigorous teaching methods. A unique method with the highest international recognition that will provide students with the keys to develop in a rapidly-evolving world, where innovation must be every entrepreneur's focus.

"*Microsoft Europe Success Story*", for integrating the innovative, interactive multi-video system.



The Highest Standards

Admissions criteria at TECH are not economic. Students don't need to make a large investment to study at this university. However, in order to obtain a qualification from TECH, the student's intelligence and ability will be tested to their limits. The institution's academic standards are exceptionally high...

95% | of TECH students successfully complete their studies



Networking

Professionals from countries all over the world attend TECH, allowing students to establish a large network of contacts that may prove useful to them in the future.

+100000

executives prepared each year

+200

different nationalities



Empowerment

Students will grow hand in hand with the best companies and highly regarded and influential professionals. TECH has developed strategic partnerships and a valuable network of contacts with major economic players in 7 continents.

+500

collaborative agreements with leading companies



Talent

This program is a unique initiative to allow students to showcase their talent in the business world. An opportunity that will allow them to voice their concerns and share their business vision.

After completing this program, TECH helps students show the world their talent.



Multicultural Context

While studying at TECH, students will enjoy a unique experience. Study in a multicultural context. In a program with a global vision, through which students can learn about the operating methods in different parts of the world, and gather the latest information that best adapts to their business idea.

TECH students represent more than 200 different nationalities.

NFT



Learn with the best

In the classroom, TECH's teaching staff discuss how they have achieved success in their companies, working in a real, lively, and dynamic context. Teachers who are fully committed to offering a quality specialization that will allow students to advance in their career and stand out in the business world.

Teachers representing 20 different nationalities.



At TECH, you will have access to the most rigorous and up-to-date case analyses in academia"



Analysis

TECH explores the student's critical side, their ability to question things, their problem-solving skills, as well as their interpersonal skills.



Academic Excellence

TECH offers students the best online learning methodology. The university combines the Relearning method (postgraduate learning methodology with the best international valuation) with the Case Study. Tradition and vanguard in a difficult balance, and in the context of the most demanding educational itinerary.



Economy of Scale

TECH is the world's largest online university. It currently boasts a portfolio of more than 10,000 university postgraduate programs. And in today's new economy, **volume + technology = a ground-breaking price**. This way, TECH ensures that studying is not as expensive for students as it would be at another university.

03

Why Our Program?

Studying this TECH program means increasing the chances of achieving professional success in senior business management.

It is a challenge that demands effort and dedication, but it opens the door to a promising future. Students will learn from the best teaching staff and with the most flexible and innovative educational methodology.



“

We have highly qualified teachers and the most complete syllabus on the market, which allows us to offer you education of the highest academic level”

This program will provide you with a multitude of professional and personal advantages, among which we highlight the following:

01

A Strong Boost to Your Career

By studying at TECH, students will be able to take control of their future and develop their full potential. By completing this program, students will acquire the skills required to make a positive change in their career in a short period of time.

70% of students achieve positive career development in less than 2 years.

02

Develop a strategic and global vision of the company

TECH offers an in-depth overview of general management to understand how each decision affects each of the company's different functional fields.

Our global vision of companies will improve your strategic vision.

03

Consolidate the student's senior management skills

Studying at TECH means opening the doors to a wide range of professional opportunities for students to position themselves as senior executives, with a broad vision of the international environment.

You will work on more than 100 real senior management cases.

04

You will take on new responsibilities

The program will cover the latest trends, advances and strategies, so that students can carry out their professional work in a changing environment.

45% of graduates are promoted internally.

05

Access to a powerful network of contacts

TECH connects its students to maximize opportunities. Students with the same concerns and desire to grow. Therefore, partnerships, customers or suppliers can be shared.

You will find a network of contacts that will be instrumental for professional development.

06

Thoroughly develop business projects.

Students will acquire a deep strategic vision that will help them develop their own project, taking into account the different fields in companies.

20% of our students develop their own business idea.

07

Improve soft skills and management skills

TECH helps students apply and develop the knowledge they have acquired, while improving their interpersonal skills in order to become leaders who make a difference.

Improve your communication and leadership skills and enhance your career.

08

You will be part of an exclusive community

Students will be part of a community of elite executives, large companies, renowned institutions, and qualified teachers from the most prestigious universities in the world: the TECH Technological University community.

We give you the opportunity to study with a team of world-renowned teachers.

04 Objectives

The wide business opportunities that have arisen in the development of the Metaverse and its multiple applications in the current market is what has led TECH to design this program. Therefore, graduates who want to take on the leadership of projects of this type or their entrepreneurship, will have the most comprehensive and innovative information to carry it out with total guarantee of success. All this through a 100% online program that allows you to combine your course with any work activity you are currently carrying out.



“

Become the leader of the Metaverse through the course of a program in which you will find the keys to develop socialization spaces based on the latest gaming technology"

TECH Technological University makes the goals of their students their own goals too.
Working together to achieve them.

The Postgraduate Diploma Metaverse and Gamified Economics will enable the student to:

01

Analyze the immersion form of your game through the analysis of costs, technological resources and objectives of future ventures

04

Managing *Landing* systems within a Metaverse

02

Categorize spaces within a Metaverse according to their place in the economic system

03

Formulate jobs related to the economic system of the Metaverse

05

Know the tools of the main platforms that offer services related to cryptocurrencies, *Blockchain*, decentralized economies and NFT

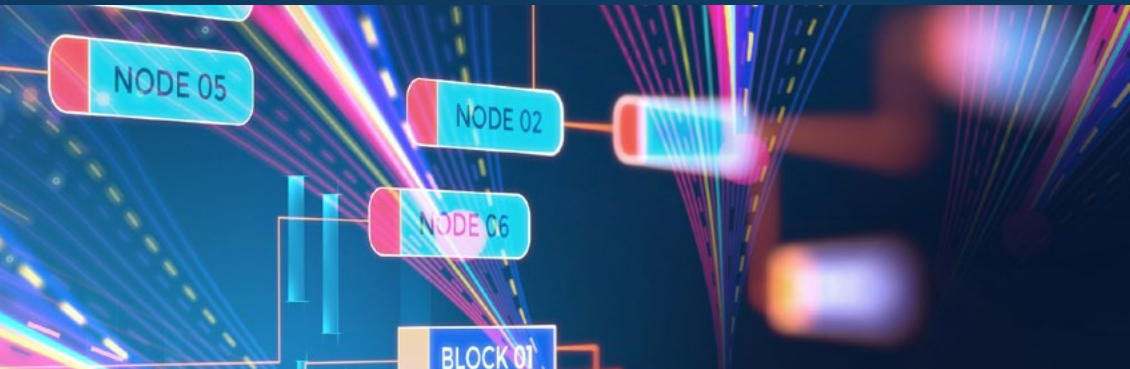


06

Using external platforms to increase value generation within a *Blockchain* gaming project

08

Categorize elements within a game in relation to their incidence within the final economy of the game



07

Understanding how DEX works

09

Identify the degrees to which Economy variables within a game fall within their category

10

Understand the proportional and inverse proportional relationships between two or more economic variables

05

Structure and Content

Elaborating this Postgraduate Diploma has been a real challenge for TECH and its team of experts, who, despite being versed in Gamified Economics, have had to carry out an extensive research task to shape a complete, comprehensive, updated and adapted to the pedagogical criteria that define and differentiate this university. Additionally, emphasizing the multidisciplinary factor that characterizes all the programs of this center, they have also included in its content hours of additional material in audiovisual format, research articles, dynamic summaries and complementary readings so that you can make the most of this academic experience and delve into the most relevant aspects of the syllabus for your professional performance.



“

The program includes dozens of hours of high quality additional material, so that you can contextualize the information in the syllabus and delve into each of its sections in a personalized way"

Syllabus

For the development of the syllabus of this Postgraduate Diploma in Metaverse and Gamified Economics, TECH has taken into account the recommendations of the teaching team, which, being composed of professionals in the sector, knows in detail its specifications and the requirements that the graduate must meet to succeed in it. Thanks to this, it has been possible to create a multidisciplinary, cutting-edge and intensive degree that will prepare you to face complex challenges and decisions in the business environment of the *gaming* industry.

It is an academic experience composed of 450 hours of diverse content, from the best syllabus to use cases in the Metaverse, without forgetting the additional material that the student can use to delve in a personalized way in the different sections of the program. In this way, you will be able to deepen in aspects such as the keys to build decentralized digital platforms, successful business models within this industry and the main actors involved in a virtual project.

In this way you will acquire a very high degree of specialization, at the level of the best experts in this field. In addition, including this degree in your resume will open the doors to a more prosperous and successful working future, in which you will be able to achieve even your most ambitious professional goals. It is, therefore, a unique educational opportunity to become the next Mark Zuckerberg in just 6 months of preparation in a 100% online format.

This Postgraduate Diploma takes place over 6 months and is divided into 3 modules:

Module 1

Metaverse

Module 2

External Platforms

Module 3

Analysis of Variables in Gamified Economies



Where, When and How is it Taught?

TECH offers the possibility of developing this Postgraduate Diploma in Metaverse and Gamified Economics in a totally online way. Throughout the 6 months of the educational program, you will be able to access all the contents of this program at any time, allowing you to self-manage your study time.

A unique, key, and decisive educational experience to boost your professional development and make the definitive leap.

Module 1. Metaverse

1.1. Metaverse

- 1.1.1. Metaverse
- 1.1.2. Impact on the World Economy
- 1.1.3. Impact on the Development of Gamified Economies

1.2. Forms of Accessibility

- 1.2.1. VR
- 1.2.2. Computers
- 1.2.3. Mobile Devices

1.3. Metaverse Types

- 1.3.1. Traditional Metaverse
- 1.3.2. Centralized Blockchain Metaverse
- 1.3.3. Decentralization Blockchain Metaverse

1.4. Metaverso as a Workspace

- 1.4.1. Idea of the Work within the Metaverse
- 1.4.2. Creation of Services within the Metaverse
- 1.4.3. Critical Points to Consider in Job Generation

1.5. Metaverso as a Space for Socialization

- 1.5.1. User Interaction Systems
- 1.5.2. Mechanics of Socialization
- 1.5.3. Forms of Monetization

1.6. Metaverso as an Entertainment Space

- 1.6.1. Training Spaces in the Metaverse
- 1.6.2. Forms of Training Space Management
- 1.6.3. Categories of Training Spaces in the Metaverse

1.7. System for Purchase and Lease of Spaces in the Metaverse

- 1.7.1. Lands
- 1.7.2. Auctions
- 1.7.3. Direct Sales

1.8. Second Life

- 1.8.1. Second Life as a Pioneer in the Metaverse Industry
- 1.8.2. Game Mechanics
- 1.8.3. Profitability Strategies Employed

1.9. Decentraland

- 1.9.1. Decentraland as the Most Profitable Metaverse on Record
- 1.9.2. Game Mechanics
- 1.9.3. Profitability Strategies Employed

1.10. Goals

- 1.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
- 1.10.2. Market Impact
- 1.10.3. Project Details

Module 2. External Platforms

2.1. DEX

- 2.1.1. Features
- 2.1.2. Utilities
- 2.1.3. Implementation in Gamified Economies

2.2. Swaps

- 2.2.1. Features
- 2.2.2. Main *Swaps*
- 2.2.3. Implementation in Gamified Economies

2.3. Oracles

- 2.3.1. Features
- 2.3.2. Main *Swaps*
- 2.3.3. Implementation in Gamified Economies

2.4. Staking

- 2.4.1. Liquidity Pool
- 2.4.2. Staking
- 2.4.3. Farming

2.5. Blockchain Development Tools

- 2.5.1. Geth
- 2.5.2. Mist
- 2.5.3. Truffle

2.6. Blockchain Development Tools: Embark

- 2.6.1. Embark
- 2.6.2. Ganache
- 2.6.3. Blockchain Testnet

2.7. Marketing Studies

- 2.7.1. DefiPulse
- 2.7.2. Skew
- 2.7.3. Trading View

2.8. Tracking

- 2.8.1. CoinTracking
- 2.8.2. CryptoCompare
- 2.8.3. Blackfolio

2.9. Trading Bots

- 2.9.1. Aspects
- 2.9.2. SFOX *Trading Algorithms*
- 2.9.3. AlgoTrader

2.10. Mining Tools

- 2.10.1. Aspects
- 2.10.2. NiceHash
- 2.10.3. What to Mine

Module 3. Analysis of Variables in Gamified Economies

3.1. Gamified Economic Variables

- 3.1.1. Advantages of Fragmentation
- 3.1.2. Similarities with the Real Economy
- 3.1.3. Division Criteria

3.2. Search

- 3.2.1. Individual
- 3.2.2. By Group
- 3.2.3. Global

3.3. Resources

- 3.3.1. By Game-design
- 3.3.2. Tangibles
- 3.3.3. Intangibles

3.4. Entities

- 3.4.1. Players
- 3.4.2. Single Resource Entities
- 3.4.3. Multiple Resource Entities

3.5. Sources

- 3.5.1. Generation Conditions
- 3.5.2. Localisation
- 3.5.3. Production Ratio

3.6. Exits

- 3.6.1. Consumables
- 3.6.2. Maintenance Costs
- 3.6.3. Time Out

3.7. Converters

- 3.7.1. NPC
- 3.7.2. Manufactura
- 3.7.3. Special Circumstances

3.8. Exchange

- 3.8.1. Public Markets
- 3.8.2. Private Stores
- 3.8.3. External Markets

3.9. Experience

- 3.9.1. Acquisition Mechanics
- 3.9.2. Apply Experience Mechanics to Economic Variables
- 3.9.3. Penalties and Experience Limits

3.10. Deadlocks

- 3.10.1. Resource Cycle
- 3.10.2. Linking Economy Variables with Deadlocks
- 3.10.3. Applying Deadlocks to Game Mechanics

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"

TECH Business School uses the 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”



This program prepares you to face business challenges in uncertain environments and achieve business success.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch to present executives with challenges and business decisions at the highest level, whether at the national or international level. 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 business reality is taken into account.

“

You will learn, through collaborative activities and real cases, how to solve complex situations in real business environments”

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 must integrate all their knowledge, research, argue and defend their ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

Our online system will allow you to organize your time and learning pace, adapting it to your schedule. You will be able to access the contents from any device with an internet connection.

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 online business school is the only one in the world licensed to incorporate 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.

With this methodology we have 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, markets, and financial 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.

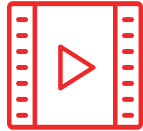
Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

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.



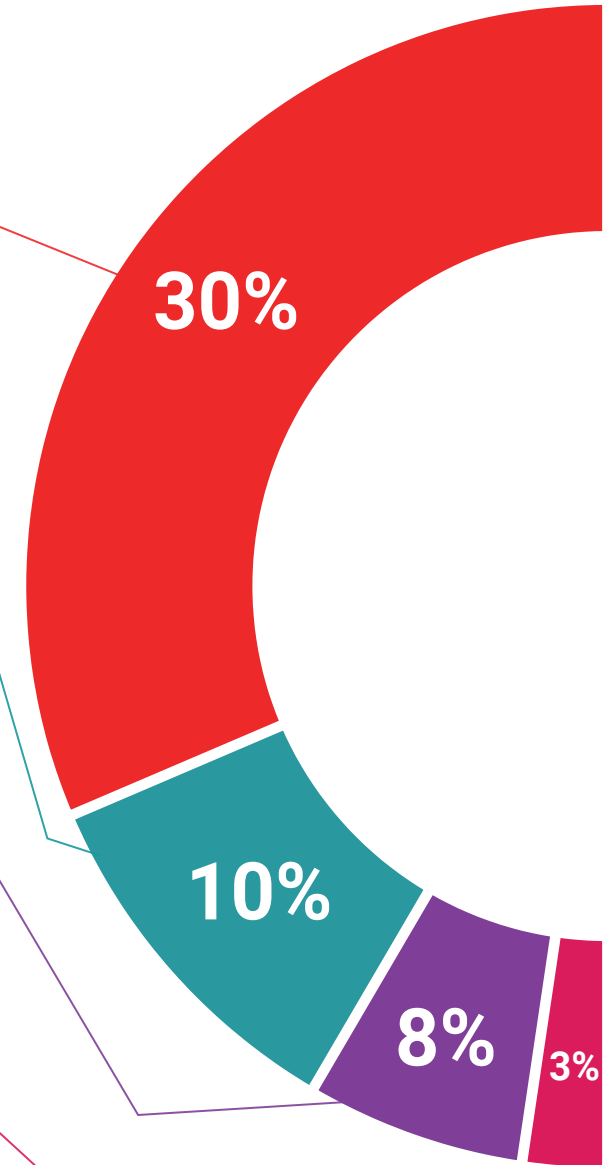
Management Skills Exercises

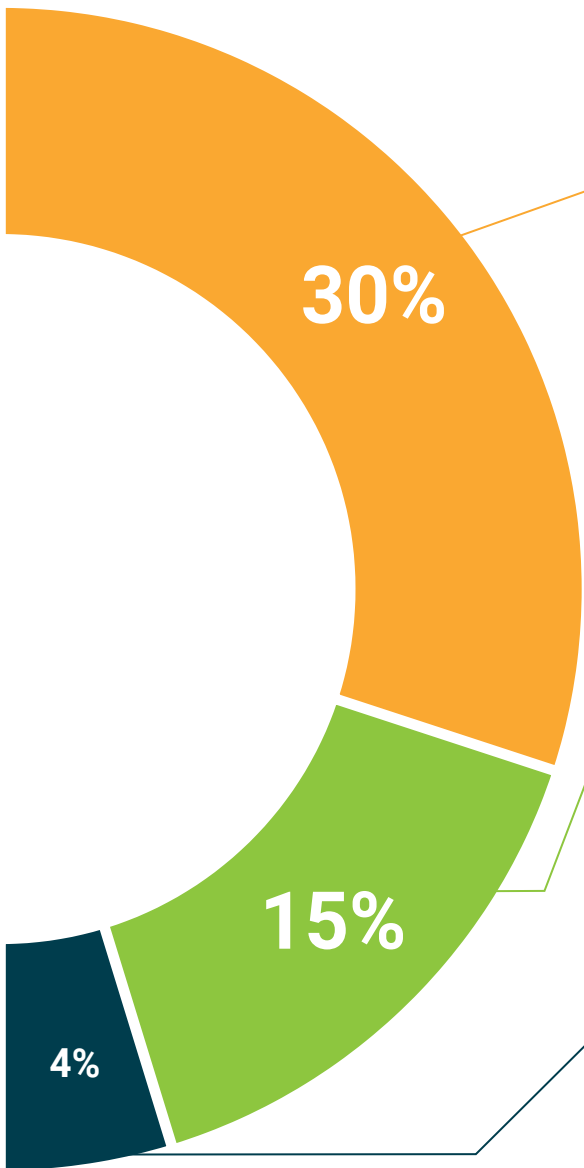
They will carry out activities to develop specific executive competencies in each thematic area. Practices and dynamics to acquire and develop the skills and abilities that a high-level manager needs to develop in the context of the globalization we live in.



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 senior management 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

Our Students' Profiles

The Postgraduate Diploma is aimed at University Graduates and Undergraduates who have previously completed any of the following programs in the field of Social and Legal Sciences, Administrative and Economic Sciences.

This program uses a multidisciplinary approach as the students have a diverse set of academic profiles and represent multiple nationalities.

Professionals who, being university graduates in any area, have two years of work experience in the field of video game design may also take the Postgraduate Diploma.





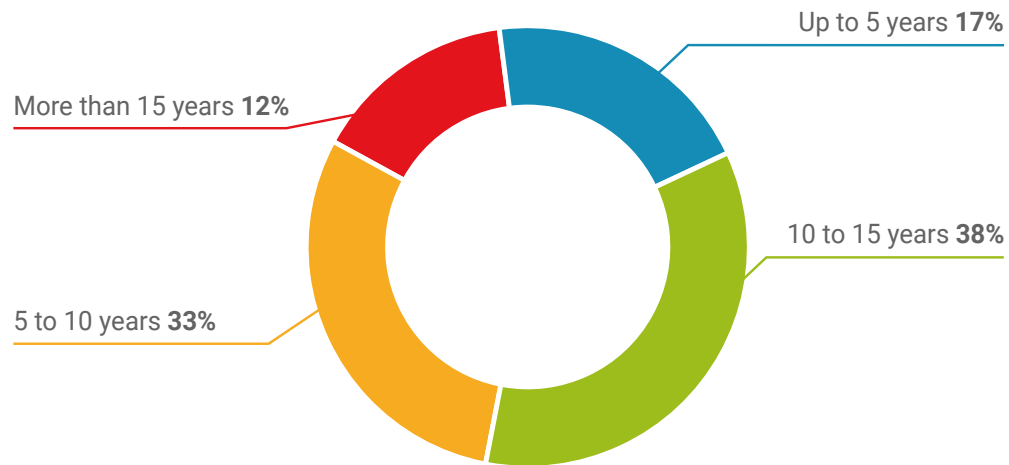
“

A dynamic academic experience adapted to multiple professional profiles, but designed with a single goal: that all of them can achieve success in the gaming environment with their course"

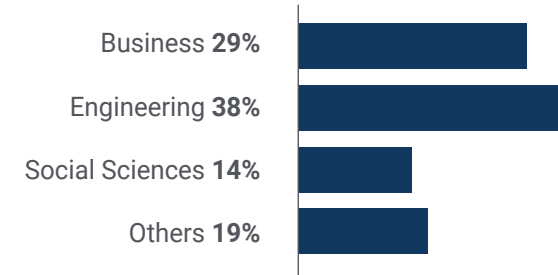
Average Age

Between **35** and **45** years old

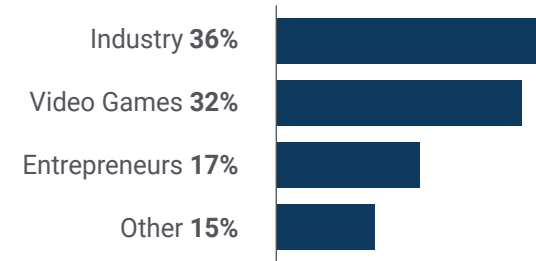
Years of Experience



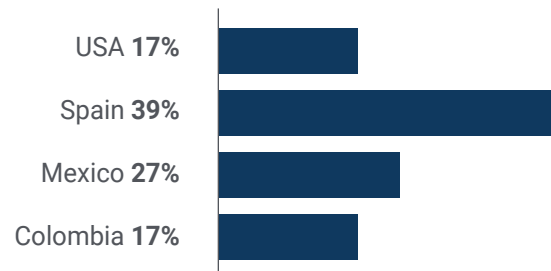
Training



Educational Profile



Geographical Distribution



Rodrigo González

Chief Executive Officer at a video game company

"Given the many options that the Metaverse offers, I decided to take this program in order to focus my career in this sector. Luckily, I found in it all the information I needed to specialize in a guaranteed way, allowing me to undertake a project that has catapulted me to the top of the gaming environment. Without a doubt, I recommend it for its versatility, its flexibility and, above all, for the quality of its content"

08

Course Management

TECH considers it essential to design teaching staff of the highest level. Therefore, for this Postgraduate Diploma, a faculty specialized in the design of video games and specialized in the *gaming* environment has been selected. Additionally to their long and extensive experience in the digital industry, the professors are characterized by the success of their projects at an international level. Therefore, graduates will be able to broaden their skills from the hand of the best, taking as a reference their careers and implementing in their practice the strategies that have led them to the top of the sector.



A black and white photograph showing three people from a different perspective, looking down and to the right, presumably at a computer screen. The image is partially obscured by a dark blue diagonal overlay that covers the top right and bottom right portions of the page.

“

The teaching team will provide you with unique business strategies to succeed through the design of successful gaming projects in today's market"

Management



Mr. Olmo Cuevas, Alejandro

- ♦ Fundador de Seven Moons Studios Blockchain Gaming
- ♦ Founder of the Niide project
- ♦ Game designer and Blockchain economies for video games
- ♦ Writer of fantastic narrative and poetic prose

Professors

Ms. Gálvez González, María Jesús

- ♦ Dideco Advisor and Head of the Women's Area of the Municipality of El Tabo
- ♦ Teacher at Instituto Profesional AIEP
- ♦ Head of the Social Department of the Municipality of El Tabo
- ♦ Degree in Social Work from the University of Santo Tomás
- ♦ Professional Master's Degree in Strategic People Management and Organizational Human Talent Management
- ♦ Postgraduate Certificate in Social Economy from the University of Santiago de Chile



09

Impact on Your Career

This Postgraduate Diploma will bring to the graduate's project a myriad of benefits: from the in-depth knowledge of the video game industry, to the theoretical and practical skills necessary to develop the managerial work effectively. TECH guarantees with its programs the conception of entrepreneurs with unique characteristics and prepared to face challenges and complex situations related to entrepreneurial projects or the effective management of already consolidated companies.



“

Become a manager with high leadership skills and unique abilities with this Postgraduate Diploma”

Are you ready to take the leap? Excellent professional development awaits you

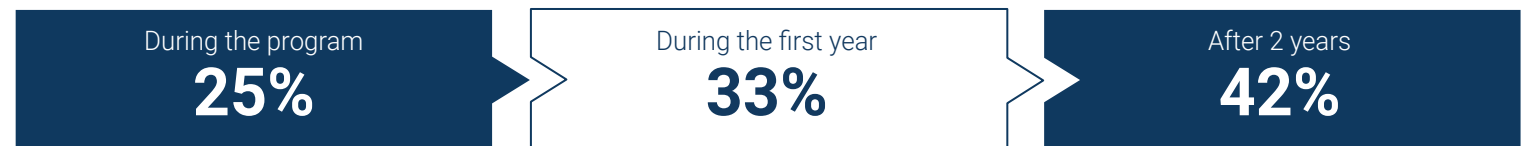
The Postgraduate Diploma in Metaverse and Gamified Economics of TECH is an intensive program that prepares you to face challenges and business decisions in the field of gaming. The main objective is to promote your personal and professional growth. Helping you achieve success.

If you want to improve yourself, make a positive change at a professional level, and network with the best, then this is the place for you.

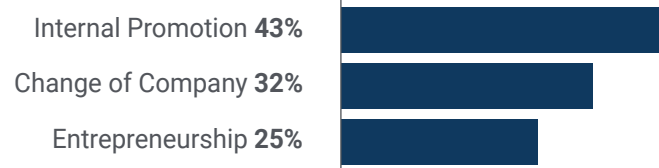
An academic experience through which you can increase your chances of getting the salary increase you have been pursuing for a long time.

A program that will give you access to an international networking platform, so you can meet professionals from all over the world with the same interests as yours.

Time of change



Type of change



Salary increase

The completion of this program represents a salary increase of more than **25.3%** for our students.



10

Benefits for Your Company

The study of this program will provide the company of which the student is a part with the boost it needs to opt for a considerable improvement, thanks to which it will be among the best in the gaming industry. Throughout the program you will see how your knowledge in the area of video game company management expands exponentially, allowing you to acquire all the information you need to become a prepared leader capable of taking on higher goals.



“

You will be able to bring to your company strategies based on unique tracking and trading knowledge for effective mining in the gamified economics and cryptocurrencies”

Developing and retaining talent in companies is the best long-term investment.

01

Growth of talent and intellectual capital

The professional will introduce the company to new concepts, strategies, and perspectives that can bring about significant changes in the organization.

02

Retaining high-potential executives to avoid talent drain

This program strengthens the link between the company and the professional and opens new avenues for professional growth within the company.

03

Building agents of change

You will be able to make decisions in times of uncertainty and crisis, helping the organization overcome obstacles.

04

Increased international expansion possibilities

Thanks to this program, the company will come into contact with the main markets in the world economy.



05

Project Development

The professional can work on a real project or develop new projects in the field of R & D or business development of your company.

06

Increased competitiveness

This program will equip students with the skills to take on new challenges and drive the organization forward.

11

Certificate

The Postgraduate Diploma in Metaverse and Gamified Economics guarantees, in addition to the most rigorous and updated training, access to a Postgraduate Diploma degree issued by TECH Technological University.



“

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

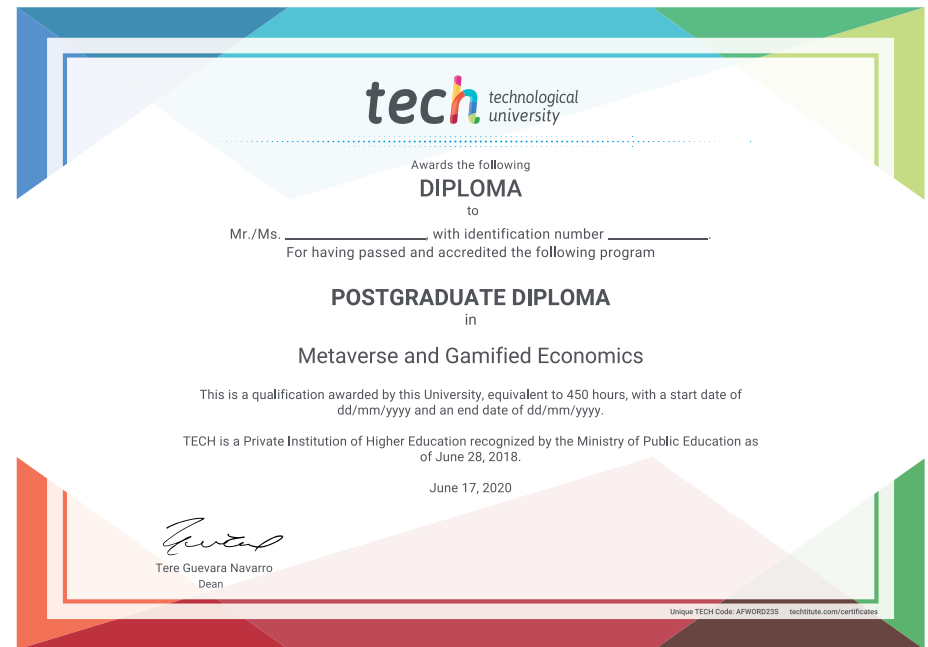
This **Postgraduate Diploma in Metaverse and Gamified Economics** contains the most complete and updated program on the market.

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