Postgraduate Diploma
Blockchain for Videogames and Metaverse

tech global university

Postgraduate Diploma
Blockchain for Videogames and Metaverse

» Modality: **online**
» Duration: **6 months**
» Certificate: **TECH Global University**
» Credits: **18 ECTS**
» Schedule: **at your own pace**
» Exams: **online**
» Target Group: **University Graduates, Graduates and Undergraduates who have previously completed any degree in the field of Social and Legal Sciences, Administrative and Business Sciences, as well as to those graduates from the world of Crypto-Gaming and Blockchain Economics interested in the industrial field**

Website: **www.techtitute.com/us/school-of-business/postgraduate-diploma/postgraduate-diploma-blockchain-videogames-metaverse**

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01
Welcome

The use of Blockchain technology in the development of video games, as well as in the virtual environments that make up the Metaverse, is becoming increasingly common. Giants in the entertainment and communication sector such as Android have invested heavily to launch titles through which their players can earn money, making use of blockchains as a tool with which privacy reaches insurmountable levels. Given the imminent growth of this industry, the labor market has increased the demand for professionals who master it, which is why TECH has designed a perfect program to achieve it. Therefore, through a theoretical-practical and 100% online training, the graduate will be able to delve into the most innovative aspects of Blockchain, Smart Contracts, wallets and all the indispensable elements that make up this technology. Thanks to this, they will be able to face any selection process with the guarantee that they have mastered this economy applied to the gamingenvironment.

Postgraduate Diploma in Blockchain for Video Games and Metaverse. TECH Global University

"This Postgraduate Diploma will give you the confidence you need to take on a large-scale financial and commercial management project in a video game company"

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 Global 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.

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"

TECH strives for excellence and, to this end, boasts a series of characteristics that make this university unique:

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.

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 Global University community.

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

04
Objectives

The objective of this program is to provide the graduate with the most comprehensive and innovative information related to the Blockchain environment and its application to the development of video games, especially in relation to the Metaverse. In this way, they will be able to orient their career in this field, with a unique and specialized set of knowledge to succeed in a guaranteed way. Additionally, you will achieve and exceed your most ambitious expectations thanks to TECH and the unparalleled academic experience you will get from this Postgraduate Diploma.

Whatever your goals are, TECH will make available the most innovative resources for you to achieve them"

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

The **Postgraduate Diploma in Blockchain for Video Games and Metaverse** will train the student to:

01 Identify the components of Blockchain Technology

02 Determine the advantages of Blockchain in entrepreneurship projects

03 Select types of ad hoc networks with the proposed objectives when planning a gamified economy project

04 Choose and manage a Wallet (Digital Wallet)

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

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

07 Formulate jobs related to the economic system of the Metaverse

08 Managing Landing systems within a Metaverse

09 Discern which economic strategies have shown the greatest stability and profitability in current market projects

10 Identify stability and profitability margins in gamified economy projects

11 Master the market trends in Blockchain gaming from its participation, stability and profitability

12 Delve into the novelties of Smart Contracts and wallets for their immediate implementation in any audiovisual or video game related project

05

Structure and Content

TECH is a pioneer in the use of the Relearning methodology for the development of the content of its programs. Therefore, through the continuous reiteration of the most important concepts throughout the syllabus, it helps its graduates to acquire knowledge in a natural and progressive way, without the need to invest extra hours in memorizing. This is reinforced by the resolution of practical cases based on real situations, thanks to which they can fix the information and develop critical thinking that will allow them to successfully face any situation in the work environment.

You will have unlimited access to a Virtual Campus compatible with any device with an Internet connection, whether pc, tablet or mobile"

Syllabus

TECH is aware that finding 100% online programs with a quality equal or superior to what a classroom experience can offer is very difficult. Therefore, it has worked intensively in the design of this Postgraduate Diploma, to offer its students a syllabus at the forefront of the academic sector, complete, innovative, dynamic and flexible, perfect for specializing in Blockchain for Video Games and Metaverse through a format that adapts to them and their needs.

It will have an established syllabus, based on the latest developments in the current gaming environment, plus hours of additional content of the highest quality to delve in a personalized way in the different sections.
 All this housed in a state-of-the-art Virtual Campus, which can be accessed from any device with an Internet connection, whether pc, tablet or mobile.

In this way, the graduate can work on the expansion of his knowledge, as well as in the improvement of his skills, implementing to his profile the business strategies with which, undoubtedly, he will manage to direct any video game project with total guarantee of success. This will open the doors to a wide labor market where you will find the best opportunities to boost your professional career to the top of the sector.

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

Module 1	Blockchain
Module 2	Metaverse
Module 3	Blockchain Videogame Analysis

Where, When and How is it Taught?

TECH offers the possibility of developing this Postgraduate Diploma in Blockchain for Videogames and Metaverse 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. Blockchain

1.1. Blockchain
1.1.1. Blockchain
1.1.2. The New Blockchain Economy
1.1.3. Decentralization as the Foundation of the Blockchain Economy

1.2. BlockchainTechnology
1.2.1. Bitcoin Blockchain
1.2.2. Validation Process, Computational Power
1.2.3. Hash

1.3. Types of Blockchain
1.3.1. Public Chain
1.3.2. Private Chain
1.3.3. Hybrid or Federated Chain

1.4. Types of Networks
1.4.1. Centralized Network
1.4.2. Distributed Network
1.4.3. Decentralized Network

1.5. Smart Contracts
1.5.1. Smart Contracts
1.5.2. Process of Generating a Smart Contract
1.5.3. Examples and Applications of Smart Contract

1.6. Wallets
1.6.1. Wallets
1.6.2. Usefulness and Importance of a Wallet
1.6.3. Hot & Cold Wallet

1.7. Blockchain Economy
1.7.1. Advantages of Blockchain Economy
1.7.2. Risk Level
1.7.3. Gas Fee

1.8. Security/Safety
1.8.1. Revolution in Security Systems
1.8.2. Absolute Transparency
1.8.3. Attacks to the Blockchain

1.9. Tokenization
1.9.1. Tokens
1.9.2. Tokenization
1.9.3. Tokenized Models

1.10. Legal Aspects
1.10.1. How Architecture Affects Regulatory Capacity
1.10.2. Jurisprudence
1.10.3. Current Legislation on Blockchain

Module 2. Metaverse

2.1. Metaverse
2.1.1. Metaverse
2.1.2. Impact on the World Economy
2.1.3. Impact on the Development of Gamified Economies

2.2. Forms of Accessibility
2.2.1. VR
2.2.2. Computers
2.2.3. Mobile Devices

2.3. Metaverse Types
2.3.1. Traditional Metaverse
2.3.2. Centralized Blockchain Metaverse
2.3.3. Decentralized Blockchain Metaverse

2.4. Metaverso as a Workspace
2.4.1. Idea of the Work within the Metaverse
2.4.2. Creation of Services within the Metaverse
2.4.3. Critical Points to Consider in Job Generation

2.5. Metaverso as a Space for Socialization
2.5.1. User Interaction Systems
2.5.2. Mechanics of Socialization
2.5.3. Forms of Monetization

2.6. Metaverso as an Entertainment Space
2.6.1. Training Spaces in the Metaverse
2.6.2. Forms of Training Space Management
2.6.3. Categories of Training Spaces in the Metaverse

2.7. System for Purchase and Lease of Spaces in the Metaverse
2.7.1. *Lands*
2.7.2. Auctions
2.7.3. Direct Sales

2.8. Second Life
2.8.1. Second Life as a Pioneer in the Metaverse Industry
2.8.2. Game Mechanics
2.8.3. Profitability Strategies Employed

2.9. Decentraland
2.9.1. Decentraland as the Most Profitable Metaverse on Record
2.9.2. Game Mechanics
2.9.3. Profitability Strategies Employed

2.10. Goals
2.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
2.10.2. Market Impact
2.10.3. Project Details

Module 3. Blockchain Videogame Analysis

3.1. Star Atlas
3.1.1. Game Mechanics
3.1.2. Economic System
3.1.3. Usability

3.2. Anillo Exterior
3.2.1. Game Mechanics
3.2.2. Economic System
3.2.3. Usability

3.3. Axie Infinity
3.3.1. Game Mechanics
3.3.2. Economic System
3.3.3. Usability

3.4. Splinterlands
3.4.1. Game Mechanics
3.4.2. Economic System
3.4.3. Usability

3.5. R-Planet
3.5.1. Game Mechanics
3.5.2. Economic System
3.5.3. Usability

3.6. Ember Sword
3.6.1. Game Mechanics
3.6.2. Economic System
3.6.3. Usability

3.7. Big Time
3.7.1. Game Mechanics
3.7.2. Economic System
3.7.3. Usability

3.8. Gods Unchained
3.8.1. Game Mechanics
3.8.2. Economic System
3.8.3. Usability

3.9. Illuvium
3.9.1. Game Mechanics
3.9.2. Economic System
3.9.3. Usability

3.10. Upland
3.10.1. Game Mechanics
3.10.2. Economic System
3.10.3. Usability

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

3%

30%

15%

4%

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.

Our Students' Profiles

The Postgraduate Diploma is aimed at University Graduates, Graduates and Undergraduates who have previously completed any of the following degrees 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 gaming field and in the management of Blockchain technology, may also take this Postgraduate Diploma.

Mastering tokenization and its most innovative and effective tools will be an easy task to carry out once you have completed this Postgraduate Diploma"
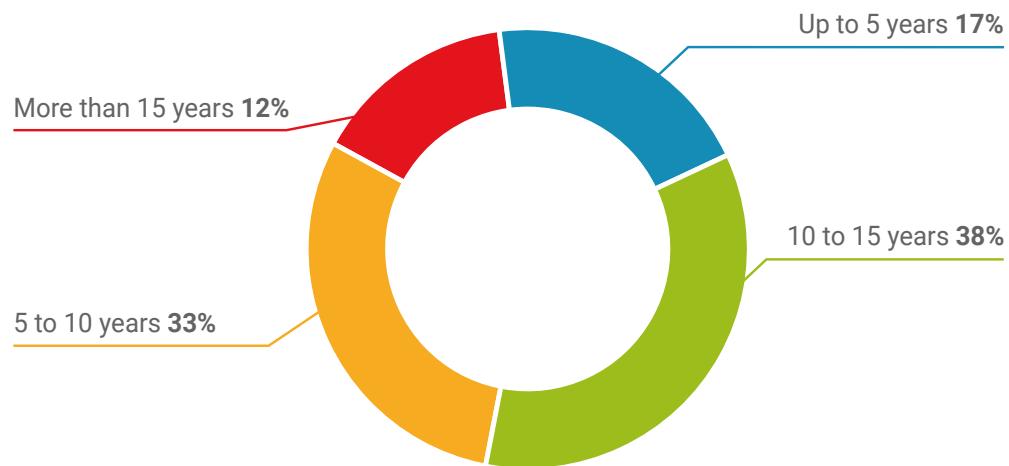
Average Age

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

Years of Experience

Up to 5 years **17%**

More than 15 years **12%**

10 to 15 years **38%**

5 to 10 years **33%**

Training

Business **29%**

Engineering **38%**

Social Sciences **14%**

Others **19%**

Educational Profile

Industry **36%**

Video Games **32%**

Entrepreneurs **17%**

Other **15%**
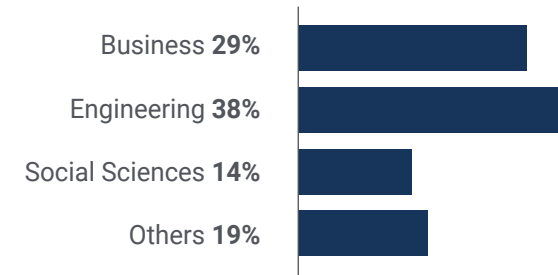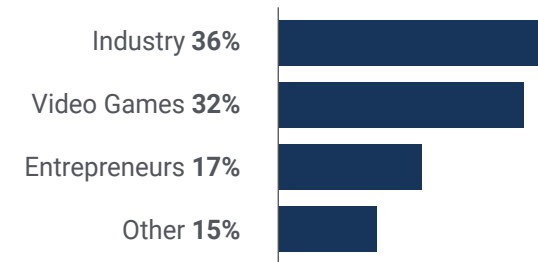
Geographical Distribution

USA **17%**

Spain **39%**

Mexico **27%**

Colombia **17%**
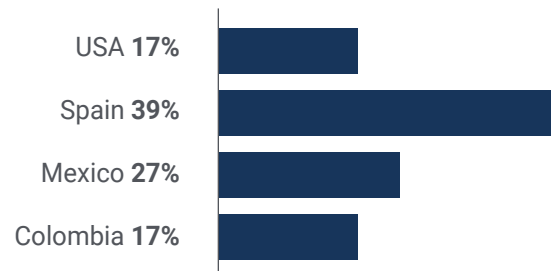
Richard Fuentes

Senior Analyst and Developer

"I have over 30 years of experience in the video game industry, but in recent years I have felt that I have not been able to keep up with the relentless advances that have taken place in this industry, especially related to the implementation of Blockchain technology. So I was looking for a program that would allow me to keep up with the latest developments in this field, but at the same time give me the ability to continue my work. And when I saw this Postgraduate Diploma, I didn't hesitate. Now I know that it is the best decision I could have made"

Course Management

The teaching staff of this Postgraduate Diploma is composed of a team of professionals in the field of video games, versed in the development of projects based on Blockchain technology and in the use of the most innovative and complex tools and software. Thanks to this, the graduate will be able to work side by side in the improvement of their skills through the use of successful strategies that have managed to elevate their careers to the highest level in recent years.

The teaching team will be at your disposal during the 6 months of training to guide you through the academic experience and to answer any questions you may have during the course"

International Guest Director

Rene Stefancic is a leading **Blockchain** and **Web3 technology** professional known for his innovative approach and strategic leadership in **emerging digital ecosystems**. He currently serves as Chief Operating Officer (COO) at **Enjin**, a **pioneering Blockchain and NFT platform**, where he manages tasks such as the adoption of new tools and fosters **strategic partnerships** to drive cutting-edge IT solutions. With a hands-on, results-oriented approach, he applies his "swim or sink" and "try everything" philosophy to every project, always looking to solve the most complex challenges in a scalable and effective way.

Prior to joining **Enjin**, Stefancic held the position of Head of Marketing at **CoinCodex**, a platform aimed at **cryptocurrency data aggregation.** It was in this environment that he consolidated his expertise in growth strategies and **digital marketing**, taking a decisive role in expanding the company's visibility and reach. His transition to the **Blockchain** world began when he decided to leave his career in **traditional finance** to focus on **data** modeling and **analytics** in this new sector, thereby laying the foundations for his career in a constantly evolving market.

With a vision focused on product development and **IT strategy**, the expert excels in leading teams towards the creation of innovative and applicable solutions in the context of **Blockchain technology**. His ability to build strong and long-lasting business relationships has enabled him to establish key strategic partnerships in the industry, cementing his international reputation as a dynamic leader in the field of technology and digital assets.

Mr. Stefancic, Rene

- Chief Operating Officer (COO) at Enjin, Singapore, Singapore.
- Blockchain Advisor at NFTFrontier
- IT Consultant at RS IT Consulting
- Marketing Director at CoinCodex
- Consultant at NextCash
- Digital Marketing Specialist at Piaggio Group Slovenia
- Master's Degree in Management at the Faculty of Management, University of Primorska

Thanks to TECH, you will be able to learn with the best professionals in the world"

Management

Mr. Olmo Cuevas, Alejandro

- Video Game Designer and Blockchain Economics
- 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

- Consultant and social worker
- 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

Mr. Olmo Cuevas, Víctor

- Gaming economist
- Co-founder, game designer and game economist at Seven Moons Studios Blockchain Gaming
- Web designer and professional video game player
- Professional Online Poker Player and Teacher
- Graphic Designer at Arvato Services Bertelsmann
- Project Analyst and Investor at Crypto Play to Earn Gaming Scene
- Chemical laboratory technician
- Graphic Designer

09
Impact on Your Career

Flexibility and the possibility of personalized in-depth study of each section of the syllabus allow TECH to design programs that are beneficial for each of its graduates, regardless of their level of demand. Additionally, these programs are designed to provide maximum benefit to your career, through knowledge of the best business strategies, as well as through the improvement of your skills.

"

Including this program on your resume will open doors to a more prosperous working future, where you will be showered with opportunities to reach the most prestigious positions"

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

The Postgraduate Diploma in Blockchain for Video Games and the TECH Metaverse is an intensive program that prepares you to face challenges and business decisions in the gaming environment. 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.

The promotion and salary improvement that you will be able to access with this program will prove to you that this Postgraduate Diploma has been the best decision you have made in your professional career.

Enroll in this Postgraduate Diploma and give your career the boost it needs to succeed in an increasingly demanding market.

Time of Change

During the program	During the first year	After 2 years
25%	**33%**	**42%**

Type of change

Internal Promotion **43%**

Change of Company **32%**

Entrepreneurship **25%**
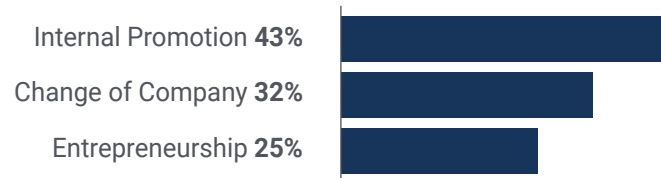
Salary increase

This program represents a salary increase of more than **25.3%** for our students

Salary before	A salary increase of	Salary after
$53,000	**25.3%**	**$66,400**

10

Benefits for Your Company

The syllabus of this Postgraduate Diploma contemplates an extensive deepening in the information that the graduate must master to carry out a business praxis of the highest level. Thanks to this, he will be able to provide the entity of which he is a par oft with a series of unique knowledge, based on the novelties of Blockchain technology and the most effective business strategies for the development of projects related to the Metaverse and video games.

A unique opportunity to raise the prestige of your company through the implementation of the best business strategies based on successful video games such as Star Atlas or Outer Ring"

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 Blockchain for Video Games and Metaverse guarantees, in addition to the most rigorous and updated training, access to a Postgraduate Diploma issued by TECH Global University.

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

This program will allow you to obtain your **Postgraduate Diploma in Blockchain for Videogames and Metaverse** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.
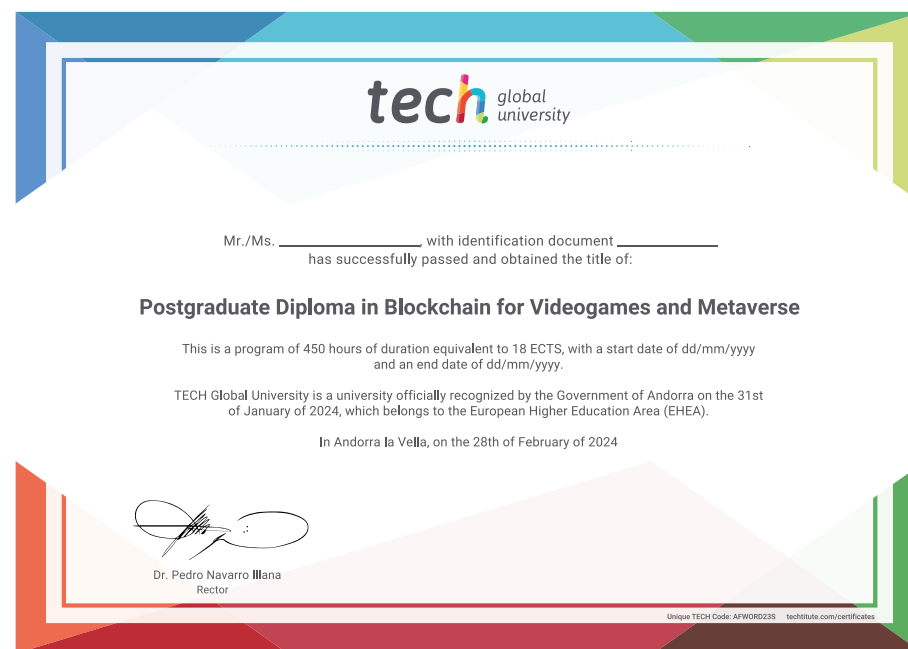
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Blockchain for Videogames and Metaverse**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**

tech global university

Mr./Ms. _____ with identification document _____
has successfully passed and obtained the title of:

Postgraduate Diploma in Blockchain for Videogames and Metaverse

This is a program of 450 hours of duration equivalent to 18 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Rector

Unique TECH Code: AFWORD23S   techtitute.com/certificates

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

Postgraduate Diploma
Blockchain for Videogames and Metaverse

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

Postgraduate Diploma

Blockchain for Video Games
and Metaverse

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