Master's Degree

Crypto-Gaming and Blockchain Economics for Video Games

tech global university

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Master's Degree
Crypto-Gaming and Blockchain Economics for Video Games

- Modality: **online**
- Duration: **12 months**
- Certificate: **TECH Global University**
- Credits: **60 ECTS**
- Schedule: **at your own pace**
- Exams: **online**

Website: www.techtitute.com/us/videogames/master-degree/master-crypto-gaming-blockchain-economics-video-games

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01

Introduction

Blockchain, NFT and cryptocurrencies are postulated as the great future revolution in video games. Large companies such as Ubisoft or Square Enix have not ignored the potential of these new technologies, making significant investments and committing to pave the way for future projects with great opportunities. This opens up a panorama of excellent specialization for professionals in the world of video games, as those with the most advanced and established knowledge in *Crypto-Gaming* will have a considerable competitive advantage to even lead the development of the video games of the future. Put together by a panel of experts in the world of *Blockchain* Economics, this program presents the most important keys, information and knowledge to position yourself as a leading *Crypto-Gaming* specialist. All this with the advantage of being 100% online and compatible with all kinds of professional or personal responsibilities.

Be the future of video games thanks to the opportunities that will open up for you by mastering Blockchain, NFT and Crypto-Gaming with this program"

The influence of the Blockchain and the new virtual economies around Cryptocurrencies, NFT and other assets is already making itself felt in almost every sector. So much so that even Facebook has changed its name to Meta to reflect a safe and reliable future bet on the Metaverse. Video games are no stranger to these changes and large companies are beginning to show increasing interest in an area with a bright future.

Gamified systems such as Alien Worlds, R-Planet or Axie Infinity are just a sample of the potential and attraction that these video games generate for people all over the world. The *gaming* professional who has mastered the cryptocurrency market, NFT, Metaverse and *Blockchain* systems will have the necessary knowledge to lead the big titles of the future or even create their own in an environment of exceptional entrepreneurship.

It is precisely with this motivation that this Master's Degree from TECH was created, in which the most advanced advances, tools and theory on *Crypto-Gaming* are gathered. A panel of professionals with experience in Blockchain projects and gamified economies has developed 10 modules of complete knowledge with which to study in depth gamified economic variables, cryptocurrency analysis, NFT, DeFi, *Blockchain* and many more essential fields for any video game professional who wants to specialize.

In addition, the student has the advantage of being able to distribute the teaching load as he/she wishes. TECH has eliminated both classroom classes and fixed schedules, providing total flexibility to combine this program with any type of demanding activity, whether at a personal or professional level. The contents can be downloaded from the virtual classroom to any device with an internet connection, allowing you to study them from the comfort of your tablet, computer or even smartphone of your choice.

This **Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- The development of case studies presented by experts in cryptocurrencies, Blockchain and video games
- 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 the self-assessment process can be carried out 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

All the didactic material to which you will have access will serve as a reference guide in your Crypto-Gaming projects, whether they are of your own initiative or in one of the big gaming companies"

Don't miss out on a unique opportunity to access modern, comprehensive material tailored to both the current challenges of Crypto-Gaming and the imminent opportunities for success"

It examines in depth the different strategies and methods to get the most out of Blockchain technology and cryptocurrency mining in gamified environments.

Take a step forward and specialize now in the technologies that will define the future of video games in the coming years.

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.

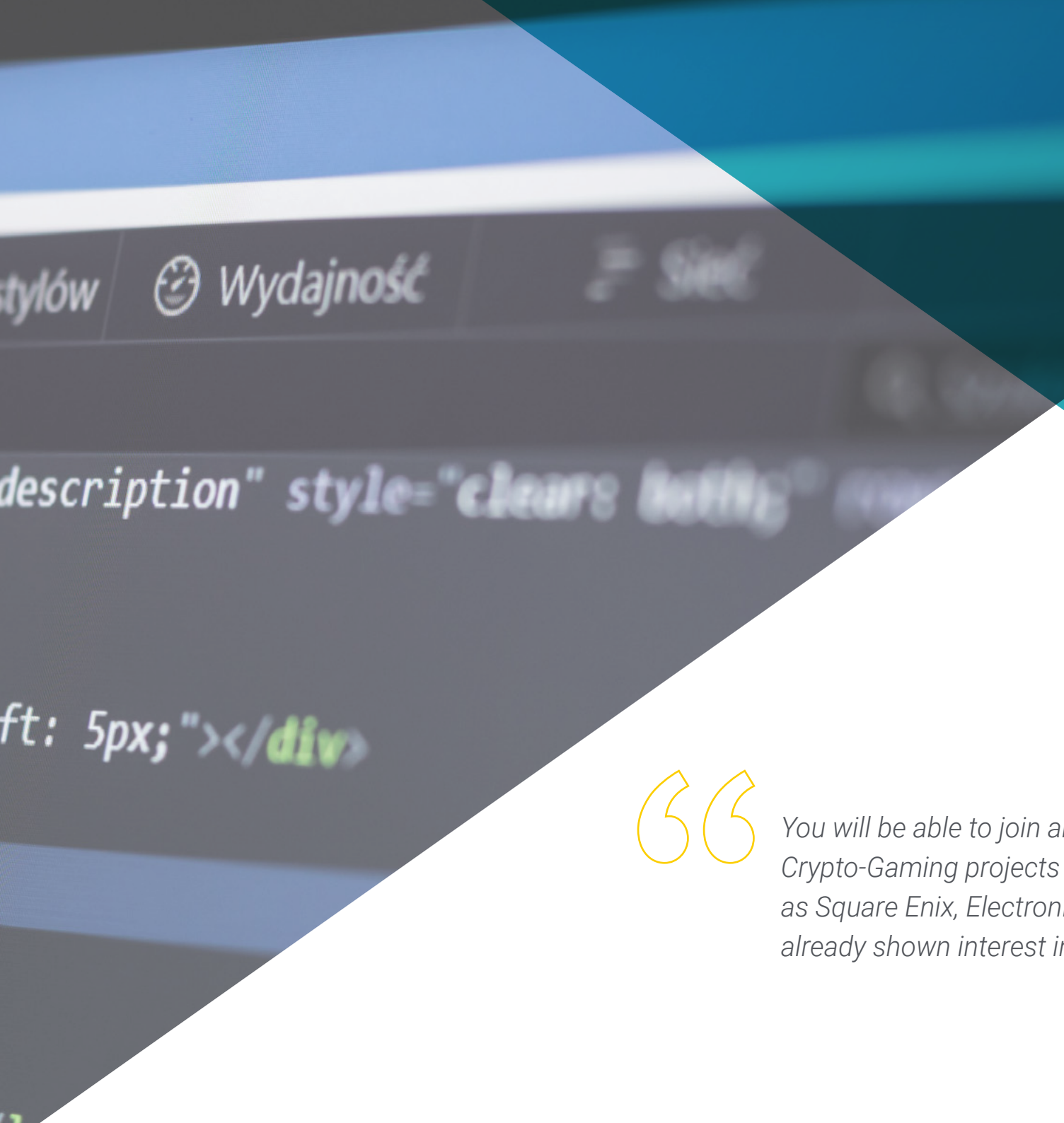
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

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.

02

Objectives

Being the world of cryptocurrencies and *Blockchain* one in constant change and evolution, the need to have the latest developments in this environment becomes essential to achieve a great professional status. Therefore, this program does not only focus on the theory itself, but studies in depth the analysis of the main *Crypto-Gaming* success stories in order to offer a unique contextualization and practical vision. Thus, the objective of this program is to provide the video game professional with the tools and techniques with which to circumvent the difficulties in *Blockchain* Economics, both present and future, with expertise and perfected knowledge.



You will be able to join and lead the most prestigious Crypto-Gaming projects in leading companies such as Square Enix, Electronic Arts or Ubisoft, which have already shown interest in this technology"

General Objectives

- Identify systematically and in detail of its various components the functioning of *Blockchain*,technology, developing how its advantages and disadvantages are linked to the way in which its architecture functions
- Contrast aspects of *Blockchain* with conventional technologies used in the various applications to which *Blockchain* technology has been taken
- Analyze the main features of decentralized finance in the context of the *Blockchain* economy
- Establish the fundamental characteristics of non-fungible *Tokens*, their operation and deployment from their emergence to the present day
- Understand the linkage of NFTs to *Blockchain* and examine strategies for generating and extracting value from non-fungible *Tokens*
- Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects

Specific Objectives

Module 1. *Blockchain.*

- Identify the components of *Blockchain* Technology
- Determine the advantages of *Blockchain* in entrepreneurship projects.
- Select ad hoc network types. with the objectives proposed when planning a gamified economy project
- Choose and manage a *Wallet* (Digital Wallet)

Module 2. *DeFi*

- Acquire the necessary knowledge to make use of *DeFi*-based projects
- Identify the advantages that decentralized finance offers to the gamified economy
- Identify the different levels of risk that can be assumed in the use of *DeFi*
- Describe how decentralized markets constitute applications framed in the *DeFi*
- Identify the layers relevant to the gamified economy sector

Module 3. NFT

- Mining New NFTs
- Determine the properties of NFT
- Generate innovation strategies based on NFT technology
- Introducing NFT in gamified economies
- Understand the functioning of the NFT mining system in gamified economies
- Identify the value of an NFT in the marketplace
- Employing NFT valorization strategies

Module 4. Cryptocurrency Analysis

- Discriminate the cryptocurrencies that are most suitable for future ventures
- Perform behavioral estimates of cryptocurrencies
- Interpreting cryptocurrency booms and busts
- Establish criteria in the selection of *Stablecoins*

Module 5. Networks

- Discriminate the selection of optimal networks for the proposed purposes in a future undertaking, through the examples of use and main characteristics of each one of them
- Understand how networks work and establish a strategy based on them
- Develop plans to improve user level accessibility from the networks

Module 6. Metaverse

- Analyze the immersion form of your game through the analysis of costs, technological resources and objectives of future ventures
- Categorize spaces within a Metaverse according to their place in the economic system
- Formulate jobs related to the economic system of the Metaverse
- Managing *Landing* systems within a Metaverse

Module 7. External Platforms

- Know the tools of the main platforms that offer services related to cryptocurrencies, *Blockchain*, decentralized economies and NFT.
- Using external platforms to increase value generation within a *Blockchain* gaming project.
- Understanding how *DEX* works

Module 8. Analysis of Variables in Gamified Economies

- Categorize elements within a game in relation to their incidence within the final economy of the game
- Identify the degrees to which economic variables within a game fall within their category.
- Understand the proportional and inverse proportional relationships between two or more economic variables

Module 9. Gamified Economic Systems

- Building a game economy
- Developing a long-term sustainable economic environment
- Describe the critical points of the *Blockchain* economy in a venture project
- Identify how the network of elements that make up the economic system of a *Blockchain* game behaves
- Orienting the economics of a game to the proposed profitability goals

Module 10. *Blockchain* Video Game Analysis

- Discern which economic strategies have shown the greatest stability and profitability in current market projects
- Identify stability and profitability margins in gamified economy projects
- Master the market trends in *Blockchain* gaming from its participation, stability and profitability

Thanks to TECH's pedagogical methodology you will overcome all the objectives proposed in the program, improving your understanding and use of Crypto-Gaming as you progress through each module"

03
Skills

New *Blockchain* and cryptocurrency technologies require a high level of specialization and expertise on the part of the gaming professional. For this reason, the practical approach of this degree program places special emphasis on the skills that must be developed to not only understand and comprehend gamified *Blockchain* environments, but also to know how to adapt them to a multitude of scenarios, making use of all the latest cryptographic resources. Thus, the graduate will be able to perform with ease in simple and complex projects related to *Crypto-Gaming*, being able to assume the most vital roles within the work teams.

You will have the tools, knowledge and technical skills necessary to become an indispensable member of any Crypto-Gaming development team"

General Skills

- Understand the revolutionary nature of the *Blockchain* and to plan entrepreneurial objectives according to how it works
- Identify the potential and advantages of the *DeFi* model for future ventures, while recognizing the main differences with other economic models
- Analyze the relationship and ways of implementing non-fungible *Tokens* with gamified economies
- Understand the functioning and constitution of the Metaverse
- Plan ways of integrating external *Blockchain* platforms to our gamification project

Take your professional skills to a new level by studying the biggest success stories in Crypto-Gaming, including Axie Infinity, Splinterlands and Alien Worlds"

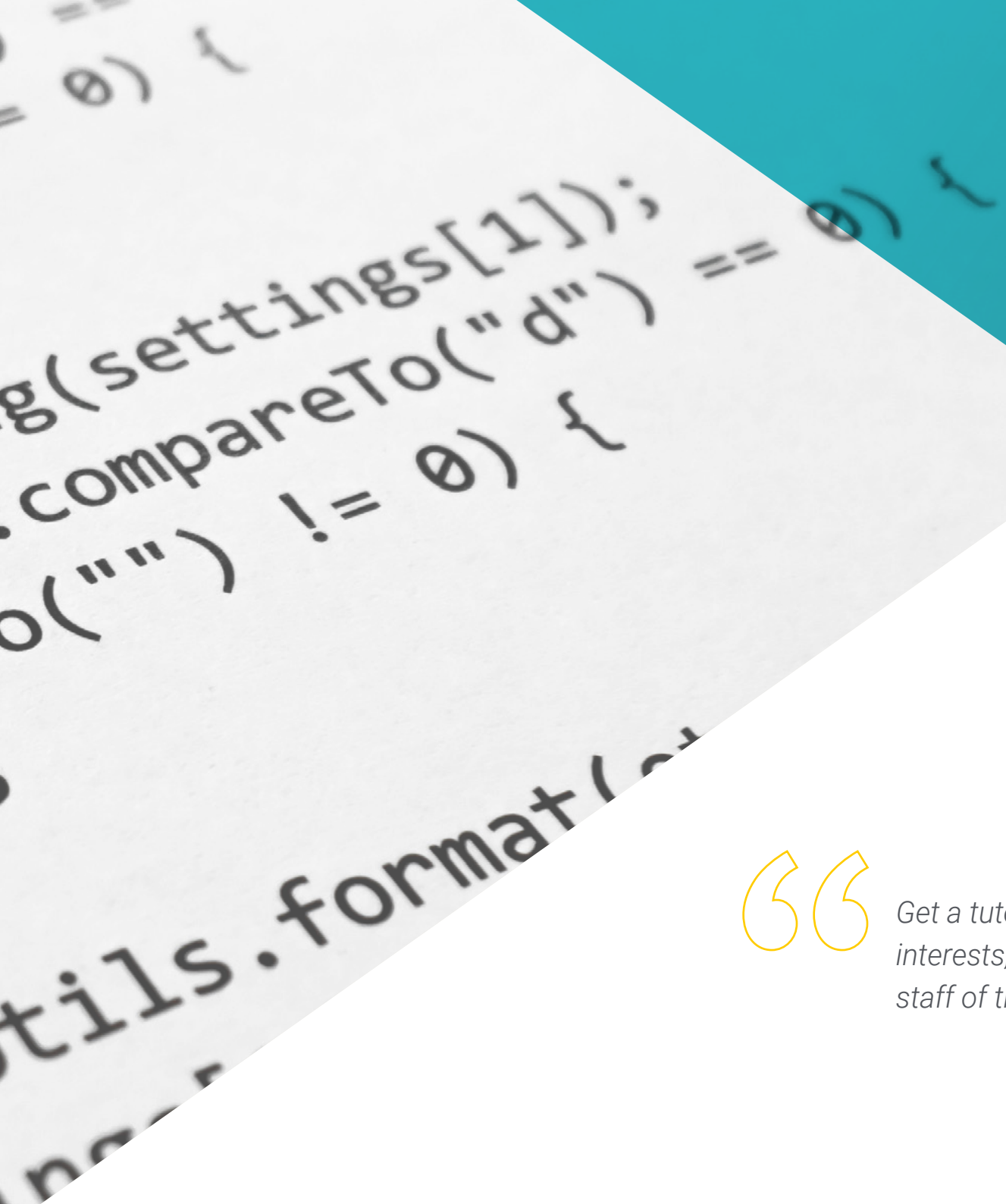
Specific Skills

- Assess risk levels in *DeFi* projects
- *DeFi* lending and *trading* strategies
- Learn about the different ways of building a decentralized virtual space and to analyze the economic opportunities related to this commercial phenomenon
- Establishing the differences between Bitcoin and *Altcoins*
- Diagnose the degree of usefulness of external platforms in a given Blockchain gamification project
- Differentiate the level of impact of the various variables in gamified economies
- Identify the types of assets in the creation of a gamified economy
- Establish economies based on gamified economic variables and generate long-term sustainable economies
- Analyze the possibilities of success of an economic system based on the study of its internal economy
- Select projects whose characteristics are similar to the venture as an object of study and validation of future strategies to generate profitability and value in digital assets

04

Course Management

In order to provide the video game professional with first-class educational content, TECH has relied on a highly professional teaching team with multidisciplinary skills in the field of *Crypto-Gaming*. In this way, the student will receive direct instruction from professionals who already work in *Blockchain* environments and know this technology to perfection, providing the necessary keys to use it effectively and successfully.



Get a tutoring completely personalized to your interests, having direct contact with the teaching staff of this Master's Degree"

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.

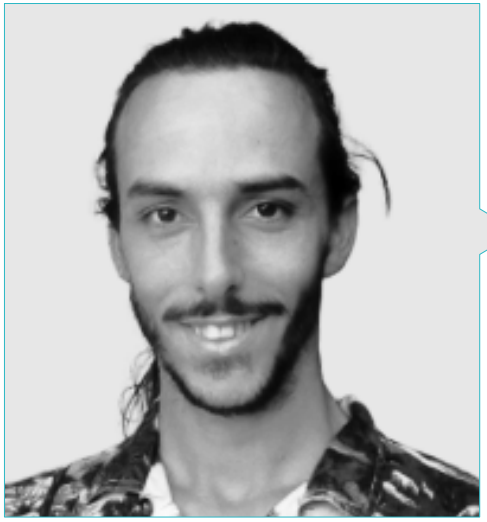
With a vision focused on product development and IT strategy, the expert excels in leading teams towards the creation of innovative and applicable solutions in the context of Blockchain technology. His ability to build strong and long-lasting business relationships has enabled him to establish key strategic 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

- 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

Mr. Gálvez González, Danko Andrés

- Commercial advisor at Niide, a gamified economy project on *Blockchain*
- HTML and CCS programmer in learning didactics projects
- Movistar and Virgin Mobile Sales Executive
- Bachelor of Education at the Universidad de Playa Ancha de Ciencias de la Educación

Mr. Olmo Cuevas, Víctor

- 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

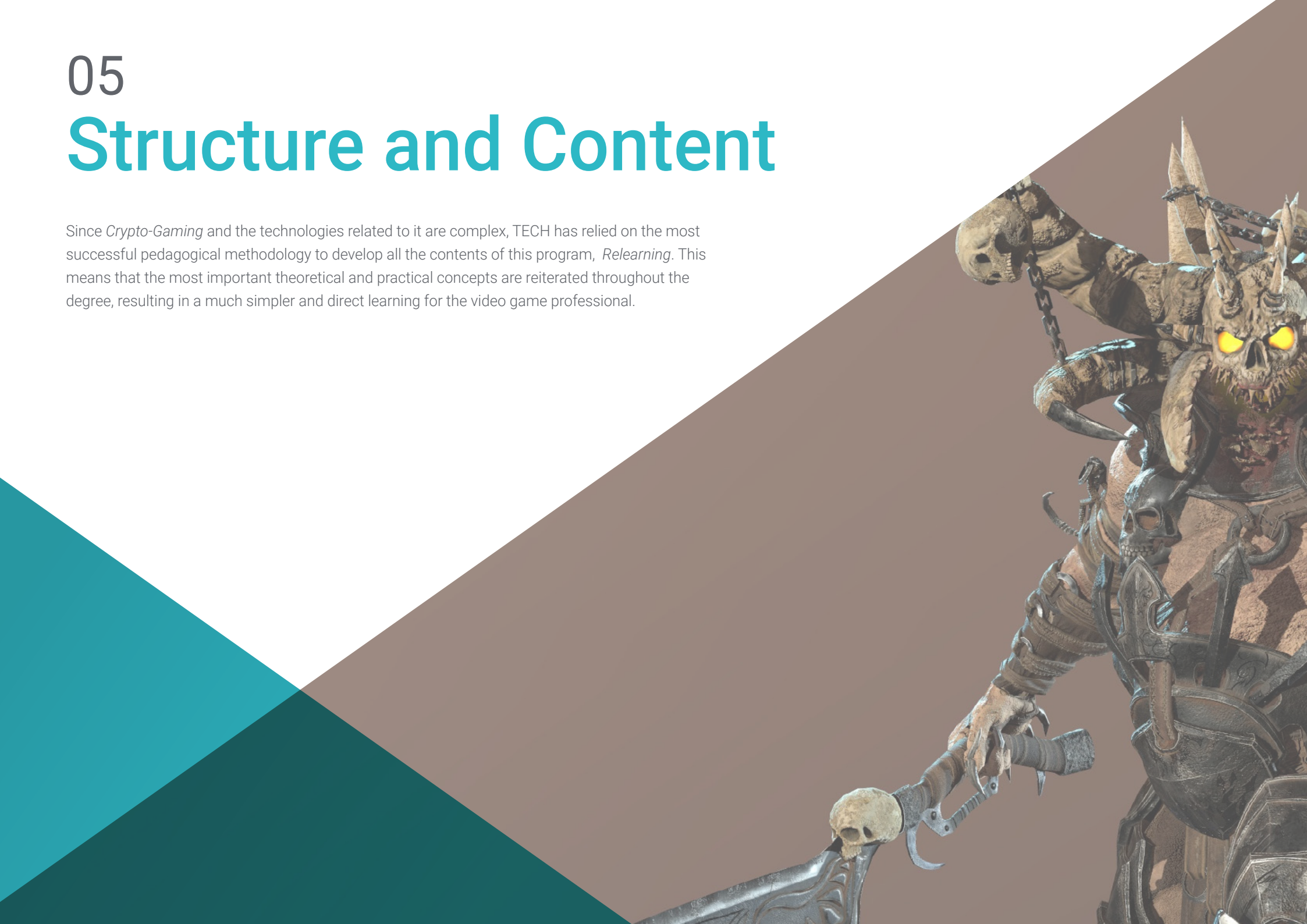
Ms. Gálvez González, María Jesús

- 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
- Master's Degree in Strategic People Management and Organizational Human Talent Management
- Postgraduate Certificate in Social Economy from the University of Santiago de Chile

05

Structure and Content

Since *Crypto-Gaming* and the technologies related to it are complex, TECH has relied on the most successful pedagogical methodology to develop all the contents of this program, *Relearning*. This means that the most important theoretical and practical concepts are reiterated throughout the degree, resulting in a much simpler and direct learning for the video game professional.



The content library to which you will have access includes numerous videos in detail and real case studies to support you in contextualizing all the topics covered"

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. *Blockchain* Technologies
- 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 Cadena

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. The *Blockchain* Economy
- 1.7.1. Advantages of the *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. *DeFi*

2.1. *DeFi*
- 2.1.1. *DeFi*
- 2.1.2. Origin
- 2.1.3. Criticism

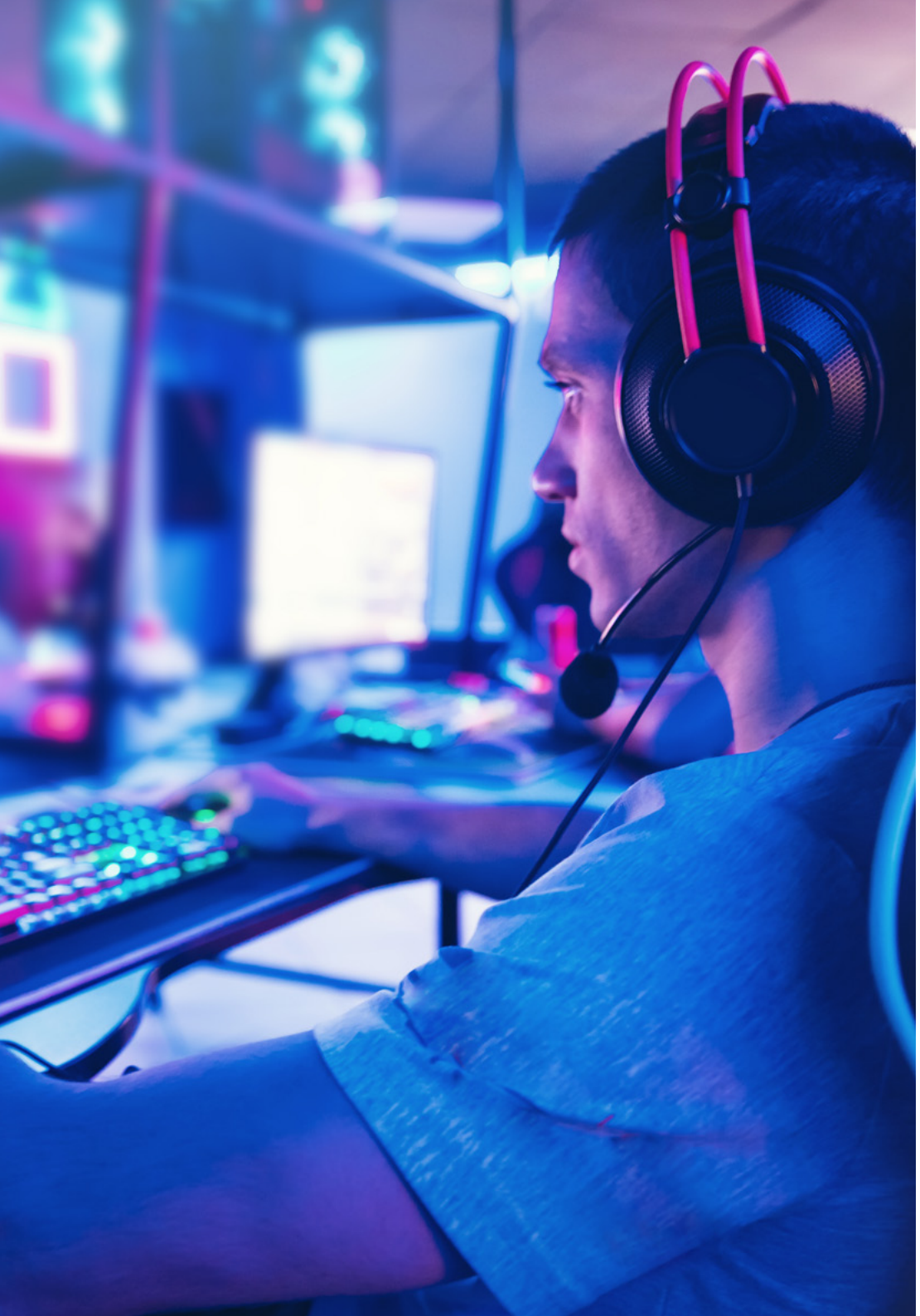
2.2. Market Decentralization
- 2.2.1. Economic Advantages
- 2.2.2. Creation of Financial Products
- 2.2.3. Loans of *DeFi*

2.3. Components *DeFi*
- 2.3.1. Layer 0
- 2.3.2. Software Protocol Layer
- 2.3.3. Application Layer and Aggregation Layer

2.4. Decentralized Exchanges
- 2.4.1. Exchange of *Tokens*
- 2.4.2. Adding Liquidity
- 2.4.3. Eliminating Liquidity

2.5. DeFi Markets
- 2.5.1. MarkerDAO
- 2.5.2. Argus Prediction Market
- 2.5.3. Ampleforth

2.6. Keys
- 2.6.1. *Yield Farming*
- 2.6.2. Liquidity Mining
- 2.6.3. Componibility



2.7. Differences with Other Systems
- 2.7.1. Traditional
- 2.7.2. *Fintech*
- 2.7.3. Comparison

2.8. Risk to Consider
- 2.8.1. Incomplete Decentralization
- 2.8.2. Security/safety
- 2.8.3. Usage Errors

2.9. *DeFi* Applications
- 2.9.1. Loans
- 2.9.2. *Trading*
- 2.9.3. Derivados

2.10. Projects Under Development
- 2.10.1. AAVE
- 2.10.2. DydX
- 2.10.3. Money on Chain

Module 3. NFT

3.1. NFT
- 3.1.1. NFT
- 3.1.2. NFT Linkage and *Blockchain*
- 3.1.3. Creation of NFT

3.2. Creating an NFT
- 3.2.1. Design and Content
- 3.2.2. Generation
- 3.2.3. *Metadata* and *Freeze Metadata*

3.3. NFT Sales Options in Gamified Economies
- 3.3.1. Direct Sales
- 3.3.2. Auction
- 3.3.3. *Whitelist*

3.4. NFT Market Research
- 3.4.1. Opensea
- 3.4.2. Immutable *Marketplace*
- 3.4.3. Gemini

3.5. NFT Monetization Strategies in Gamified Economies
- 3.5.1. Value in Use
- 3.5.2. Aesthetic Value
- 3.5.3. Actual Value

3.6. NFT Monetization Strategies in Gamified Economies: Mining
- 3.6.1. NFT Mined
- 3.6.2. *Merge*
- 3.6.3. *Burn*

3.7. NFT Monetization Strategies in Gamified Economies: Consumables
- 3.7.1. NFT Consumable
- 3.7.2. NFT Envelopes
- 3.7.3. Quality of NFT

3.8. Analysis of Gamified Systems Based on NFT
- 3.8.1. Alien Worlds
- 3.8.2. Gods Unchained
- 3.8.3. R-Planet

3.9. NFT as an Investment and Labor Incentive
- 3.9.1. Investment Participation Privileges
- 3.9.2. Collections Linked to Specific Dissemination Work
- 3.9.3. Sum of Forces

3.10. Areas of Innovation in Development
- 3.10.1. Music at NFT
- 3.10.2. NFT Video
- 3.10.3. NFT Books

Module 4. Cryptocurrency Analysis

4.1. Bitcoin
- 4.1.1. Bitcoins
- 4.1.2. Bitcoin as a Market Indicator
- 4.1.3. Advantages and Disadvantages for Gamified Economies

4.2. *Altcoins*
- 4.2.1. Main Characteristics and Differences with Respect to Bitcoin
- 4.2.2. Market Impact
- 4.2.3. Analysis of Binding Projects

4.3. Ethereum
- 4.3.1. Main Features and Operation
- 4.3.2. Hosted Projects and Market Impact
- 4.3.3. Advantages and Disadvantages for Gamified Economies

4.4. *Binance Coin*
- 4.4.1. Main Features and Operation
- 4.4.2. Hosted Projects and Market Impact
- 4.4.3. Advantages and Disadvantages for Gamified Economies

4.5. *Stablecoins*
- 4.5.1. Features
- 4.5.2. Projects in Operation as of *Stablecoins*
- 4.5.3. Uses of *Stablecoins* in Gamified Economies

4.6. Main *Stablecoins*
- 4.6.1. USDT
- 4.6.2. USDC
- 4.6.3. BUSD

4.7. *Trading*
- 4.7.1. *Trading* in Gamified Economies
- 4.7.2. Balanced Portfolio
- 4.7.3. Unbalanced Portfolio

4.8. *Trading*: DCA
- 4.8.1. DCA
- 4.8.2. Positional *Trading*
- 4.8.3. *Day Trading*

4.9. Risk
- 4.9.1. Price Formation
- 4.9.2. Liquidity
- 4.9.3. Global Economy

4.10. Legal Aspects
- 4.10.1. Mining Regulation
- 4.10.2. Consumer Rights
- 4.10.3. Warranty and Security

Module 5. Networks

5.1. The Revolution of the *Smart Contract*
- 5.1.1. The Birth of the *Smart Contract*
- 5.1.2. Application Hosting
- 5.1.3. Security in IT Processes

5.2. Metamask
- 5.2.1. Aspects
- 5.2.2. Impact on Accessibility
- 5.2.3. Asset Management at Metamask

5.3. Tron
- 5.3.1. Aspects
- 5.3.2. Hosted Applications
- 5.3.3. Disadvantages and Benefits

5.4. Ripple
- 5.4.1. Aspects
- 5.4.2. Hosted Applications
- 5.4.3. Disadvantages and Benefits

5.5. Ethereum
- 5.5.1. Aspects
- 5.5.2. Hosted Applications
- 5.5.3. Disadvantages and Benefits

5.6. Polygon MATIC
- 5.6.1. Aspects
- 5.6.2. Hosted Applications
- 5.6.3. Disadvantages and Benefits

5.7. Wax
- 5.7.1. Aspects
- 5.7.2. Hosted Applications
- 5.7.3. Disadvantages and Benefits

5.8. ADA Cardano
- 5.8.1. Aspects
- 5.8.2. Hosted Applications
- 5.8.3. Disadvantages and Benefits

5.9. Solana
- 5.9.1. Aspects
- 5.9.2. Hosted Applications
- 5.9.3. Disadvantages and Benefits

5.10. Projects and Migrations
- 5.10.1. Networks Suitable for the Project
- 5.10.2. Migrations
- 5.10.3. *Cross Chain*

Module 6. Metaverse

6.1. Metaverse
- 6.1.1. Metaverse
- 6.1.2. Impact on the World Economy
- 6.1.3. Impact on the Development of Gamified Economies

6.2. Forms of Accessibility
- 6.2.1. VR
- 6.2.2. Computers
- 6.2.3. Mobile Devices

6.3. Metaverse Types
- 6.3.1. Traditional Metaverse
- 6.3.2. Centralized *Blockchain* Metaverse
- 6.3.3. Decentralization *Blockchain* Metaverse

6.4. Metaverse as a Workspace
- 6.4.1. Idea of the Work within the Metaverse
- 6.4.2. Creation of Services within the Metaverse
- 6.4.3. Critical Points to Consider in Job Generation

6.5. Metaverse as a Space for Socialization
- 6.5.1. User Interaction Systems
- 6.5.2. Mechanics of Socialization
- 6.5.3. Forms of Monetization

6.6. Metaverse as an Entertainment Space
- 6.6.1. Training Spaces in the Metaverse
- 6.6.2. Forms of Training Space Management
- 6.6.3. Categories of Training Spaces in the Metaverse

6.7. System for Purchase and Lease of Spaces in the Metaverse
- 6.7.1. *Lands*
- 6.7.2. Auctions
- 6.7.3. Direct Sales

6.8. *Second Life*
- 6.8.1. *Second Life* as a Pioneer in the Metaverse Industry
- 6.8.2. Game Mechanics
- 6.8.3. Profitability Strategies Employed

6.9. *Decentraland*
- 6.9.1. *Decentraland* as the Most Profitable Metaverse on Record
- 6.9.2. Game Mechanics
- 6.9.3. Profitability Strategies Employed

6.10. *Meta*
- 6.10.1. *Meta:* The Company with the Greatest Impact on Developing a Metaverse
- 6.10.2. Market Impact
- 6.10.3. Project Details

Module 7. External Platforms

7.1. *DEX*
- 7.1.1. Features
- 7.1.2. Utilities
- 7.1.3. Implementation in Gamified Economies

7.2. *Swaps.*
- 7.2.1. Features
- 7.2.2. Main *Swaps*
- 7.2.3. Implementation in Gamified Economies

7.3. Oracles
- 7.3.1. Features
- 7.3.2. Main *Swaps*
- 7.3.3. Implementation in Gamified Economies

7.4. *Staking*
- 7.4.1. *Liquidity Pool*
- 7.4.2. *Staking*
- 7.4.3. *Farming*

7.5. *Blockchain* Development Tools
- 7.5.1. *Geth*
- 7.5.2. *Mist*
- 7.5.3. *Truffe*

7.6. *Blockchain* Development Tools: *Embark*
- 7.6.1. *Embark*
- 7.6.2. Ganache
- 7.6.3. *Blockchain Testnet*

7.7. Marketing Studies
- 7.7.1. *Defi Pulse*
- 7.7.2. *Skew*
- 7.7.3. *Trading View*

7.8. *Tracking*
- 7.8.1. *CoinTracking*
- 7.8.2. *CryptoCompare*
- 7.8.3. Blockfolio

7.9. *Bots of Trading*
- 7.9.1. Aspects
- 7.9.2. SFOX *Trading Algorithms*
- 7.9.3. *AlgoTrader*

7.10. Mining Tools
- 7.10.1. Aspects
- 7.10.2. *NiceHash*
- 7.10.3. *What to Mine*

Module 8. Analysis of Variables in Gamified Economies

8.1. Gamified Economic Variables
- 8.1.1. Advantages of Fragmentation
- 8.1.2. Similarities with the Real Economy
- 8.1.3. Division Criteria

8.2. Search
- 8.2.1. Individual
- 8.2.2. By Group
- 8.2.3. Global

8.3. Resources
- 8.3.1. By *Game Design*
- 8.3.2. Tangibles
- 8.3.3. Intangibles

8.4. Entities
- 8.4.1. Players
- 8.4.2. Single Resource Entities
- 8.4.3. Multiple Resource Entities

8.5. Sources
- 8.5.1. Generation Conditions
- 8.5.2. Localisation
- 8.5.3. Production Ratio

8.6. Exits
- 8.6.1. Consumables
- 8.6.2. Maintenance Costs
- 8.6.3. *Time Out*

8.7. Converters
- 8.7.1. NPC
- 8.7.2. Manifactura
- 8.7.3. Special Circumstances

8.8. Exchange
- 8.8.1. Public Markets
- 8.8.2. Private Stores
- 8.8.3. External Markets

8.9. Experience
- 8.9.1. Acquisition Mechanics
- 8.9.2. Apply Experience Mechanics to Economic Variables
- 8.9.3. Penalties and Experience Limits

8.10. *Deadlocks*
- 8.10.1. Resource Cycle
- 8.10.2. Linking Economic Variables with *Deadlocks*
- 8.10.3. Applying *Deadlocks* to Game Mechanics

Module 9. Gamified Economic Systems

9.1. Systems *Free to Play*
- 9.1.1. Characterization of *Free to Play* economies and main monetization points
- 9.1.2. Architectures in *Free to Play* Economies
- 9.1.3. Economical Design

9.2. *Freemium* Systems
- 9.2.1. Characterization of Freemium Economies and Main Monetization Points
- 9.2.2. *Play to Earn* Economy Architectures
- 9.2.3. Economical Design

9.3. *Pay to Play* Systems
- 9.3.1. Characterization of *Pay to Play* Economies and Main Monetization Points
- 9.3.2. Architectures in *Free to Play* Economies
- 9.3.3. Economical Design

9.4. PvP-Based Systems
- 9.4.1. Characterization of Economies Based on *Pay to play* and Main Monetization Points
- 9.4.2. Architecture in PvP Economies
- 9.4.3. Economic Design Workshop

9.5. *Seasons* System
- 9.5.1. Characterization of *Seasons* -Based Economies and Main Points of Profitability
- 9.5.2. Architecture in *Season* Economies
- 9.5.3. Economical Design

9.6. Economic Systems in *Sandbox* or *MMORPG*
- 9.6.1. Characterization of *Sandbox*-Based Economies and Main Cost-Effectiveness Points
- 9.6.2. Architecture in *Sandbox* Economies
- 9.6.3. Economical Design

9.7. *Trading Card Game* System
- 9.7.1. Characterization of *Trading Card Game*-Based Economies and Main Cost-Effectiveness Points
- 9.7.2. Architecture in *Trading Card Game* Economies
- 9.7.3. Economic Design Workshop

9.8. PvE Systems
- 9.8.1. Characterization of PvE-Based Economies and Main Cost-Effectiveness Points
- 9.8.2. Architecture in PvE Economies
- 9.8.3. Economic Design Workshop

9.9. Betting Systems
- 9.9.1. Characterization of Bet-Based Economies and Main Monetization Points
- 9.9.2. Architecture in Betting Economies
- 9.9.3. Economic Design

9.10. Systems Dependent on External Economies
- 9.10.1. Characterization of Dependent Economies and Main Monetization Points
- 9.10.2. Architecture in Dependent Economies
- 9.10.3. Economic Design

Module 10. *Blockchain* Video Game Analysis

10.1. Star Atlas
- 10.1.1. Game Mechanics
- 10.1.2. Economic System
- 10.1.3. Usability

10.2. Anillo Exterior
- 10.2.1. Game Mechanics
- 10.2.2. Economic System
- 10.2.3. Usability

10.3. Axie Infinity
- 10.3.1. Game Mechanics
- 10.3.2. Economic System
- 10.3.3. Usability

10.4. Splinterlands
- 10.4.1. Game Mechanics
- 10.4.2. Economic System
- 10.4.3. Usability

10.5. R-Planet
- 10.5.1. Game Mechanics
- 10.5.2. Economic System
- 10.5.3. Usability

10.6. Ember Sword
- 10.6.1. Game Mechanics
- 10.6.2. Economic System
- 10.6.3. Usability

10.7. Big Time
- 10.7.1. Game Mechanics
- 10.7.2. Economic System
- 10.7.3. Usability

10.8. Gods Unchained
- 10.8.1. Game Mechanics
- 10.8.2. Economic System
- 10.8.3. Usability

10.9. Illuvium
- 10.9.1. Game Mechanics
- 10.9.2. Economic System
- 10.9.3. Usability

10.10. Upland
- 10.10.1. Game Mechanics
- 10.10.2. Economic System
- 10.10.3. Usability

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"

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"

You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. 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 professional reality is taken into account.

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

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 that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.

Relearning Methodology

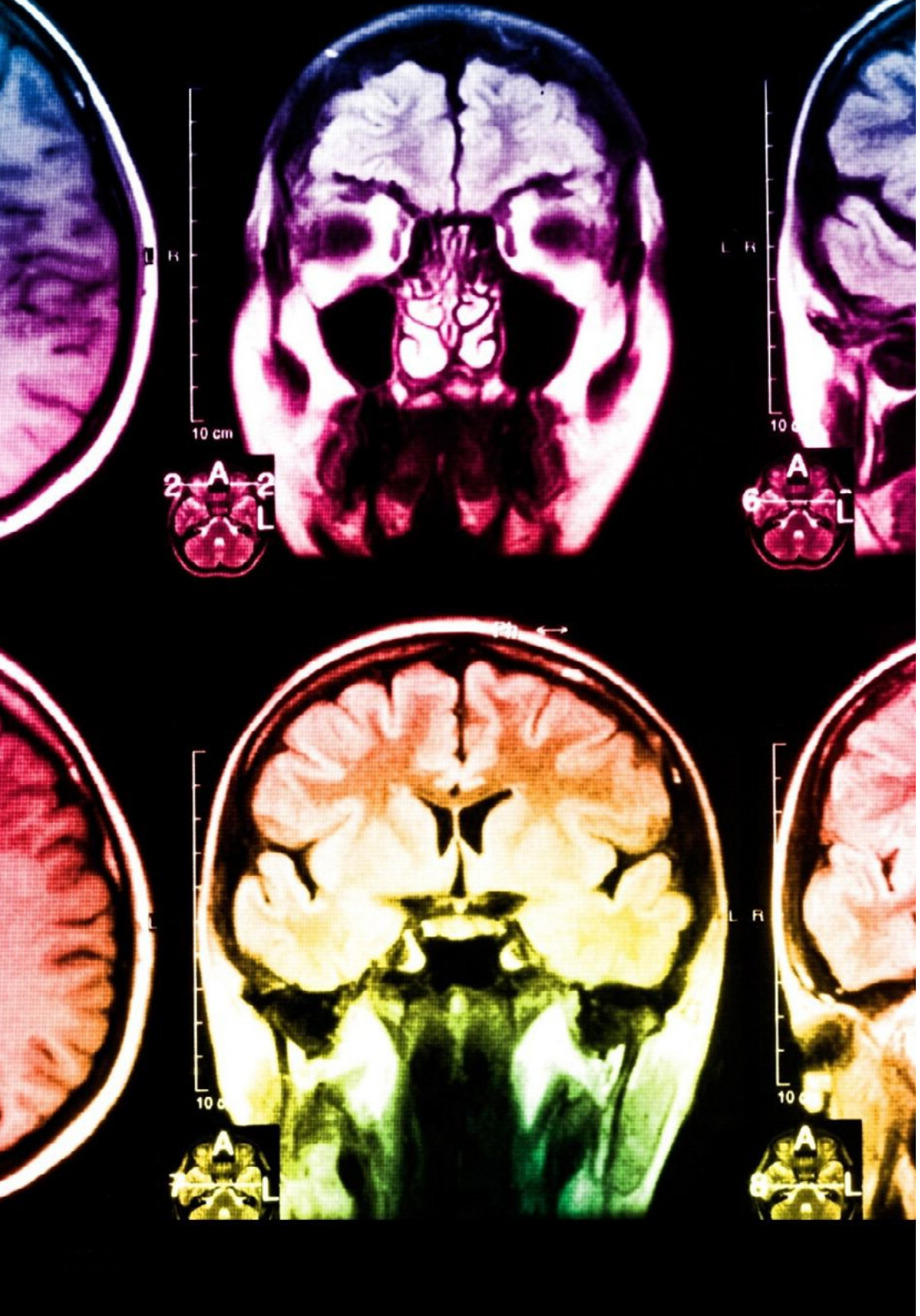
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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

In 2019, we obtained the best learning results of all online universities in the world.

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 university is the only one in the world authorized to employ 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. This methodology has 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, and financial markets and 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 training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for 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.

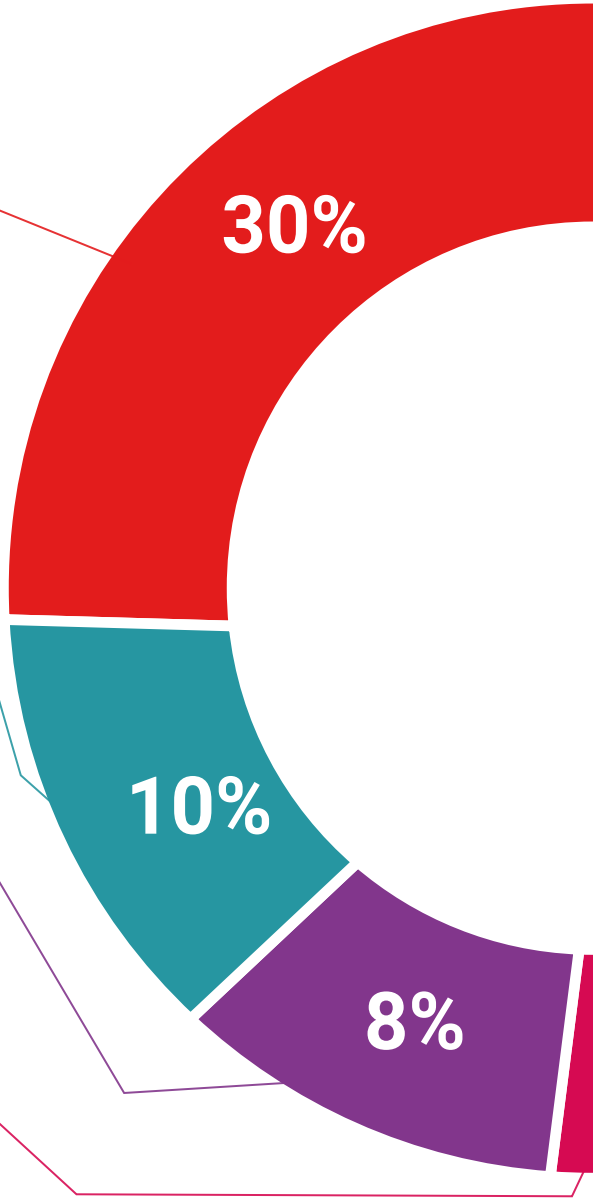
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

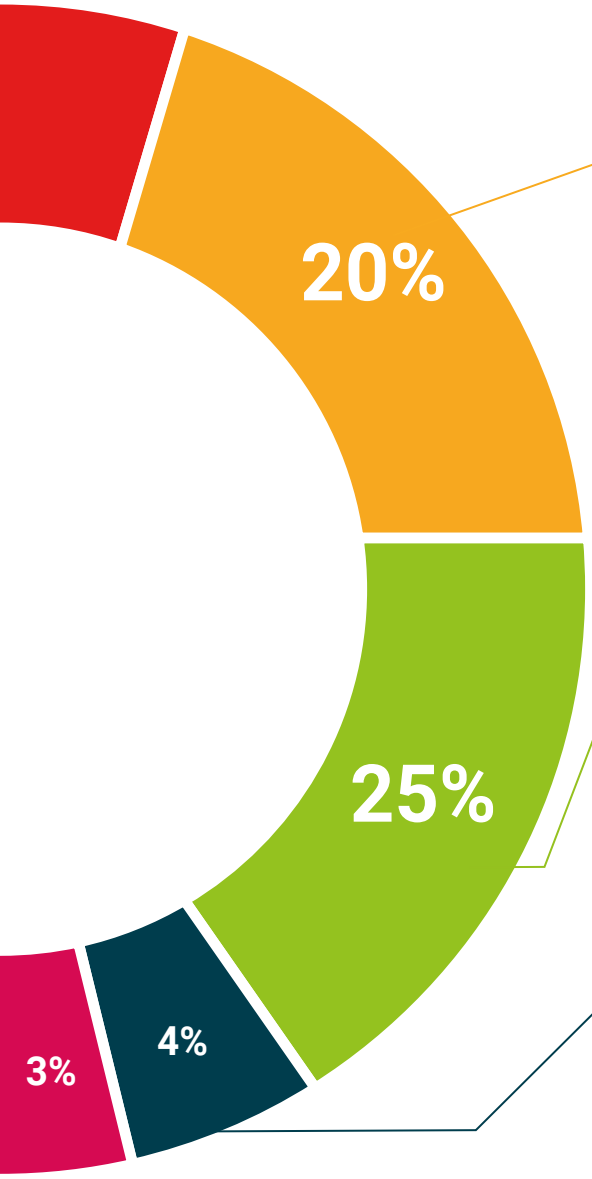
Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist 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 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

Certificate

The Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games guarantees, in addition to the most rigorous and up-to-date training, access to a Master's Degree issued by TECH Global University.

Successfully complete this training program and receive your university certificate without travel or laborious paperwork"

This program will allow you to obtain your **Master's Degree diploma in Crypto-Gaming and Blockchain Economics for Video Games** 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: **Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**

tech global university

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

Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games

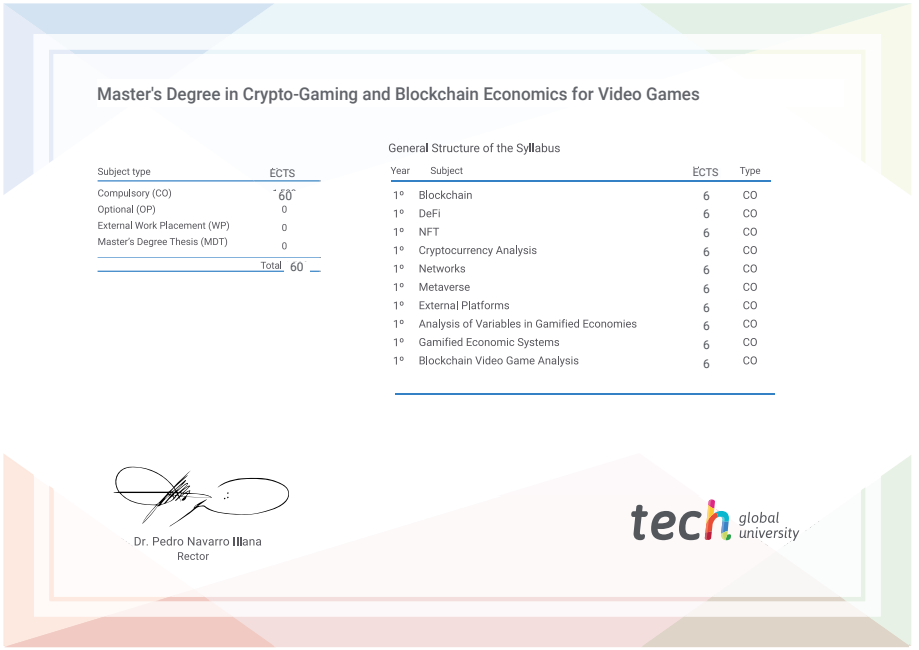
This is a program of 1,500 hours of duration equivalent to 60 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

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


Master's Degree in Crypto-Gaming and Blockchain Economics for Video Games

Subject type	ECTS
Compulsory (CO)	60
Optional (OP)	0
External Work Placement (WP)	0
Master's Degree Thesis (MDT)	0
Total	60

General Structure of the Syllabus

Year	Subject	ECTS	Type
1º	Blockchain	6	CO
1º	DeFi	6	CO
1º	NFT	6	CO
1º	Cryptocurrency Analysis	6	CO
1º	Networks	6	CO
1º	Metaverse	6	CO
1º	External Platforms	6	CO
1º	Analysis of Variables in Gamified Economies	6	CO
1º	Gamified Economic Systems	6	CO
1º	Blockchain Video Game Analysis	6	CO

Dr. Pedro Navarro Illana
Rector

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*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.

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Master's Degree
Crypto-Gaming and Blockchain Economics for Video Games

- Modality: **online**
- Duration: **12 months**
- Certificate: **TECH Global University**
- Credits: **60 ECTS**
- Schedule: **at your own pace**
- Exams: **online**

Master's Degree

Crypto-Gaming and Blockchain Economics for Video Games

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