



Postgraduate Certificate Cryptocurrency Analysis

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/videogames/postgraduate-certificate/cryptocurrency-analysis

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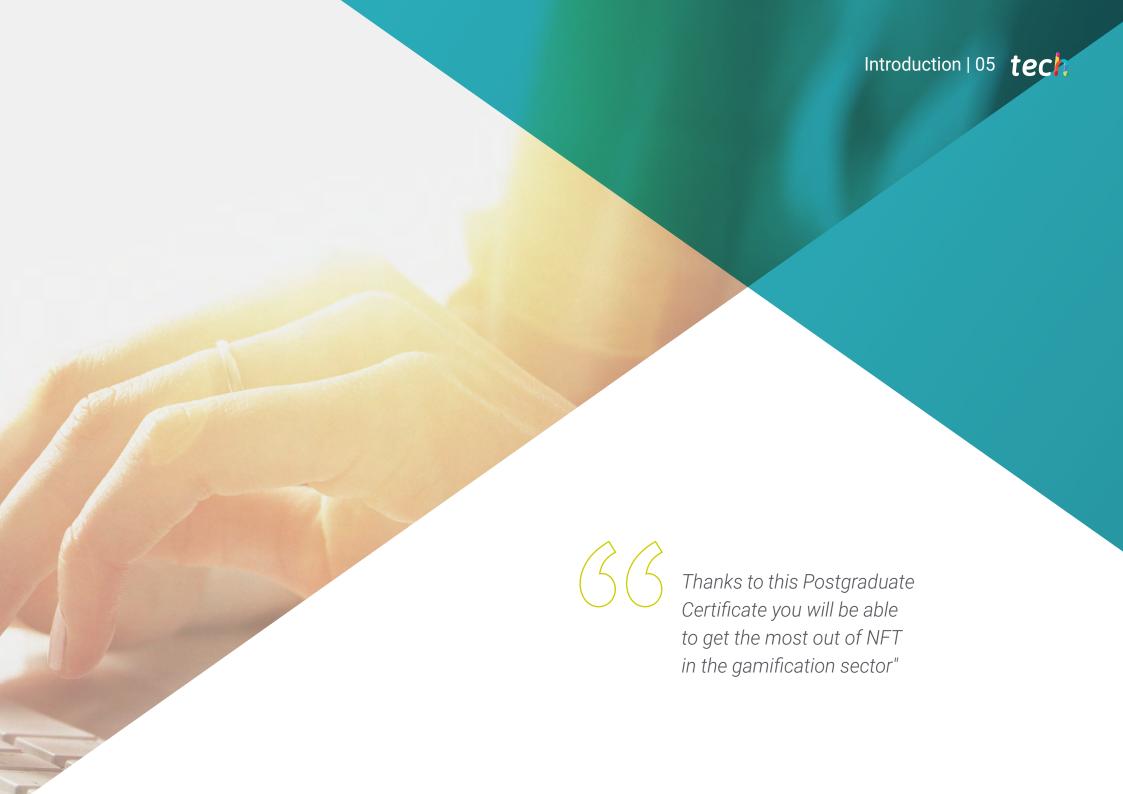
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Certificate

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01 Introduction

Cryptocurrencies or digital assets are already part of the technological financial landscape, where millions of transactions are carried out every day. The capacity for expansion is extensive, but requires in-depth knowledge to establish the right strategies in a field where professionalism is highly valued. The program will guide students through the origins and characteristics of Bitcoin and Altscoin. It will analyze its use in gamification and will present, based on real cases, the ups and downs that have occurred in some cryptocurrencies. Students have access to multiple multimedia tools, reading material and simulation of real cases that will enrich their entire educational experience.



tech 06 | Introduction

The Postgraduate Certificate in Cryptocurrency Analysis provides an initial overview of the emergence of digital assets on the Internet and then describes each of the existing alternatives to Bitcoin that currently exist. The students in this program will be able to acquire a deep knowledge of the main strategies to develop successfully with cryptocurrencies, their application and benefits in the gaming sector.

Thanks to this online education, the students will be able to learn about the great possibilities of professional projection in this field. For this, a specialized teacher team will delve into the existing concepts and applications of Altcoins, Ethereum and Stablecoins.

Throughout this Postgraduate Certificate in Cryptocurrency Analysis, the professional will examine the advantages and risks of these new digital currencies in order to improve their knowledge, carry out their own projects and boost their professional career.

A completely online Postgraduate Certificate very close to the current reality, which allows you to acquire the knowledge from anywhere in the world and with only a device with an Internet connection. The TECH learning method with extensive multimedia resources is the guarantee to improve digital skills.

This **Postgraduate Certificate in Cryptocurrency Analysis** contains the most complete and up-to-date program on the market. The most important features include:

- The development of case studies presented by experts in cryptocurrencies, Blockchain and video games
- The graphic, schematic, and 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



Improve your skills and competencies to master the growing virtual financial market in the world of video games"



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

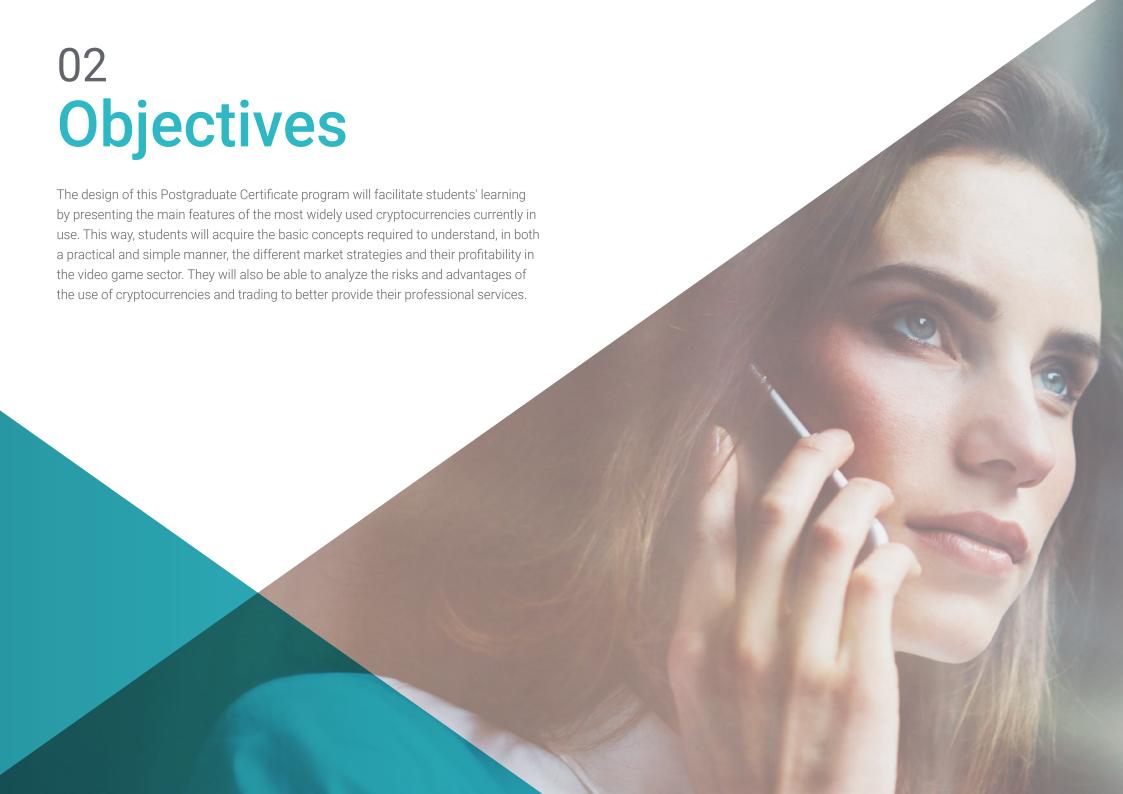
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program's design focuses on Problem-Based Learning, through which the professional must try to solve the different professional practice situations that arise during the academic program. For this purpose, students will be assisted by an innovative interactive video system created by renowned and experienced experts.

Achieve the necessary learning to make your gaming projects profitable with cryptocurrencies.

Take the opportunity to learn about the latest advances in this field and apply it to your daily life.







tech 10 | Objectives



General Objectives

- Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects
- Establish the differences between Bitcoin and Altcoins
- Learn about Stablecoins models and their advantages for the gamified economy
- Establish the fundamental characteristics of non-fungible tokens, their operation and deployment from their emergence to the present day





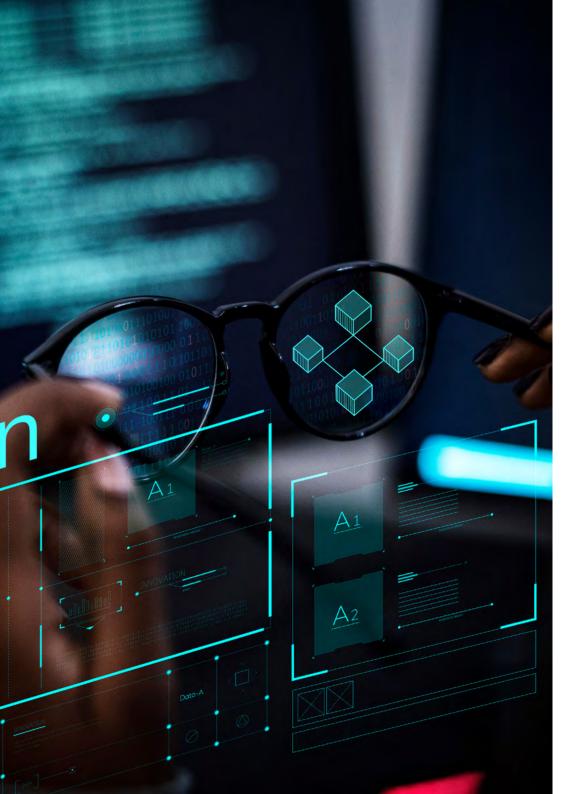


Specific Objectives

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



Hone your skills and get the most out of cryptocurrencies"







tech 14 | Course Management

Management



Mr. Olmo Cuevas, Alejandro

- Game Designer and Blockchain Economies for Video Games
- Founder of Seven Moons Studios Blockchain Gaming
- Founder of the Niide project
- 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's Degree in Education from the Universidad de Playa Ancha Educational Sciences





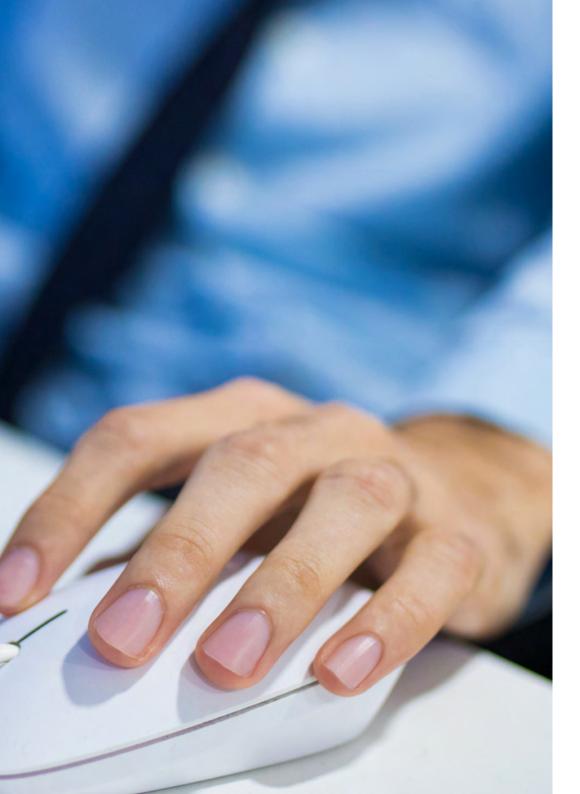


tech 18 | Structure and Content

Module 1. Cryptocurrency Analysis

- 1.1. Bitcoin
 - 1.1.1. Bitcoins
 - 1.1.2. Bitcoin as a Market Indicator
 - 1.1.3. Advantages and Disadvantages for Gamified Economies
- 1.2. Altcoins
 - 1.2.1. Main Characteristics and Differences with Respect to Bitcoin
 - 1.2.2. Market Impact
 - 1.2.3. Analysis of Binding Projects
- 1.3. Ethereum
 - 1.3.1. Main Features and Operation
 - 1.3.2. Hosted Projects and Market Impact
 - 1.3.3. Advantages and Disadvantages for Gamified Economies
- 1.4. Binance Coin
 - 1.4.1. Main Features and Operation
 - 1.4.2. Hosted Projects and Market Impact
 - 1.4.3. Advantages and Disadvantages for Gamified Economies
- 1.5. Stablecoins
 - 1.5.1. Features
 - 1.5.2. Projects in Operation as of Stablecoins
 - 1.5.3. Uses of Stablecoins in Gamified Economies
- 1.6. Main Stablecoins
 - 1.6.1. USDT
 - 1.6.2. USDC
 - 1.6.3. BUSD
- 1.7. Trading
 - 1.7.1. Trading in Gamified Economies
 - 1.7.2. Balanced Portfolio
 - 1.7.3. Unbalanced Portfolio
- 1.8. Trading: DCA
 - 1.8.1. DCA
 - 1.8.2. Positional Trading
 - 1.8.3. Daytrading





Structure and Content | 19 tech

- 1.9. Risk
 - 1.9.1. Price Formation
 - 1.9.2. Liquidity
 - 1.9.3. Global Economy
- 1.10. Legal Aspects
 - 1.10.1. Mining Regulation
 - 1.10.2. Consumer Rights
 - 1.10.3. Warranty and Security



A program designed to help you excel and make the leap you've been looking for in the gaming and video game industry"





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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.



Methodology | 25 tech

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.



Methodology | 27 tech



4%

3%

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.





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This **Postgraduate Certificate in Cryptocurrency Analysis** contains the most complete and up-to-date program on the market.

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

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

Title: Postgraduate Certificate in Cryptocurrency Analysis
Official N° of Hours: 150h.



For having passed and accredited the following program POSTGRADUATE CERTIFICATE

in

Postgraduate Certificate

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each coun

e TECH Code: AFWORD23S techtitute.com/cer

health confidence people education information tutors guarantee accreditation teaching institutions technology learning



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